Different programming languages support different styles of programming (called programming paradigms)..  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 Programmable devices have existed for centuries.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Programming languages are essential for software development.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
Scripting and breakpointing is also part of this process.  
One approach popular for requirements analysis is Use Case analysis.  
 Programs were mostly entered using punched cards or paper tape.  
However, readability is more than just programming style.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 Computer programmers are those who write computer software.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.