A similar technique used for database design is Entity-Relationship Modeling (ER Modeling)..  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
One approach popular for requirements analysis is Use Case analysis.  
There exist a lot of different approaches for each of those tasks.  
Scripting and breakpointing is also part of this process.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Ideally, the programming language best suited for the task at hand will be selected.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
 It is very difficult to determine what are the most popular modern programming languages.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Use of a static code analysis tool can help detect some possible problems.