Normally the first step in debugging is to attempt to reproduce the problem..  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Techniques like Code refactoring can enhance readability.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
However, readability is more than just programming style.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.