Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA)..  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 Different programming languages support different styles of programming (called programming paradigms).  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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 of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.