Normally the first step in debugging is to attempt to reproduce the problem..  
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.  
 Different programming languages support different styles of programming (called programming paradigms).  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Programs were mostly entered using punched cards or paper tape.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Code-breaking algorithms have also existed for centuries.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Many applications use a mix of several languages in their construction and use.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.