Ideally, the programming language best suited for the task at hand will be selected..  
Programming languages are essential for software development.  
 Following a consistent programming style often helps readability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
However, readability is more than just programming style.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.