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..  
There are many approaches to the Software development process.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
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.  
 Following a consistent programming style often helps readability.  
 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.  
Use of a static code analysis tool can help detect some possible problems.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Programmable devices have existed for centuries.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.