Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users..  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Following a consistent programming style often helps readability.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
 It is very difficult to determine what are the most popular modern programming languages.  
Techniques like Code refactoring can enhance readability.  
There exist a lot of different approaches for each of those tasks.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.