Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment..  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Programs were mostly entered using punched cards or paper tape.  
 Computer programmers are those who write computer software.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Code-breaking algorithms have also existed for centuries.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.