It is usually easier to code in "high-level" languages than in "low-level" ones..  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
There are many approaches to the Software development process.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 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.  
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.  
 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.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
Scripting and breakpointing is also part of this process.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
 Programmable devices have existed for centuries.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.