After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug..  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
Many applications use a mix of several languages in their construction and use.  
 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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
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.