Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users..  
  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Techniques like Code refactoring can enhance readability.  
 Different programming languages support different styles of programming (called programming paradigms).  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 Programmable devices have existed for centuries.  
There exist a lot of different approaches for each of those tasks.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.