Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA)..  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Use of a static code analysis tool can help detect some possible problems.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
There exist a lot of different approaches for each of those tasks.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.