Use of a static code analysis tool can help detect some possible problems..  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
However, readability is more than just programming style.  
Many applications use a mix of several languages in their construction and use.