These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics..  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
  
 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.  
Scripting and breakpointing is also part of this process.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
One approach popular for requirements analysis is Use Case analysis.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, readability is more than just programming style.