Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages..  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
However, readability is more than just programming style.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Normally the first step in debugging is to attempt to reproduce the problem.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Programs were mostly entered using punched cards or paper tape.  
 Computer programmers are those who write computer software.  
  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.