Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 Programmable devices have existed for centuries.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Following a consistent programming style often helps readability.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
Normally the first step in debugging is to attempt to reproduce the problem.