Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, readability is more than just programming style.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 Different programming languages support different styles of programming (called programming paradigms).  
One approach popular for requirements analysis is Use Case analysis.  
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.