Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment..  
However, readability is more than just programming style.  
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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 Following a consistent programming style often helps readability.  
One approach popular for requirements analysis is Use Case analysis.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.