It is usually easier to code in "high-level" languages than in "low-level" ones..  
However, readability is more than just programming style.  
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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Ideally, the programming language best suited for the task at hand will be selected.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
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).  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 Code-breaking algorithms have also existed for centuries.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.