Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users..  
 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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
There exist a lot of different approaches for each of those tasks.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Scripting and breakpointing is also part of this process.  
 Programmable devices have existed for centuries.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Techniques like Code refactoring can enhance readability.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Ideally, the programming language best suited for the task at hand will be selected.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).