Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA)..  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
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.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Programmable devices have existed for centuries.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Scripting and breakpointing is also part of this process.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Techniques like Code refactoring can enhance readability.  
 Programs were mostly entered using punched cards or paper tape.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 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.