There exist a lot of different approaches for each of those tasks..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Following a consistent programming style often helps readability.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
 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.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Programming languages are essential for software development.  
 Programs were mostly entered using punched cards or paper tape.  
Scripting and breakpointing is also part of this process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.