Programming languages are essential for software development..  
 Programs were mostly entered using punched cards or paper tape.  
 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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Techniques like Code refactoring can enhance readability.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
However, readability is more than just programming style.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Integrated development environments (IDEs) aim to integrate all such help.  
There are many approaches to the Software development process.