Normally the first step in debugging is to attempt to reproduce the problem..  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
However, readability is more than just programming style.  
Scripting and breakpointing is also part of this process.  
 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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).