Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 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.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 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.  
 Code-breaking algorithms have also existed for centuries.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Scripting and breakpointing is also part of this process.  
 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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.