It is usually easier to code in "high-level" languages than in "low-level" ones.  
Programming languages are essential for software development.  
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.  
Many applications use a mix of several languages in their construction and use.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
It is usually easier to code in "high-level" languages than in "low-level" ones.