Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
Many applications use a mix of several languages in their construction and use.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
There are many approaches to the Software development process.  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
However, readability is more than just programming style.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
Normally the first step in debugging is to attempt to reproduce the problem.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.