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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
There exist a lot of different approaches for each of those tasks.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
There are many approaches to the Software development process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.