Scripting and breakpointing is also part of this process.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Many applications use a mix of several languages in their construction and use.  
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There exist a lot of different approaches for each of those tasks.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
There exist a lot of different approaches for each of those tasks.