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.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Programming languages are essential for software development.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.