There are many approaches to the Software development process.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Techniques like Code refactoring can enhance readability.  
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.  
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.  
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However, readability is more than just programming style.  
 Programs were mostly entered using punched cards or paper tape.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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