The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Normally the first step in debugging is to attempt to reproduce the problem.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Programming languages are essential for software development.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Techniques like Code refactoring can enhance readability.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.