Use of a static code analysis tool can help detect some possible problems.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
This is interpreted into machine code.  
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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Programming languages are essential for software development.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Techniques like Code refactoring can enhance readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.