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.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Ideally, the programming language best suited for the task at hand will be selected.  
Techniques like Code refactoring can enhance readability.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
However, readability is more than just programming style.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Scripting and breakpointing is also part of this process.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).