Normally the first step in debugging is to attempt to reproduce the problem.  
Programming languages are essential for software development.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
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.  
Many applications use a mix of several languages in their construction and use.  
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.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
There are many approaches to the Software development process.  
Ideally, the programming language best suited for the task at hand will be selected.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
This is interpreted into machine code.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
Relatedly, software engineering combines engineering techniques and principles with software development.