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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Many applications use a mix of several languages in their construction and use.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
This is interpreted into machine code.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
There are many approaches to the Software development process.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.