Use of a static code analysis tool can help detect some possible problems.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
To produce machine code, the source code must either be compiled or transpiled.  
This is interpreted into machine code.  
Programming languages are essential for software development.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
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.  
Techniques like Code refactoring can enhance readability.  
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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.