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.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Many applications use a mix of several languages in their construction and use.  
There are many approaches to the Software development process.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 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.  
Use of a static code analysis tool can help detect some possible problems.  
However, readability is more than just programming style.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Programs were mostly entered using punched cards or paper tape.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.