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.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
There are many approaches to the Software development process.  
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.  
Scripting and breakpointing is also part of this process.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
However, readability is more than just programming style.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
 It is very difficult to determine what are the most popular modern programming languages.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.