It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
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.  
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 factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Normally the first step in debugging is to attempt to reproduce the problem.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
Many applications use a mix of several languages in their construction and use.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
It is usually easier to code in "high-level" languages than in "low-level" ones.