Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Normally the first step in debugging is to attempt to reproduce the problem.  
One approach popular for requirements analysis is Use Case analysis.  
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 text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Normally the first step in debugging is to attempt to reproduce the problem.