This can be a non-trivial task, for example as with parallel processes or some unusual software bugs..  
There exist a lot of different approaches for each of those tasks.  
Techniques like Code refactoring can enhance readability.  
 Computer programmers are those who write computer software.  
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.  
Many applications use a mix of several languages in their construction and use.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 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.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).