Use of a static code analysis tool can help detect some possible problems..  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Scripting and breakpointing is also part of this process.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Following a consistent programming style often helps readability.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Programmable devices have existed for centuries.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
However, readability is more than just programming style.  
Techniques like Code refactoring can enhance readability.