Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
 Computer programmers are those who write computer software.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Normally the first step in debugging is to attempt to reproduce the problem.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Techniques like Code refactoring can enhance readability.