Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability..  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
There exist a lot of different approaches for each of those tasks.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
One approach popular for requirements analysis is Use Case analysis.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.