There are many approaches to the Software development process..  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
Many applications use a mix of several languages in their construction and use.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Scripting and breakpointing is also part of this process.  
However, readability is more than just programming style.  
 Computer programmers are those who write computer software.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
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.  
 It is very difficult to determine what are the most popular modern programming languages.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.