Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability..  
There exist a lot of different approaches for each of those tasks.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Use of a static code analysis tool can help detect some possible problems.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Computer programmers are those who write computer software.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
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.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
It is usually easier to code in "high-level" languages than in "low-level" ones.