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..  
 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.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Techniques like Code refactoring can enhance readability.  
 Programs were mostly entered using punched cards or paper tape.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
 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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.