Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages..  
 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.  
Techniques like Code refactoring can enhance readability.  
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, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 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.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Following a consistent programming style often helps readability.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Use of a static code analysis tool can help detect some possible problems.  
Programming languages are essential for software development.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, readability is more than just programming style.