Scripting and breakpointing is also part of this process..  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
However, readability is more than just programming style.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Techniques like Code refactoring can enhance readability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Integrated development environments (IDEs) aim to integrate all such help.