After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug..  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
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.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
Programming languages are essential for software development.  
 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.