A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it..  
 Different programming languages support different styles of programming (called programming paradigms).  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 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.