Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users..  
Many applications use a mix of several languages in their construction and use.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
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.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Techniques like Code refactoring can enhance readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 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.  
However, readability is more than just programming style.