Following a consistent programming style often helps readability..  
There are many approaches to the Software development process.  
Scripting and breakpointing is also part of this process.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 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.  
 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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Programmable devices have existed for centuries.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 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.  
Programming languages are essential for software development.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.