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..  
There are many approaches to the Software development process.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 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.  
 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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.