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.  
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.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
There exist a lot of different approaches for each of those tasks.  
One approach popular for requirements analysis is Use Case analysis.  
This is interpreted into machine code.  
Scripting and breakpointing is also part of this process.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
This is interpreted into machine code.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Integrated development environments (IDEs) aim to integrate all such help.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Normally the first step in debugging is to attempt to reproduce the problem.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.