Compiling takes the source code from a low-level programming language and converts it into machine code.  
Techniques like Code refactoring can enhance readability.  
Scripting and breakpointing is also part of this process.  
Integrated development environments (IDEs) aim to integrate all such help.  
Ideally, the programming language best suited for the task at hand will be selected.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There are many approaches to the Software development process.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.