This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Techniques like Code refactoring can enhance readability.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
There exist a lot of different approaches for each of those tasks.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
However, readability is more than just programming style.  
Many applications use a mix of several languages in their construction and use.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.