This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
However, readability is more than just programming style.  
There are many approaches to the Software development process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 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.