Compiling takes the source code from a low-level programming language and converts it into machine code.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Use of a static code analysis tool can help detect some possible problems.  
However, readability is more than just programming style.  
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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.  
 It is very difficult to determine what are the most popular modern programming languages.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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.  
Techniques like Code refactoring can enhance readability.  
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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.  
  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.