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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
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.  
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.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, readability is more than just programming style.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
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.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Code-breaking algorithms have also existed for centuries.