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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
To produce machine code, the source code must either be compiled or transpiled.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Integrated development environments (IDEs) aim to integrate all such help.  
This is interpreted into machine code.  
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.  
There are many approaches to the Software development process.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.