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, readability is more than just programming style.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Programming languages are essential for software development.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
This is interpreted into machine code.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.