There exist a lot of different approaches for each of those tasks.  
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.  
This is interpreted into machine code.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Scripting and breakpointing is also part of this process.  
However, readability is more than just programming style.  
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.  
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.  
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.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.