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.  
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.  
Many applications use a mix of several languages in their construction and use.  
Techniques like Code refactoring can enhance readability.  
Many applications use a mix of several languages in their construction and use.  
Use of a static code analysis tool can help detect some possible problems.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.