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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
To produce machine code, the source code must either be compiled or transpiled.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
This is interpreted into machine code.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
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.