There exist a lot of different approaches for each of those tasks.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
There exist a lot of different approaches for each of those tasks.  
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.  
Programming languages are essential for software development.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.