Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Many applications use a mix of several languages in their construction and use.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
One approach popular for requirements analysis is Use Case analysis.  
Techniques like Code refactoring can enhance readability.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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