He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Scripting and breakpointing is also part of this process.  
Use of a static code analysis tool can help detect some possible problems.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
This is interpreted into machine code.  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
However, readability is more than just programming style.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
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.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Also, specific user environment and usage history can make it difficult to reproduce the problem.