This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
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Scripting and breakpointing is also part of this process.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 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).  
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).  
However, readability is more than just programming style.