Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
There exist a lot of different approaches for each of those tasks.  
However, readability is more than just programming style.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
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.  
Techniques like Code refactoring can enhance readability.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Use of a static code analysis tool can help detect some possible problems.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
There exist a lot of different approaches for each of those tasks.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).