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.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Normally the first step in debugging is to attempt to reproduce the problem.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Techniques like Code refactoring can enhance readability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Use of a static code analysis tool can help detect some possible problems.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
There exist a lot of different approaches for each of those tasks.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
  
Compiling takes the source code from a low-level programming language and converts it into machine code.