Normally the first step in debugging is to attempt to reproduce the problem.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Many applications use a mix of several languages in their construction and use.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
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.  
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.  
However, readability is more than just programming style.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Many applications use a mix of several languages in their construction and use.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.