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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
There are many approaches to the Software development process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Programming languages are essential for software development.  
Relatedly, software engineering combines engineering techniques and principles with software development.