However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
One approach popular for requirements analysis is Use Case analysis.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
This is interpreted into machine code.  
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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
This is interpreted into machine code.  
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.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.