Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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Normally the first step in debugging is to attempt to reproduce the problem.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
This is interpreted into machine code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
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.  
There exist a lot of different approaches for each of those tasks.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Normally the first step in debugging is to attempt to reproduce the problem.