Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Techniques like Code refactoring can enhance readability.  
Scripting and breakpointing is also part of this process.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Programming languages are essential for software development.  
 Programmable devices have existed for centuries.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.