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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
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.  
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.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
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.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
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.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Programs were mostly entered using punched cards or paper tape.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.