This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
This is interpreted into machine code.  
Techniques like Code refactoring can enhance readability.  
Integrated development environments (IDEs) aim to integrate all such help.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
There are many approaches to the Software development process.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
However, readability is more than just programming style.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Compiling takes the source code from a low-level programming language and converts it into machine code.