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.  
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.  
Techniques like Code refactoring can enhance readability.  
There are many approaches to the Software development process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
There exist a lot of different approaches for each of those tasks.  
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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.  
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Relatedly, software engineering combines engineering techniques and principles with software development.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
To produce machine code, the source code must either be compiled or transpiled.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.