Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Many applications use a mix of several languages in their construction and use.  
To produce machine code, the source code must either be compiled or transpiled.  
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.  
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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Integrated development environments (IDEs) aim to integrate all such help.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 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.