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.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
However, readability is more than just programming style.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.