Techniques like Code refactoring can enhance readability.  
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.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
However, readability is more than just programming style.  
 Computer programmers are those who write computer software.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
This is interpreted into machine code.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.