To produce machine code, the source code must either be compiled or transpiled.  
Techniques like Code refactoring can enhance readability.  
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.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
Techniques like Code refactoring can enhance readability.  
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.  
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.  
Techniques like Code refactoring can enhance readability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Programming languages are essential for software development.