Techniques like Code refactoring can enhance readability.  
There exist a lot of different approaches for each of those tasks.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
 These compiled languages allow the programmer to write programs in terms that are syntactically richer, and more capable of abstracting the code, making it easy to target varying machine instruction sets via compilation declarations and heuristics.  
Use of a static code analysis tool can help detect some possible problems.