It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Normally the first step in debugging is to attempt to reproduce the problem.  
However, readability is more than just programming style.  
There exist a lot of different approaches for each of those tasks.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Ideally, the programming language best suited for the task at hand will be selected.  
Use of a static code analysis tool can help detect some possible problems.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Scripting and breakpointing is also part of this process.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Different programming languages support different styles of programming (called programming paradigms).  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Compiling takes the source code from a low-level programming language and converts it into machine code.