However, readability is more than just programming style.  
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.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Ideally, the programming language best suited for the task at hand will be selected.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Programmable devices have existed for centuries.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
  
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.