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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Techniques like Code refactoring can enhance readability.  
Techniques like Code refactoring can enhance readability.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
There are many approaches to the Software development process.  
Many applications use a mix of several languages in their construction and use.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.