There exist a lot of different approaches for each of those tasks.  
Scripting and breakpointing is also part of this process.  
This is interpreted into machine code.  
Ideally, the programming language best suited for the task at hand will be selected.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Integrated development environments (IDEs) aim to integrate all such help.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
However, readability is more than just programming style.  
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).  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
This is interpreted into machine code.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.