Compiling takes the source code from a low-level programming language and converts it into machine code.  
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The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
There are many approaches to the Software development process.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
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