A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Use of a static code analysis tool can help detect some possible problems.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Ideally, the programming language best suited for the task at hand will be selected.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
There exist a lot of different approaches for each of those tasks.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
There are many approaches to the Software development process.  
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.