Techniques like Code refactoring can enhance readability.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Techniques like Code refactoring can enhance readability.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Integrated development environments (IDEs) aim to integrate all such help.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Normally the first step in debugging is to attempt to reproduce the problem.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Different programming languages support different styles of programming (called programming paradigms).  
 Programs were mostly entered using punched cards or paper tape.