For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Programming languages are essential for software development.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Techniques like Code refactoring can enhance readability.  
However, readability is more than just programming style.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
There are many approaches to the Software development process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.