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It is usually easier to code in "high-level" languages than in "low-level" ones.  
Integrated development environments (IDEs) aim to integrate all such help.  
There are many approaches to the Software development process.  
Programming languages are essential for software development.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
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.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
This is interpreted into machine code.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.