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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
However, readability is more than just programming style.  
Many applications use a mix of several languages in their construction and use.  
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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
There are many approaches to the Software development process.  
 Programs were mostly entered using punched cards or paper tape.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.