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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
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Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
One approach popular for requirements analysis is Use Case analysis.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.