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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
Programming languages are essential for software development.  
Use of a static code analysis tool can help detect some possible problems.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
Techniques like Code refactoring can enhance readability.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.  
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.