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.  
Many applications use a mix of several languages in their construction and use.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
There are many approaches to the Software development process.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
However, readability is more than just programming style.  
Techniques like Code refactoring can enhance readability.  
This is interpreted into machine code.  
There are many approaches to the Software development process.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Normally the first step in debugging is to attempt to reproduce the problem.