Ideally, the programming language best suited for the task at hand will be selected.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
This is interpreted into machine code.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
Use of a static code analysis tool can help detect some possible problems.  
This is interpreted into machine code.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
Ideally, the programming language best suited for the task at hand will be selected.  
 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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).