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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Programming languages are essential for software development.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There are many approaches to the Software development process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.