It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There exist a lot of different approaches for each of those tasks.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Programming languages are essential for software development.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
There exist a lot of different approaches for each of those tasks.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Normally the first step in debugging is to attempt to reproduce the problem.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
It is usually easier to code in "high-level" languages than in "low-level" ones.