Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Normally the first step in debugging is to attempt to reproduce the problem.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Ideally, the programming language best suited for the task at hand will be selected.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
However, readability is more than just programming style.  
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There exist a lot of different approaches for each of those tasks.  
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.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
There are many approaches to the Software development process.