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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
There are many approaches to the Software development process.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.