Compiling takes the source code from a low-level programming language and converts it into machine code.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
However, readability is more than just programming style.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Integrated development environments (IDEs) aim to integrate all such help.  
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.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 It is very difficult to determine what are the most popular modern programming languages.