It is usually easier to code in "high-level" languages than in "low-level" ones.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Programming languages are essential for software development.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 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.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
 Programmable devices have existed for centuries.