Relatedly, software engineering combines engineering techniques and principles with software development.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
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.  
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Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
This is interpreted into machine code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.