It is usually easier to code in "high-level" languages than in "low-level" ones.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Integrated development environments (IDEs) aim to integrate all such help.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.