It is usually easier to code in "high-level" languages than in "low-level" ones.  
Ideally, the programming language best suited for the task at hand will be selected.  
To produce machine code, the source code must either be compiled or transpiled.  
There exist a lot of different approaches for each of those tasks.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
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.  
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.