There are many approaches to the Software development process.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Programming languages are essential for software development.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).