It is usually easier to code in "high-level" languages than in "low-level" ones.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
This is interpreted into machine code.  
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.  
This is interpreted into machine code.  
Programming languages are essential for software development.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Programmable devices have existed for centuries.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.