Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, readability is more than just programming style.  
There are many approaches to the Software development process.  
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.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many applications use a mix of several languages in their construction and use.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Scripting and breakpointing is also part of this process.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.