Relatedly, software engineering combines engineering techniques and principles with software development.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There are many approaches to the Software development process.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
There exist a lot of different approaches for each of those tasks.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
However, readability is more than just programming style.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
Scripting and breakpointing is also part of this process.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.