It is usually easier to code in "high-level" languages than in "low-level" ones.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There are many approaches to the Software development process.  
To produce machine code, the source code must either be compiled or transpiled.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
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.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
To produce machine code, the source code must either be compiled or transpiled.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Computer programmers are those who write computer software.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.