Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Techniques like Code refactoring can enhance readability.  
Integrated development environments (IDEs) aim to integrate all such help.  
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).  
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.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
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.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.