Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
Techniques like Code refactoring can enhance readability.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
To produce machine code, the source code must either be compiled or transpiled.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.