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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
To produce machine code, the source code must either be compiled or transpiled.  
Normally the first step in debugging is to attempt to reproduce the problem.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
Use of a static code analysis tool can help detect some possible problems.  
Many applications use a mix of several languages in their construction and use.  
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.  
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).  
Ideally, the programming language best suited for the task at hand will be selected.  
Scripting and breakpointing is also part of this process.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
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.  
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.