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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
There are many approaches to the Software development process.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
However, readability is more than just programming style.  
 Computer programmers are those who write computer software.  
 Programmable devices have existed for centuries.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.