By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
There are many approaches to the Software development process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Scripting and breakpointing is also part of this process.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.