It is usually easier to code in "high-level" languages than in "low-level" ones.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
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.  
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.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
There are many approaches to the Software development process.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Ideally, the programming language best suited for the task at hand will be selected.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Techniques like Code refactoring can enhance readability.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.