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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
This is interpreted into machine code.  
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.  
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.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
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.  
However, readability is more than just programming style.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.