It is usually easier to code in "high-level" languages than in "low-level" ones.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
There are many approaches to the Software development process.  
Many applications use a mix of several languages in their construction and use.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
There exist a lot of different approaches for each of those tasks.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.