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.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Programming languages are essential for software development.  
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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.  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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).  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.