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.  
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).  
Integrated development environments (IDEs) aim to integrate all such help.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.  
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.