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.  
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.  
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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.  
There are many approaches to the Software development process.  
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.  
Many applications use a mix of several languages in their construction and use.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
There exist a lot of different approaches for each of those tasks.