Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Normally the first step in debugging is to attempt to reproduce the problem.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Scripting and breakpointing is also part of this process.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
 New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation).  
 Programs were mostly entered using punched cards or paper tape.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
  
Integrated development environments (IDEs) aim to integrate all such help.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.