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Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
Also, specific user environment and usage history can make it difficult 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.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Techniques like Code refactoring can enhance readability.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
This is interpreted into machine code.