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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
There are many approaches to the Software development process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Techniques like Code refactoring can enhance readability.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.