They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
There are many approaches to the Software development process.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
 Following a consistent programming style often helps readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Ideally, the programming language best suited for the task at hand will be selected.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.