Normally the first step in debugging is to attempt to reproduce the problem.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Many applications use a mix of several languages in their construction and use.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
Scripting and breakpointing is also part of this process.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
To produce machine code, the source code must either be compiled or transpiled.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.