Integrated development environments (IDEs) aim to integrate all such help.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There exist a lot of different approaches for each of those tasks.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
To produce machine code, the source code must either be compiled or transpiled.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
This is interpreted into machine code.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.