This is interpreted into machine code.  
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Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
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Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
Use of a static code analysis tool can help detect some possible problems.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
To produce machine code, the source code must either be compiled or transpiled.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.