Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
To produce machine code, the source code must either be compiled or transpiled.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Programming languages are essential for software development.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Many applications use a mix of several languages in their construction and use.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
 Programs were mostly entered using punched cards or paper tape.  
There are many approaches to the Software development process.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.