To produce machine code, the source code must either be compiled or transpiled.  
This is interpreted into machine code.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
Techniques like Code refactoring can enhance readability.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.