Compiling takes the source code from a low-level programming language and converts it into machine code.  
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.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.  
Use of a static code analysis tool can help detect some possible problems.  
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.  
However, readability is more than just programming style.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Ideally, the programming language best suited for the task at hand will be selected.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
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.