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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
This is interpreted into machine code.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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 Computer programmers are those who write computer software.