This is interpreted 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.  
Programming languages are essential for software development.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
 Different programming languages support different styles of programming (called programming paradigms).  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.