To produce machine code, the source code must either be compiled or transpiled.  
Ideally, the programming language best suited for the task at hand will be selected.  
Many applications use a mix of several languages in their construction and use.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
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.  
This is interpreted into machine code.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Code-breaking algorithms have also existed for centuries.  
 Computer programmers are those who write computer software.  
Integrated development environments (IDEs) aim to integrate all such help.  
Techniques like Code refactoring can enhance readability.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.