Compiling takes the source code from a low-level programming language and converts it into machine 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.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
There exist a lot of different approaches for each of those tasks.  
Integrated development environments (IDEs) aim to integrate all such help.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Use of a static code analysis tool can help detect some possible problems.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
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.  
This is interpreted into machine code.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
 Programmable devices have existed for centuries.