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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
One approach popular for requirements analysis is Use Case analysis.  
There exist a lot of different approaches for each of those tasks.  
Techniques like Code refactoring can enhance readability.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
There exist a lot of different approaches for each of those tasks.  
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.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
For this purpose, algorithms are classified into orders using so-called Big O notation, which expresses resource use, such as execution time or memory consumption, in terms of the size of an input.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.