Scripting and breakpointing is also part of this process.  
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.  
Programming languages are essential for software development.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
There exist a lot of different approaches for each of those tasks.  
Integrated development environments (IDEs) aim to integrate all such help.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
This is interpreted into machine code.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
To produce machine code, the source code must either be compiled or transpiled.  
This is interpreted into machine code.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.