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.  
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.  
Techniques like Code refactoring can enhance readability.  
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.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
To produce machine code, the source code must either be compiled or transpiled.  
Programming involves tasks such as analysis, generating algorithms, profiling algorithms' accuracy and resource consumption, and the implementation of algorithms (usually in a particular programming language, commonly referred to as coding).  
Use of a static code analysis tool can help detect some possible problems.  
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.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.