Also, specific user environment and usage history can make it difficult to reproduce the problem.  
To produce machine code, the source code must either be compiled or transpiled.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Integrated development environments (IDEs) aim to integrate all such help.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Many applications use a mix of several languages in their construction and use.  
To produce machine code, the source code must either be compiled or transpiled.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
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.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.