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 factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
Many applications use a mix of several languages in their construction and use.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
There exist a lot of different approaches for each of those tasks.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.