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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Scripting and breakpointing is also part of this process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
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).  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
This is interpreted into machine code.  
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).