To produce machine code, the source code must either be compiled or transpiled.  
Ideally, the programming language best suited for the task at hand will be selected.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
This is interpreted into machine code.  
 Programs were mostly entered using punched cards or paper tape.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There exist a lot of different approaches for each of those tasks.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
There are many approaches to the Software development process.