To produce machine code, the source code must either be compiled or transpiled.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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).  
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.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
However, readability is more than just programming style.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
 Programmable devices have existed for centuries.  
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.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.