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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
However, readability is more than just programming style.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Normally the first step in debugging is to attempt to reproduce the problem.  
Integrated development environments (IDEs) aim to integrate all such help.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
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.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.