Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
This is interpreted into machine code.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
To produce machine code, the source code must either be compiled or transpiled.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
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.  
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 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
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.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.