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.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Scripting and breakpointing is also part of this process.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
To produce machine code, the source code must either be compiled or transpiled.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Techniques like Code refactoring can enhance readability.  
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.  
This is interpreted into machine code.  
 Computer programmers are those who write computer software.