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.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
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).  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
There are many approaches to the Software development process.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Scripting and breakpointing is also part of this process.  
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.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.