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.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
One approach popular for requirements analysis is Use Case analysis.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
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.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
To produce machine code, the source code must either be compiled or transpiled.  
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.  
Scripting and breakpointing is also part of this process.  
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).  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.