There exist a lot of different approaches for each of those tasks.  
Compiling takes the source code from a low-level programming language and converts it into machine code.  
Techniques like Code refactoring can enhance readability.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
Techniques like Code refactoring can enhance readability.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
However, readability is more than just programming style.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
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.