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.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
Techniques like Code refactoring can enhance readability.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
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.  
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Scripting and breakpointing is also part of this process.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
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.  
This is interpreted into machine code.  
Integrated development environments (IDEs) aim to integrate all such help.  
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There exist a lot of different approaches for each of those tasks.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.