This is interpreted into machine code.  
Scripting and breakpointing is also part of this process.  
Ideally, the programming language best suited for the task at hand will be selected.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
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.  
Normally the first step in debugging is to attempt to reproduce the problem.  
There exist a lot of different approaches for each of those tasks.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
Methods of measuring programming language popularity include: counting the number of job advertisements that mention the language, the number of books sold and courses teaching the language (this overestimates the importance of newer languages), and estimates of the number of existing lines of code written in the language (this underestimates the number of users of business languages such as COBOL).  
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.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.