Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
This is interpreted into machine code.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
To produce machine code, the source code must either be compiled or transpiled.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
This is interpreted into machine code.  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.