Scripting and breakpointing is also part of this process.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
This is interpreted into machine code.  
However, readability is more than just programming style.  
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.  
Use of a static code analysis tool can help detect some possible problems.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
Ideally, the programming language best suited for the task at hand will be selected.  
Use of a static code analysis tool can help detect some possible problems.  
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).  
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.  
 Code-breaking algorithms have also existed for centuries.  
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).  
Normally the first step in debugging is to attempt to reproduce the problem.