Compiling takes the source code from a low-level programming language and converts it into machine code.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
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.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Techniques like Code refactoring can enhance readability.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
 Following a consistent programming style often helps readability.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
  
 Computer programming is the process of performing particular computations (or more generally, accomplishing specific computing results), usually by designing and building executable computer programs.