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.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Many applications use a mix of several languages in their construction and use.  
This is interpreted into machine code.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
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.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
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.  
There are many approaches to the Software development process.  
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.  
 Programmable devices have existed for centuries.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.