To produce machine code, the source code must either be compiled or transpiled.  
This is interpreted into machine code.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
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.  
Many applications use a mix of several languages in their construction and use.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Programming languages are essential for software development.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.