Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
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.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
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.  
This is interpreted into machine code.  
Use of a static code analysis tool can help detect some possible problems.  
To produce machine code, the source code must either be compiled or transpiled.  
 It is very difficult to determine what are the most popular modern programming languages.  
 Programs were mostly entered using punched cards or paper tape.  
Integrated development environments (IDEs) aim to integrate all such help.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
 Different programming languages support different styles of programming (called programming paradigms).