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.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
 Code-breaking algorithms have also existed for centuries.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
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).  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
There exist a lot of different approaches for each of those tasks.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Different programming languages support different styles of programming (called programming paradigms).  
 Tasks accompanying and related to programming include testing, debugging, source code maintenance, implementation of build systems, and management of derived artifacts, such as the machine code of computer programs.