Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries..  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Some languages are more prone to some kinds of faults because their specification does not require compilers to perform as much checking as other languages.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Different programming languages support different styles of programming (called programming paradigms).  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 Following a consistent programming style often helps readability.  
Provided the functions in a library follow the appropriate run-time conventions (e.g., method of passing arguments), then these functions may be written in any other language.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
There are many approaches to the Software development process.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.