Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
Techniques like Code refactoring can enhance readability.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
Programming languages are essential for software development.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
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.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
Ideally, the programming language best suited for the task at hand will be selected.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
 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.  
For example, COBOL is still strong in corporate data centers often on large mainframe computers, Fortran in engineering applications, scripting languages in Web development, and C in embedded software.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.