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.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Many applications use a mix of several languages in their construction and use.  
  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 It is very difficult to determine what are the most popular modern programming languages.  
 Code-breaking algorithms have also existed for centuries.  
One approach popular for requirements analysis is Use Case analysis.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
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.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
 The academic field and the engineering practice of computer programming are both largely concerned with discovering and implementing the most efficient algorithms for a given class of problems.  
Ideally, the programming language best suited for the task at hand will be selected.