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..  
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 programmers are those who write computer software.  
 Code-breaking algorithms have also existed for centuries.  
Scripting and breakpointing is also part of this process.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
Proficient programming usually requires expertise in several different subjects, including knowledge of the application domain, details of programming languages and generic code libraries, specialized algorithms, and formal logic.  
In the 9th century, the Arab mathematician Al-Kindi described a cryptographic algorithm for deciphering encrypted code, in A Manuscript on Deciphering Cryptographic Messages.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.  
  
 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.  
There exist a lot of different approaches for each of those tasks.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.