New languages are generally designed around the syntax of a prior language with new functionality added, (for example C++ adds object-orientation to C, and Java adds memory management and bytecode to C++, but as a result, loses efficiency and the ability for low-level manipulation)..  
 Computer programmers are those who write computer software.  
Programming languages are essential for software development.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
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.  
Ideally, the programming language best suited for the task at hand will be selected.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.  
 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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Use of a static code analysis tool can help detect some possible problems.  
 Programmable devices have existed for centuries.