The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference..  
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.  
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.  
 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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
Many applications use a mix of several languages in their construction and use.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
 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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
The following properties are among the most important:  
  
 In computer programming, readability refers to the ease with which a human reader can comprehend the purpose, control flow, and operation of source code.  
 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.  
 Different programming languages support different styles of programming (called programming paradigms).