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.  
Their jobs usually involve:  
 Although programming has been presented in the media as a somewhat mathematical subject, some research shows that good programmers have strong skills in natural human languages, and that learning to code is similar to learning a foreign language.  
 Programmable devices have existed for centuries.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 The first computer program is generally dated to 1843, when mathematician Ada Lovelace published an algorithm to calculate a sequence of Bernoulli numbers, intended to be carried out by Charles Babbage's Analytical Engine.  
Techniques like Code refactoring can enhance readability.  
Compilers harnessed the power of computers to make programming easier by allowing programmers to specify calculations by entering a formula using infix notation.  
Programmers typically use high-level programming languages that are more easily intelligible to humans than machine code, which is directly executed by the central processing unit.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
Programming languages are essential for software development.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
There exist a lot of different approaches for each of those tasks.  
  
 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.