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.  
However, readability is more than just programming style.  
  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
Assembly languages were soon developed that let the programmer specify instruction in a text format (e.g., ADD X, TOTAL), with abbreviations for each operation code and meaningful names for specifying addresses.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Code-breaking algorithms have also existed for centuries.  
Later a control panel (plug board) added to his 1906 Type I Tabulator allowed it to be programmed for different jobs, and by the late 1940s, unit record equipment such as the IBM 602 and IBM 604, were programmed by control panels in a similar way, as were the first electronic computers.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
However, Charles Babbage had already written his first program for the Analytical Engine in 1837.