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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
Programming languages are essential for software development.  
 Code-breaking algorithms have also existed for centuries.  
 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.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
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.  
There exist a lot of different approaches for each of those tasks.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
Use of a static code analysis tool can help detect some possible problems.  
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.