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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many factors, having little or nothing to do with the ability of the computer to efficiently compile and execute the code, contribute to readability.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
 Whatever the approach to development may be, the final program must satisfy some fundamental properties.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
One approach popular for requirements analysis is Use Case analysis.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Programs were mostly entered using punched cards or paper tape.  
  
 Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks.  
Techniques like Code refactoring can enhance readability.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.  
Integrated development environments (IDEs) aim to integrate all such help.