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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
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.  
 Programs were mostly entered using punched cards or paper tape.  
However, readability is more than just programming style.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Debugging is often done with IDEs. Standalone debuggers like GDB are also used, and these often provide less of a visual environment, usually using a command line.  
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.  
 Auxiliary tasks accompanying and related to programming include analyzing requirements, testing, debugging (investigating and fixing problems), implementation of build systems, and management of derived artifacts, such as programs' machine code.  
  
There are many approaches to the Software development process.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.