Unreadable code often leads to bugs, inefficiencies, and duplicated code..  
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.  
  
 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.  
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.  
 Various visual programming languages have also been developed with the intent to resolve readability concerns by adopting non-traditional approaches to code structure and display.  
 It is very difficult to determine what are the most popular modern programming languages.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
 Programs were mostly entered using punched cards or paper tape.  
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.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.  
Techniques like Code refactoring can enhance readability.  
 Allen Downey, in his book How To Think Like A Computer Scientist, writes:  
 Many computer languages provide a mechanism to call functions provided by shared libraries.  
For example, when a bug in a compiler can make it crash when parsing some large source file, a simplification of the test case that results in only few lines from the original source file can be sufficient to reproduce the same crash.