Computer programming or coding is the composition of sequences of instructions, called programs, that computers can follow to perform tasks..  
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.  
 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.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
There are many approaches to the Software development process.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
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.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
It involves designing and implementing algorithms, step-by-step specifications of procedures, by writing code in one or more programming languages.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.