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.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Expert programmers are familiar with a variety of well-established algorithms and their respective complexities and use this knowledge to choose algorithms that are best suited to the circumstances.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
However, readability is more than just programming style.  
 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.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Code-breaking algorithms have also existed for centuries.  
Sometimes software development is known as software engineering, especially when it employs formal methods or follows an engineering design process.  
 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.  
Some of these factors include:  
 The presentation aspects of this (such as indents, line breaks, color highlighting, and so on) are often handled by the source code editor, but the content aspects reflect the programmer's talent and skills.  
 In the 1880s, Herman Hollerith invented the concept of storing data in machine-readable form.  
While these are sometimes considered programming, often the term software development is used for this larger overall process – with the terms programming, implementation, and coding reserved for the writing and editing of code per se.  
 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.  
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.