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.  
Techniques like Code refactoring can enhance readability.  
There exist a lot of different approaches for each of those tasks.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
  
The first compiler related tool, the A-0 System, was developed in 1952 by Grace Hopper, who also coined the term 'compiler'.  
 Programmable devices have existed for centuries.  
Normally the first step in debugging is to attempt to reproduce the problem.  
 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.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 Following a consistent programming style often helps readability.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.