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.  
However, because an assembly language is little more than a different notation for a machine language, two machines with different instruction sets also have different assembly languages.  
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.  
 Debugging is a very important task in the software development process since having defects in a program can have significant consequences for its users.  
FORTRAN, the first widely used high-level language to have a functional implementation, came out in 1957, and many other languages were soon developed—in particular, COBOL aimed at commercial data processing, and Lisp for computer research.  
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.  
 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.  
Integrated development environments (IDEs) aim to integrate all such help.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
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.  
A study found that a few simple readability transformations made code shorter and drastically reduced the time to understand it.  
 Computer programmers are those who write computer software.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
In 1206, the Arab engineer Al-Jazari invented a programmable drum machine where a musical mechanical automaton could be made to play different rhythms and drum patterns, via pegs and cams.