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.  
Programming languages are essential for software development.  
 Code-breaking algorithms have also existed for centuries.  
 A similar technique used for database design is Entity-Relationship Modeling (ER Modeling).  
Some text editors such as Emacs allow GDB to be invoked through them, to provide a visual environment.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
 Programmable devices have existed for centuries.  
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.  
 High-level languages made the process of developing a program simpler and more understandable, and less bound to the underlying hardware.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
 Following a consistent programming style often helps readability.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
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.  
In 1801, the Jacquard loom could produce entirely different weaves by changing the "program" – a series of pasteboard cards with holes punched in them.