Also, those involved with software development may at times engage in reverse engineering, which is the practice of seeking to understand an existing program so as to re-implement its function in some way.  
However, readability is more than just programming style.  
There exist a lot of different approaches for each of those 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.  
Use of a static code analysis tool can help detect some possible problems.  
Scripting and breakpointing is also part of this process.  
One approach popular for requirements analysis is Use Case analysis.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
Languages form an approximate spectrum from "low-level" to "high-level"; "low-level" languages are typically more machine-oriented and faster to execute, whereas "high-level" languages are more abstract and easier to use but execute less quickly.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
Integrated development environments (IDEs) aim to integrate all such help.  
There are many approaches to the Software development process.