He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
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.  
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.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
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.  
Techniques like Code refactoring can enhance readability.  
Scripting and breakpointing is also part of this process.  
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.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
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.  
 Machine code was the language of early programs, written in the instruction set of the particular machine, often in binary notation.  
 Code-breaking algorithms have also existed for centuries.  
 Popular modeling techniques include Object-Oriented Analysis and Design (OOAD) and Model-Driven Architecture (MDA).  
 Some languages are very popular for particular kinds of applications, while some languages are regularly used to write many different kinds of applications.