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.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
Programming languages are essential for software development.  
There exist a lot of different approaches for each of those tasks.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
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.  
Scripting and breakpointing is also part of this process.  
Techniques like Code refactoring can enhance readability.  
Ideally, the programming language best suited for the task at hand will be selected.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Many programmers use forms of Agile software development where the various stages of formal software development are more integrated together into short cycles that take a few weeks rather than years.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
Proficient programming thus usually requires expertise in several different subjects, including knowledge of the application domain, specialized algorithms, and formal logic.  
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.  
When debugging the problem in a GUI, the programmer can try to skip some user interaction from the original problem description and check if remaining actions are sufficient for bugs to appear.