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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Many applications use a mix of several languages in their construction and use.  
However, readability is more than just programming style.  
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.  
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.  
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.  
Relatedly, software engineering combines engineering techniques and principles with software development.  
Transpiling on the other hand, takes the source-code from a high-level programming language and converts it into bytecode.  
The purpose of programming is to find a sequence of instructions that will automate the performance of a task (which can be as complex as an operating system) on a computer, often for solving a given problem.  
This is interpreted into machine code.  
 Different programming languages support different styles of programming (called programming paradigms).  
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.  
 Programmable devices have existed for centuries.  
 It is very difficult to determine what are the most popular modern programming languages.