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.  
Unreadable code often leads to bugs, inefficiencies, and duplicated code.  
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.  
Integrated development environments (IDEs) aim to integrate all such help.  
Also, specific user environment and usage history can make it difficult to reproduce the problem.  
Programming languages are essential for software development.  
There are many approaches to the Software development process.  
Text editors were also developed that allowed changes and corrections to be made much more easily than with punched cards.  
However, with the concept of the stored-program computer introduced in 1949, both programs and data were stored and manipulated in the same way in computer memory.  
He gave the first description of cryptanalysis by frequency analysis, the earliest code-breaking algorithm.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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.  
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.  
One approach popular for requirements analysis is Use Case analysis.  
 Readability is important because programmers spend the majority of their time reading, trying to understand, reusing and modifying existing source code, rather than writing new source code.