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.  
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.  
Programming languages are essential for software development.  
Trade-offs from this ideal involve finding enough programmers who know the language to build a team, the availability of compilers for that language, and the efficiency with which programs written in a given language execute.  
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.  
Many applications use a mix of several languages in their construction and use.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
It is usually easier to code in "high-level" languages than in "low-level" ones.  
 Implementation techniques include imperative languages (object-oriented or procedural), functional languages, and logic languages.  
 The first step in most formal software development processes is requirements analysis, followed by testing to determine value modeling, implementation, and failure elimination (debugging).  
 Following a consistent programming style often helps readability.  
Ideally, the programming language best suited for the task at hand will be selected.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
The choice of language used is subject to many considerations, such as company policy, suitability to task, availability of third-party packages, or individual preference.  
 After the bug is reproduced, the input of the program may need to be simplified to make it easier to debug.