Relatedly, software engineering combines engineering techniques and principles with software development.  
As early as the 9th century, a programmable music sequencer was invented by the Persian Banu Musa brothers, who described an automated mechanical flute player in the Book of Ingenious Devices.  
Use of a static code analysis tool can help detect some possible problems.  
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This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
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.  
There exist a lot of different approaches for each of those tasks.  
There are many approaches to the Software development process.  
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.  
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.  
Trial-and-error/divide-and-conquer is needed: the programmer will try to remove some parts of the original test case and check if the problem still exists.  
They are the building blocks for all software, from the simplest applications to the most sophisticated ones.  
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Compiling takes the source code from a low-level programming language and converts it into machine code.