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.  
Techniques like Code refactoring can enhance readability.  
There exist a lot of different approaches for each of those tasks.  
By the late 1960s, data storage devices and computer terminals became inexpensive enough that programs could be created by typing directly into the computers.  
This can be a non-trivial task, for example as with parallel processes or some unusual software bugs.  
However, while these might be considered part of the programming process, often the term software development is more likely used for this larger overall process – whereas the terms programming, implementation, and coding tend to be focused on the actual writing of code.  
This is interpreted into machine code.  
Many applications use a mix of several languages in their construction and use.  
It affects the aspects of quality above, including portability, usability and most importantly maintainability.  
There are many approaches to the Software development process.  
Normally the first step in debugging is to attempt to reproduce the problem.  
The Unified Modeling Language (UML) is a notation used for both the OOAD and MDA.  
This is interpreted into machine code.  
 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.  
The source code of a program is written in one or more languages that are intelligible to programmers, rather than machine code, which is directly executed by the central processing unit.