**Library Routines**

A library routine is a debugged block of code (subroutine, procedure, function etc), often designed to handle commonly occurring problems or tasks.

Library routines are stored in a program library and given names. This allows them to be called into immediate use when needed, even from other programs. They are designed to be used frequently.

Using library routines make writing programs faster and easier as part of the work has already been done (and debugged).

A diagram of a library

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A screenshot of a computer

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A diagram of a function

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