Sanel Kukic

05.04 Instances of a Class

In the 3 examples of source code I was presented with, I would like to say that the first choice is my favorite currently. I understand that all 3 are doing the same thing, which is printing the string “Hello, Virtual World!” followed by “It is a great day for programming.”. However, simplicity is key and why write 200 lines of code to accomplish a task when you can do that same task in 2 lines of code. Depending on what you’re doing, you can improve the performance of your program by coding with a minimalistic and simplistic mindset. In the second example, it declares a new method called printTwoLines and then calls that method from within the main method. Given that the printTwoLines method only calls System.out.println twice, you could just call System.out.println in your main method and make the code easier to read and smaller. Depending on what language you’re coding in, making unnecessary objects and methods can actually degrade the performance of your program. In most cases, though, if you’re making a program that is even remotely complex you’ll want to make it nice and neat, use multiple classes, define methods that you know you’ll need in those classes, etc. Another thing that I kind of don’t like is that in example 3, it declares an empty constructor for the HelloWorldV3 class, even though I’m assuming that since this class contains a main method, it is the one that is being called when you run the program so declaring a constructor is useless here, especially since the constructor is empty. At the end of the day, I prefer to keep my code neat, minimalistic, organized, and simplistic. When my code does get complicated, I like to use comments to make it easier to anyone reading the code to understand what it’s doing, but I can understand why others would prefer something else. Commenting your code, however, is something that you’ll find is very useful in professional software development, especially when you start working on projects that are multiple hundreds of source code files in size, multiple classes, third-party modules/packages installed, specific compiler optimizations applied, etc.