While there are many ways to program, there are some ways that are more effective and efficient. Structured programs are very important in promoting both of these factors. Of the three coding, though they produce the same output, they form drastically different conceptual structures.

First and foremost, the three blocks of coding produce the same output. All three will print “Hello, Virtual World!”, and then print “It is a great day for programming” on the next line. They all involve an object: the screen print of the above statement. However, they are different in their approach to the method to get this object.

The first block of code directly writes in the object directly: To print the two statements. The second block of code makes this a static method, storing the method of printing this object in memory to be used again. The third block of code makes the method a class by putting the method of printing this to a class (a blueprint) to be used again and again.

In conclusion, the three blocks of coding all produce the same output (the object), however, they all differ in their approach to it. The most effective and efficient way to write this coding, however, would be the last approach. Because the last approach involved storing the method of producing this object in a class that can also be reproduced, it allows a way of structured organization that allows the coder to save time, by not having to repeat writing the method and by simplifying the debugging process.