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AP Computer Science

Hello, World

When you're driving a car there are many ways to get to a destination. In the same way, when programming there are many ways to solve a problem. In the HelloWorld classes, many different programming paradigms were used to solve the same problem. In my opinion, the first HelloWorld class is the best way to reach the goal of printing two lines of text to the console. There are many differences between these programs, but there are also a few similarities.

First, in the HelloWorldV1 class, only the main method is used, whereas in the other programs they implement a user defined method along with the main method. Like all of the other classes, HelloWorldV1 prints two lines to the screen through the use of two 'println()' methods. Also, this class, like the others, only uses one class file. This first class accomplishes the same goal as the others, but using much less code.

Moving on to the second class, the top-down style of programming is used to accomplish the goal. The task is split up into two methods; one for printing the two lines, and the main method used in every program. This class is similar to the others in that it uses the main method and prints two lines to the console. It differs though, from the first class, with the use of the top-down style of programming. This style is shared with the third class, but is elaborated on further.

Finally, in the third class we get a chance to see object-oriented programming. This class differs a great deal from the others, but it still retains the main method and 'println()' statements from all. The HelloWorldV3 class also keeps the top-down style of programming from the HelloWorldV2 class. Where this class differs is its object-oriented programming. It uses a default constructor and then creates a new instance of the class in the main method. This program is about twice as long as the first, but it begins to show the power of object-oriented programming.

In conclusion, all of these classes are different, but they also have some similarities as well. Of these classes I prefer the first because I feel that it best fits the goal at hand. There isn't much point of creating a new method, nor for creating an instance of a class. On a different problem I would choose one of the other programming styles, but they aren't as well-suited for this task. I think that the HelloWorldV1 class is the best route to the destination.