Say you are required to write a simple program; something as easy as saying “Hello, Virtual World! It’s a great day from programming.” What would you do? Write a 22 line program, or a 9 line program? Personally a 9 line program with 1 class makes my life a lot easier than having a separate method for every action. But when is it too much?

For this response, we were given 3 groups of code. Program 1, its simple and direct. Nine lines have been used to directly address the needed action and relies on 1 method. Program 2, a great view to prepare for the future incase more actions are needed beforehand by addressing the 1 request in its own method and just calling it in the main method. Program 3, a bit more complex than program 2 and goes further to assist itself in future proofing by having a one stop method for default values with the program. I see the need for each of these programs but due to there only being the need to write 2 lines via the console and the determination to keep file sizes and resource usage small, I find that Program 1 is the more efficient way to code this program.

As my code currently stands, I am beginning to do more of a mixture of program 1 and 2 where I have the ui elements (console output) going through the main method while other things like large calculations or lengthy groups of code in separate neater methods. I plant to try implementing the code structure of program 3 later when I start hitting the need of programs to have default values, but until then I will stick to the format of program 2. My main intent for all code is for it to be readable and but also compact and efficient. It’s with that standard of being readable, efficient, and compact that I am not only benefitting myself on storage space but also benefitting the user by making the product run better in the end.