Franklin Colton Parry

CS 4400

Bowling 2

1/27/2015

Bowling 2 Write Up

In my opinion, the procedural style of programming was easier to write. It took less lines of code, less duplicate code and was very straight forward. When I have to think about what should go in each object, it is harder to conceptualize how to write the program. This might be due to the fact that the bowing program doesn't really seem to have a lot of modularity. A large program with lots of modules would probably do better with object oriented design.

As far as maintainability it seems like the object oriented version would be easier to modify and maintain. As I was going through the program I thought that if I wanted to change the way a frame was scored or modify the rules for a bonus frame, that the objects would be easily manipulated to do this. The other thing about the OO design is that it takes more thought up front. It's harder to just code your way through it.