Reflection

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Which was easier to program? Why?

I found doing the procedural bowling program to work with since how the whole operation work is procedural. You get the score and place it in the frame and if that score is a strike or spare you can handle it appropriately. Just a couple inner loops can do the program quite easily.

If I did object oriented first I will find that one easier to do since I won’t be tainted by the other architectural style. However procedural method was what was on my mind when doing the OO method and it made it more difficult to plan it out and took me much longer than I would of liked even making the assignment late!

What types of systems might be best with procedural programming?

I think any program that deals with information that comes in with a list and deals with that information in its appropriate locations. So linear or single source of information that needs to be handle will work best. Simple systems/programs will work best with procedural.

What types of systems might be best with OO design and programming?

Any system will work well with OO design however if the program is simple, its quite redundant to use OO but complex large systems. OO design is a must and if you have to deal with maintenance of replacing objects, you need OO since procedural you need to rewrite the code and can be a headache.

Which program will be easier to maintain?

I think a program with OO will be much easier to maintain, especially if you did it correctly by not having tons of coupling between the classes. If you made the program into modules then everything will be easier to maintain which I failed to do in this assignment as I was more concerned to get it working!

Other insights about these two styles?

Both are useful and I don’t mind doing either one. It just depends on what the assignment/project will consist of and if this assignment has to deal with multiple players then I will insist on OO design!