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08.02 Short Essay

There are a variety of techniques in the field of coding, and everyone and every language has a unique style of use. Program 1 uses the simple style of non-procedural (simplistic) coding, program 2 utilizes procedural coding, program 3 features object-oriented programming, and they all have their similarities and differences when analyzed.

Firstly, Program 1 is the most direct in functionality, where the entire body of code is directly placed in the main method. Program 2 is more complex in that the body of code is placed in a static method and the main method calls that static method, “printTwoLines.” Program 3 is very similar to Program 2’s source code, but creates an Object to reference the method. In this case, all three programs are similar in that they share a main method that is essential to the program’s functionality. Also, Program 2 and 3 are very similar in structure and form, almost line-for-line! Regardless of how it is styled, these programs must have a class and a main method, as the syntax of Java stipulates.

Secondly, Program 1 is the most different of the three programs. Program 2 is similar to Program 3 in that they both have a static method that contains the body of code to be executed, but they are greatly different because Program 3 creates an Object called “hello” and uses that Object, unlike Program 2. Program 1, unlike 2 or 3, does not include any static methods. Another difference, though it is unnecessary here, is the default constructor used in Program 3.

Lastly, my style of coding, so far, most closely resembles a mixture of Program 1 and 2. Procedural programming tends to optimize code by designing the program’s main method to only call other methods and to contain no unnecessary lines of code. Program 1 is just completely inefficient and too cumbersome to be used in practical applications. As I haven’t had any real knowledge or experience in using OOP, I do not use it. I prefer to utilize some static methods while keeping some code within the main method itself. For example, I’d use the main method to prompt user input and print information, but use methods to perform all other related functions and techniques.