GMIT

Multi-Paradigm Programming

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Abstract. Tasked with adding additional functionality to the Shop Program having source code in C and Python provided using a procedural approach, this report compares the procedural and object-oriented techniques implemented. The procedural implementation in Python is the same procedural style as the C version; therefore, comparing the procedural C (hereafter abbreviated PC) and object-oriented (hereafter abbreviated OO) Python versions.

1. Introduction

Each implementation implements and tests user input and provides the same user experience with minor aesthetic console output differences. The specification did not include such requirements and is considered additional functionality; therefore, it will not form part of this report.

Frist version implemented was PC and then OO. The majority of the logic used to implement the PC is evident in the OO.

The report reads sequentially through the shop menu options (*Appendix A*) and analyses each implementations similarities and differences.

2. Similarities and Differences

PC is natural (having breakfast and going to work) [3]. Likewise, the sequential viewpoint works well when planning daily activities, but a city planner must think about thousands of people's routines [3].

Trying to map out a sequence of actions for each individual would quickly get unsustainable - instead likely to start thinking about patterns of behaviours [3].

The PC groups logically related items of different data types to be combined into a *struct* (unlike an *array*). The OO utilises classes describing the possible states and behaviours that every object of a particular type could have.

This report is not about the difference between the different paradigms, but it is necessary to highlight the difference concisely. The PC can be analysed like a recipe, whereas the OO is a collection of objects and patterns of interactions - like the users interacting with menu choices [3].

The compiled PC begins executing at the beginning of the function main, whereas the interpreted OO runs the module associated with the main program set to $\underline{}$ main $\underline{}$.

The PC uses an enumerated data type (shopMenuChoice and customerCartChoice) to describe a set of integer values being the variables to determine user menu choice. The OO uses a variation of the enumerated data type ($shop_menu_choice$ and $live_menu_choice$), also a subclass of int [1].

To determine user choice (shopMenuChoice and customerCartChoice), the PC uses a switch statement providing a multi-way branch that is particularly suitable when the condition is some int or char expression that matches one of a set of constants (enumerated data type) [2]. However, the OO does not provide the switch therefore using control statements instead.

The *PC* reads the *CSV* file as a text file requiring memory allocation (*malloc*) on the fly (*createAndStockShop* and *readCustomerCSVFile*), whereas the *OO* is automatic having a library available to read the *CSV* file (*create_and_stock_shop* and *read_customer*).

3. Conclusion

Each implementation satisfies the requirements of the specification. *Appendix B* provides a walkthrough of the test *CSV* files used.

Appendix

Α

В

Γ	<u>file</u>	customer name	cash/budget	product	ı	<u>orice</u>	quantity	state quantity	Pass/Fail
П	stock		€ 1,000.30	Coke Can	€	1.10	100	100	Pass
П				Bread	€	0.70	30	30	Pass
П				Spaghetti	€	1.20	100	100	Pass
ı				Tomato Sauce	€	0.80	100	100	Pass
1				Big Bags	€	2.50	4	4	Pass
L							cash:	€ 1,000.30	Pass

							cart	cart	Customer		<u>Shop</u>	
	cust	tomer name				total		quantity	state quantity	Pass/Fail	state quantity	Pass/Fail
customer.csv		John	€	100.20	Coke Can	€	11.00	10	10	Pass	90	Pass
					Bread	€	2.10	3	3	Pass	27	Pass
					Jam		n/a	1	n/a	n/a	n/a	n/a
budget:	€	100.20		Pass	customer billed?	€	13.10	Pass			others unchanged	Pass
customer within budget?		Yes		Pass	Full or Partial or Nil:	P	artial	Pass		cash:	€ 1,013.40	Pass

							cart	<u>cart</u>	Customer		Shop	
	cus	tomer name				_	total	quantity	state quantity	Pass/Fail	state quantity	Pass/Fail
ann.csv		Ann	€	110.70	Coke Can	€	110.00	100	90	Pass	0	Pass
					Bread	€	0.70	1	1	Pass	26	Pass
budget:	€	110.70		Pass	customer billed?	€	99.70	Pass			others unchanged	Pass
customer within budget?		Yes		Pass	Full or Partial or Nil:	F	Partial	Pass		cash:	€ 1,113.10	Pass

							cart	<u>cart</u>	Customer		<u>Shop</u>	
	cust	omer name				_	total	quantity	state quantity	Pass/Fail	state quantity	Pass/Fail
ben.csv		Ben	€	1.10	Coke Can	€	1.10	1	0	Pass	0	Pass
					Tea		n/a	2	n/a	Pass	n/a	n/a
budget:	€	1.10		Pass	customer billed?	€	-	Pass			others unchanged	Pass
customer within budget?		Yes		Pass	Full or Partial or Nil:		Nil	Pass		cash:	€ 1,113.10	Pass

								<u>Customer</u>			Shop		
	cus	tomer name				Cā	art total	cart quantity	state quantity	Pass/Fail	state quantity	Pass/Fail	
james.csv	james.csv James		€	1,000.00	Bread	€	18.90	27	26	Pass	0	Pass	
					Spaghetti	€	120.00	100	100	Pass	0	Pass	
budget:	€	1,000.00		Pass	customer billed?	€	138.20	Pass			others unchanged	Pass	
customer within budget?		Yes		Pass	Full or Partial or Nil:	F	Partial	Pass		cash:	€ 1,251.30	Pass	

1								cart	<u>cart</u>	Customer		Shop	
		cust	omer name				_	total	quantity	state quantity	Pass/Fail	state quantity	Pass/Fail
	joe.csv		Joe	€	2.50	Big Bags	€	2.50	1	1	Pass	3	Pass
	budget:	€	2.50		Pass	customer billed?	€	2.50	Pass			2	Pass
	customer within budget?		Yes		Pass	Full or Partial or Nil:		Full	Pass		cash: €	1,253.80	Pass

							cart	<u>cart</u>	<u>Customer</u>		Shop	
	cust	omer name				total		quantity	state quantity Pass/Fail		state quantity	Pass/Fail
zane.csv		Zane	€	1,000.30	Tomato Sauce	€	80.00	100	100	Pass	0	Pass
					Big Bags	€	10.00	4	3	Pass	0	Pass
					Spaghetti	€	120.00	100	0	Pass	0	Pass
					Coke Can	€	110.00	100	0	Pass	0	Pass
					Bread	€	21.00	30	0	Pass	0	Pass
budget:	€	1,000.30		Pass	customer billed?	€	87.50	Pass		cash: €	1,341.30	Pass
customer within budget?		Yes		Pass	Full or Partial or Nil:	F	artial	Pass				

No Money = david.css --- No Products Stockd = deirdre.csv --- Budget not Enough = dan.csv

References

- [1] Python, "PEP 435," python.org, Februry 2013.
- [2] B. W. Kernighan, D. M. Ritchie, "The C Programming Language," Prentice Hall, 1988.
- [3] A. Yarosh, "Object-Oriented Programming in Python," datacamp.com, n.d..