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CS-210

Programming Languages Explanation

C++ offers a vast programming experience, but to format output it seems to become complicated. The syntax of outputting information is blocky and large. Python offers the great .format() function that allows for easy addition of variables, but C++ does not seem to offer such a function. I do like the ease of getting input in C++, it is easy and efficient. I did not color-code any text in C++ yet, but it seems to rely a lot on external libraries which are not standard in C++ yet, which can make the code clunky and larger than need-be just for some fancy color coding.

Python is a great language to use for file manipulation and handling regular expressions. It is simple and compact to read/write files and to compare and deal with large amounts of data. Output formatting is also a key advantage Python has over C++. Compared to the amount of C++ code it would take to do what I accomplished in Python, it would be quite a difference – resulting in more lines of code.

C++ and Python function well together when dealing with large amounts of data, outputting information, file manipulation, and handling user inputs. Anytime I am dealing with input/output and a decent amount of data I would likely utilize C++ with Python to handle the situation. If instead of C++ we utilized C# with Python, we could develop a video game where output formatting and data/file manipulation would be handled with Python. The objects, rendering, game library interactions, would all be handled by C#. The only thing that I can think of where C# might be more effective in the grocery-tracking program is in formatting the data. C# does not lack in the formatting field.