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Project Three

I think the biggest drawback to using C++ was when I would have to get additional inputs from the user the main menu variable would have issues if I did not clear out all whitespace from the inputs, even though the inputs used separate variables. The benefits though are just how advanced and flushed out the language is, from what I found, except for clearing the console, I have yet to look for something involving C++ and not find some tutorial on how to accomplish that goal. Python is great at processing data with its advanced use of dictionaries and its built-in methods for using them, this often leads to few lines of code being needed to process and save entire lists of information. It also is extremely user friendly, mimicking normal language very well. Its drawbacks are its limitations, and to an extent, not having symbols like {} and () differentiate code, solely relying on tabs for syntax make large files difficult to read. Using a few functions, C++ being able to run python code is extremely helpful, you get to use the data rendering of Python, with the advanced abilities of C++. If I were to make an application that used a lot of lists, but also changed the information in those lists, like a list of animals in a shelter, I would use Python to run through the lists of animals and their attributes, while using C++ for the functions, with mutators, accessors, and inheritance. Using that example, for a project in my Java class, I had to make an application that did just that solely using Java, if I had C++ to better format displays, the product would be much better than just Java alone. Out of the 3 languages I know though, python is the best pair to C++ for the grocery tracking program.