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8.02 Instances of a Class

Programs can take drastically different approaches to accomplishing the same task. These three programs are a good example of different programming styles. Program 1 is short, sweet, and to the point. For the simple task that these programs are trying to accomplish, program 1 is probably the most straightforward approach. It is simply the two print functions in the main body of the program. While it is the simplest, it is not the most versatile. I believe that program 2 is significantly more versatile. It moves the print functions from the main body of the program to their own separate function. This allows for an easy place to make modifications to the print function down the road. It also cleans up the main body and allows for easier expansibility in the future. Program 3 takes the idea of expandability to the extreme. For a task this simple, Program 3 is overengineered. It creates an object of itself and uses a method that prints the two lines of text. While this may allow for future expandability more so than program 2, it is also overbuilt for the scope of the program. The program only prints two lines of text so there is no reason to go through all the hassle of creating objects of classes to do such a simple task.

I believe that program 2 is the best program out of these three. It moves the print functions out of the main class and into their own function to allow for expandability but does not go overboard like program 3 does. For ease of understanding by other programmers, ease of program expansion, and clean coding, I believe program 2 comes out on top. While it may not be the most technically complex, I believe it is the best approach to complete the given task.