

Adam Roy CSCI 280 Ex 1
Implementation 1:

I believe that implementation 1 is the simplest and most efficient way to assign created objects to an array. While it is not as fast as just filling the array with garbage it does create an array of useable and organized information. Because of its hard coding of the values, it may be difficult to change the values in the future or increase its portability it is again the most efficient of all the methods provided.