Adam McAvoy

Mr. Christian

AP Computer Science

4 January 2017

Instances of a Class

Just as there are many different ways to construct an effective essay, there are many different ways to write an effective program. The three sample source codes provided in the lesson demonstrate this exact concept. While they are all written in different ways, they all essentially perform the same task—just through different means. Recognizing your own programming style is one of the best ways to work towards writing readable, maintainable, and elegant code.

The first sample program consists only of a main method, below which there are two print statements. This is perhaps the most simple of the three provided programs, and yet it accomplishes the intended task rather efficiently. The second sample program consists of two methods; one static method as well as the main method. The static method establishes how the program will go about printing the statement, while the main method references the static method to execute upon it. This program essentially accomplishes the same thing as the first does, though the structure is slightly different and this program occupies a few more lines than the last. Finally, the third sample program features two methods as does the last one; a static method as well as the main method. Like in the last circumstance, the static method lays out how the program will go about printing the statements, and this method is referenced in the main method to execute on the static method. This time, however, a constructor—HelloWorldV3—is also present. This final program accomplishes the same as the other two, yet it too occupies more lines and could even be considered somewhat convoluted by some. Still, this program is an example of object-oriented programming, which can be incredibly useful in more complicated circumstances.

In short, there are tons of different programming styles that may be utilized to write good code. Establishing your own style and following it consistently is a fantastic way to learn to write quality code. As discussed above, one must recognize the problem that they are trying to solve and apply the most effective style in those circumstances.