In English, there are many different styles and organization methods while writing. An Epic by Homer does not read the same as a Charles Dickens book, nor does Mark Twain easily compare to Shakespeare. All these authors are legendary, but they each write with their own style, pacing, and tone. The same is true when it comes to programming. Programs can be written in many different styles, and this is shown in the three programs.

The first of the three programs is very linear. Both print functions are in the main method. This is also the shortest of the programs. The next program is written procedurally. It defines two methods. The first method, called printTwoLines(), prints two lines to the terminal. The second method is the main method, and calls printTwoLines() to accomplish the same output as the first program. The third program is object oriented, and it is the longest program. It first defines a class called HelloWorldV3, then gives it the method printTwoLines(), which does the same thing it does in the second program. In the main method, a HelloWorldV3 object is defined, and the printTwoLines() method is called on it. All three of these programs accomplish the same thing, but these different programming styles could be used in different situations. The programming style in program 1 is likely the best fit for this program, as it is simple and completes the two print functions in the least lines possible. The program style in program 2 would likely fit better if the two print statements had to be repeated multiple times, maybe with slightly different variations. Program 3’s style would likely be best used if there needed to be multiple HelloWorldV3 objects.

Overall, each of the three programming styles shown in the programs work, but some are better fit for different tasks. I prefer Program 3’s programming style, but that is only because I have had some practice in object-oriented programming through FIRST robotics. When used properly, OOP can allow for easily readable, compact code.