1. How does interactive processing differ from batch processing?

While interactive processing prompts the user to input information which the computer, in turn, registers and returns something in response, batch processing runs processes without user intervention to any capacity in mass.

2. Discuss the importance of consistency in programming design.

A consistent programming style can assist in the longevity of a program, as you can help in comprehending the program and its innerworkings and, thus, allows you to diagnose issues and debug your work. If a consistent programming style is employed, then collaboration with other programmers can occur as they too can decipher and work with the code.

3. Under what circumstances would you use a validation loop?

I would use validation loops under the condition that I have to capture anomalies in answers to prompts and general data that can be expressed as a sequence.

4. Discuss the meaning of the following sentence: *Although functions, methods, and properties can yield the same results, their syntax differs.*

Contextually speaking, these three are distinct in the sense that they each bear uses in different circumstances but their approaches to running computations is consistent. One primary circumstantial difference is data reception; how does the computing device receive data? Methods define specific actions and perform them when parameters are passed to reach desired values in objects (reusable in conjunction with object), properties predefine these values related to an object, and functions, too, can perform specific actions when parameters are passed to them (except they are universally reusable).