Answers To Challenges.

Challenge 1: Getting started.

1. The computer would need each and small detail on how to get to that point, if not the computer might perform something different which is not intended, whereas a friend might not need too much detail and information as a computer.

2. The difference between source code and machine code is that, source code is simply computer instructions with commands. On the other hand, is still instructions but rather directed by the CPU.
The CPU interprets and executes instructions.
It is stored in the memory.

3. It is a software application. And it is useful because for programmers it contains tools that a programmer would need such as editor and debugger.

4. Objective C is object oriented language. It is used to build apps since it has been used in Apple. We wouldn't use a interpreted language because it cannot build applications.

Challenge 2: Time to Dig In

0.1 It is a course to build application faster have less bugs and more flexibility.
The advantage of object oriented design is that there is no right of doing this but can have multiple ways of doing it.

0.2 The advantage of to analyze and design before programming is best because it will make the programming much easier if the two are done before hand. Analyze and Design are like figuring out how everything will work out and the benefit for doing is that you have to go back in the code and fix things up.

0.3 The difference between waterfall and agile approach in development is that waterfall is something which has strict distinct steps. by doing step by step, it doesn't really work in software building. Whereas , agile is is responsive, it needs to add and edit and fix big and small issues where you can get back into the code and do what is necessary. Iteration is similar to agile which continual process.

1.1 The reason we use object orientation is make the code much easier and breaking it down instead of a long procedural code.
Object orientation programming languages are Objective C, C++, Ruby etc.