Since C doesn’t have a GUI, I can only compare their implementation of the simulation.

C implementation:

C is a lower-level language and this makes it harder to write and read but faster to compile. On C implementation, dealing with pointers was hard and also you can’t use an object. We use the alternative of it which is the struct type. This was also a huge problem to write the code. But my C code is shorter than my java code due to doing all the jobs in a single file.

Java implementation:

Java is a higher-level language, this makes it very easier to write compared to C but slower to compile. Java is an object-oriented programming language, very similar to our thinking style in real life which makes it very easy to write the methods, classes, etc. My Java code is longer than my C code because it contains a lot of declarations since I’m using classes to do the job.

Overall Java is much easier to do the same job with the C, thanks to the OOP paradigm. Representing real-world entities makes the code closer to our thinking style and then it becomes very easy to play with the code. OOP helps us uttermost with this part. I want to work with higher-level languages with OOP paradigms in my future coding life.