8.02 Instances of a Class

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September 27, 2019

AP Computer Science A

Programming, like essays, can be written in various unique styles depending on the author’s preferences. The three sample codes provided demonstrate this, where they are written with different styles inside them. Yet they share many similar traits, as seen by how they print the same result even though they are written differently.

All three programs are unique and are written differently from one another. Program 1 is the shortest and simplest style of the three codes, where it only uses one main method and two print statements. On the other hand, program 2 and 3 adds a static method on top of the main method. The static method in both programs 2 and 3 serves to tell the program how it will print the statement and the main method references the static method to execute the static method. Also, program 3 differentiates from the other two programs in that a constructor is added. While constructors can be helpful in complicated scenarios, for this case in program 3 the constructor is unnecessary.

However, because the three codes print the same result, they share some similarities between them. All three programs have the same print statements that have the same words inside them. Programs 2 and 3 are perhaps the most similar, where they both have one main and static method. In both programs 2 and 3, the two print statements that are in the main method of program 1 are written in the static method section and are then referenced in the main method. This is why the three programs print the same result despite being written differently.

In conclusion, these three codes demonstrate how programs can be written differently while still performing the same result. The style chosen by a programmer is completely subjective and based on the user’s preferences. For example, for this case my preference would be Program 1’s style due to its simplicity. However, my preference may change if more complicated variables and elements were added.