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23 October 2018

Assignment 8.02
Compare and Contrast Three Programs

The three programs deliver the same purpose: printing "Hello, Virtual World!" and "It is a great day for programming". Although the three display the same output, each program is written in a different format. For example, the first program is written all in one method, the second program is formatted as a static method, and the third program is in object-oriented format. The first program is the simplest out of all three and is considered a non-procedural design. This program is the format that I have been using mostly for my previous assignments. The second program, which is written in a static method, is a procedural design. The third is object-oriented, and has three different methods: a constructor, which initializes the newly created object, a public void method that prints the two statements, and the main method where an object or class is initialized by inheriting the methods of an existing object and then prints the statements. Even though the programs have different formats, they all have a main method which is used to start the execution of the program and terminates the program. The programs also use the same print method, "System.out.println()" to print the statements.

Since I have been doing simple programming, I use the non-procedural design the most, which is the program that only uses one method (the main method). However, now that I am starting to do more complex and difficult programming, I prefer to use the object-oriented method or the procedural design. In general, I would like to use all three methods depending on what I need to do. For example, if I had to only do fundamental programming, I would prefer to use the simplest method. However, if I had to create something complicated such as a game, I would prefer to use object-oriented programming.

In conclusion, although all three programs execute the same output, the format in each program is different from each other. The first is formatted in a non-procedural design, the second is a procedural design, and the third one is object-oriented.