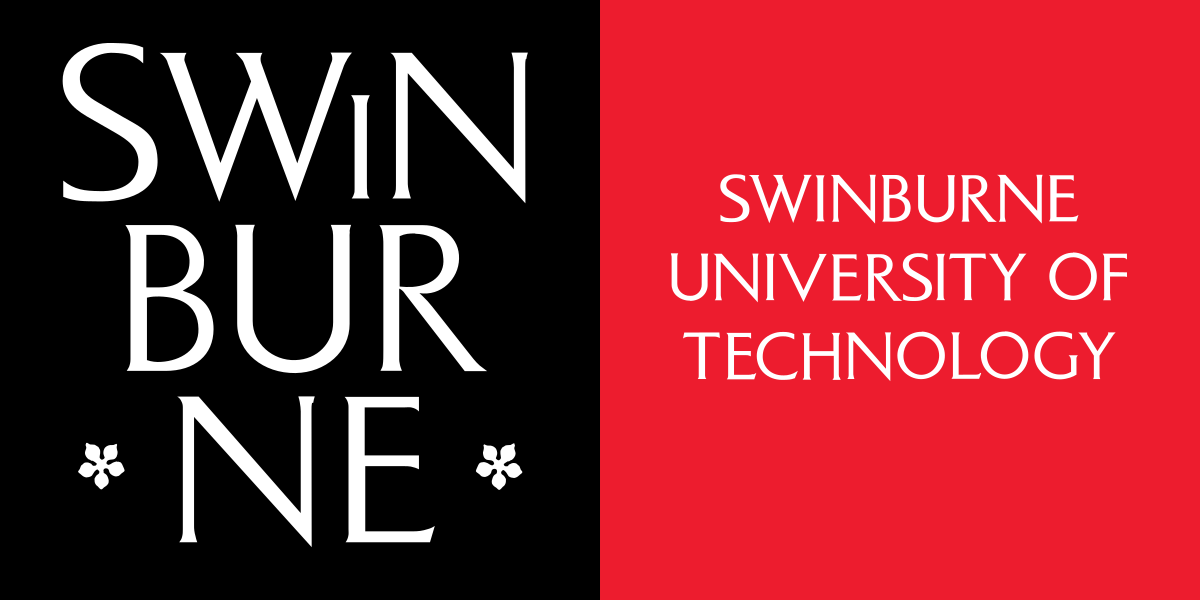
COS20007 Object-Oriented Programming

Research Project

The Influence of Object-Oriented Programming Language and Class Libraries on Software Development:

A Mixed-Methods Investigation

Prepared by: NGUYEN TRAN QUANG MINH

Swinburne University of Technology

Lecturer: Dr. NGUYEN DANG KHOA

30 July 2023

# ABSTRACT

This research investigates the influence of object-oriented programming language and class libraries on software development, focusing on the design, development, testing, and debugging of object-oriented programs. A mixed-methods approach is employed, combining qualitative insights from interviews and case studies with quantitative data from surveys and controlled experiments. The study reveals how language and library choices impact developers' decisions, design patterns, adherence to OOP principles, and overall development processes. Specific language features and library functionalities affecting development efficiency, code quality, and debugging effectiveness are identified. The research contributes practical evidence and recommendations for language selection, enhancing the understanding of OOP concepts in real-world applications and enabling informed decisions when choosing object-oriented programming languages for projects.

# INTRODUCTION

Object-Oriented Programming (OOP) is a powerful paradigm that has become prevalent in modern software development due to its emphasis on code reusability, modularity, and maintainability. In OOP, developers utilize programming languages equipped with class libraries to build complex applications by representing entities as objects with attributes and behaviors. However, the choice of an object-oriented programming language and its associated class libraries can significantly impact the software development process, influencing design decisions, development efficiency, testing strategies, and debugging capabilities.

This research aims to explore the extent to which the selection of an object-oriented programming language and its associated class libraries affects various aspects of software development. By addressing Learning Outcome 2 of the unit, which emphasizes the use of object-oriented programming languages and class libraries, this study delves into the practical application of OOP principles in real-world scenarios.

To achieve this, we employ a mixed-methods approach that combines qualitative and quantitative methods. Interviews and case studies provide qualitative insights from experienced developers, while surveys and controlled experiments offer quantitative data. Through this approach, we aim to identify language features, best practices, and library functionalities that influence the design, development, testing, and debugging of object-oriented programs.

The findings from this research contribute to Learning Outcome 5, which emphasizes reflection on accepted good practices. By providing practical evidence and recommendations for language selection, this study equips developers with the knowledge to make informed decisions when choosing object-oriented programming languages for their projects. Ultimately, our investigation enhances the understanding of OOP concepts in practical settings and assists developers in creating more efficient, maintainable, and robust software solutions. In the following sections, we present the methodology, results, and discussion that collectively shed light on the impact of object-oriented programming language and class library choices on software development.

# METHOD

The research aimed to investigate the influence of object-oriented programming language and class libraries on software development through a mixed-methods approach. The study design encompassed qualitative insights from interviews and case studies, as well as quantitative data collected via surveys and controlled experiments.

## 1. Selection of Participants

To gather diverse perspectives, a purposive sampling technique was employed to recruit experienced software developers. Participants were selected based on their proficiency in different object-oriented programming languages and prior involvement in software development projects.

## 2. Interviews and Case Studies

In-depth semi-structured interviews were conducted with selected developers to gain qualitative insights into their experiences with various object-oriented programming languages and associated class libraries. The interviews covered topics related to language preferences, reasons for selection, development challenges, and perceived impact on software design and debugging processes. Additionally, multiple real-world software projects were chosen for case studies, allowing detailed examination of language-specific implementations, design patterns, and development strategies.

## 3. Survey Design and Distribution

A comprehensive survey was designed to collect quantitative data on the extent of language and library influence in software development. The survey included questions about participants' primary programming language, familiarity with different languages, and their perceived impact on development efficiency, code maintainability, and debugging.

## 4. Controlled Experiments

Controlled experiments were conducted with a group of developers assigned similar tasks to implement using different object-oriented programming languages. The tasks were carefully chosen to represent real-world scenarios. Developers' performance and resulting software quality were measured and compared across different languages.

## 5. Data Collection and Analysis

During the data collection phase, interview recordings, case study notes, survey responses, and experimental data were collated. Qualitative data from interviews and case studies were transcribed and analyzed using thematic analysis. The survey responses and experimental data were subjected to appropriate statistical analysis to identify trends and correlations

## 6. Triangulation and Cross-Validation

To ensure the validity and reliability of the research findings, triangulation was employed. The results from interviews, case studies, surveys, and experiments were cross-validated, enabling a comprehensive understanding of the research question.

## 7. Ethical Considerations

Ethical guidelines were strictly followed throughout the research process. Informed consent was obtained from all participants, and data confidentiality was ensured.

The mixed-methods approach provided a holistic view of the influence of object-oriented programming language and class libraries on software development. The integration of qualitative and quantitative data strengthened the research outcomes and allowed for more robust conclusions and recommendations. The following section presents the results of the study, followed by a discussion of the findings in light of the research question.

# RESULTS

# REFERENCES

*Stack overflow developer survey 2023*. Stack Overflow. (n.d.). https://survey.stackoverflow.co/2023/#section-most-popular-technologies-programming-scripting-and-markup-languages