Ask me anything

Mentimeter

2 questions
4 upvotes

What languages have you programmed in?

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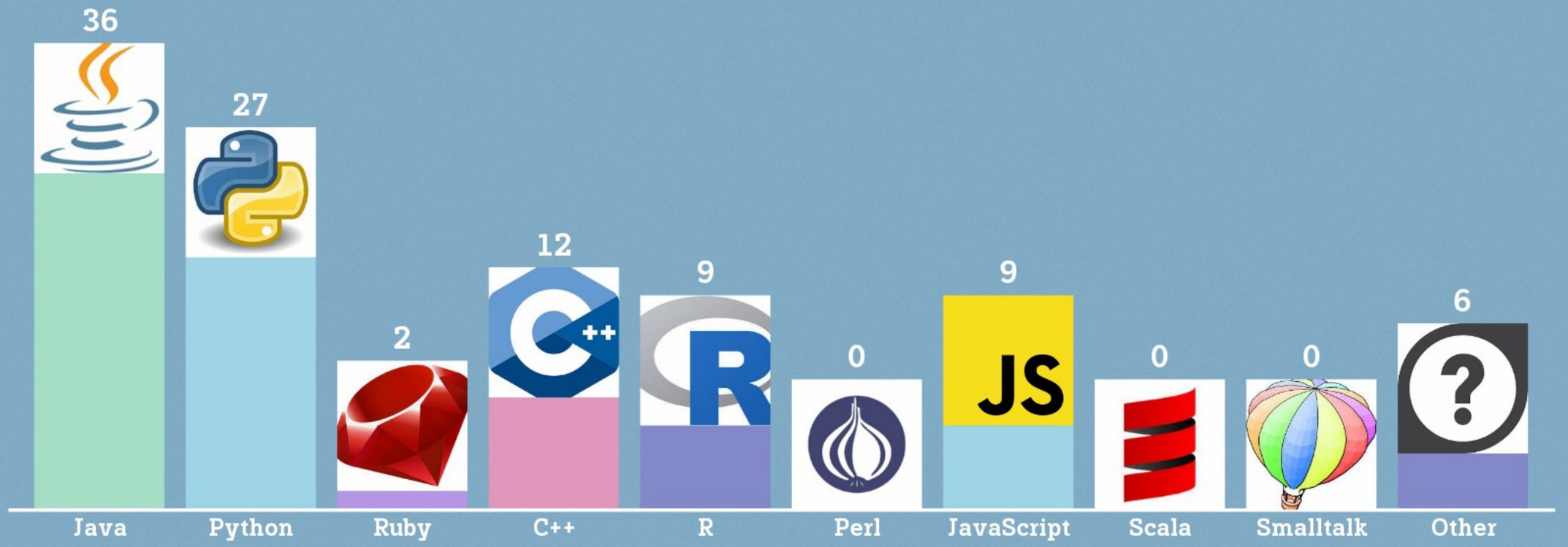

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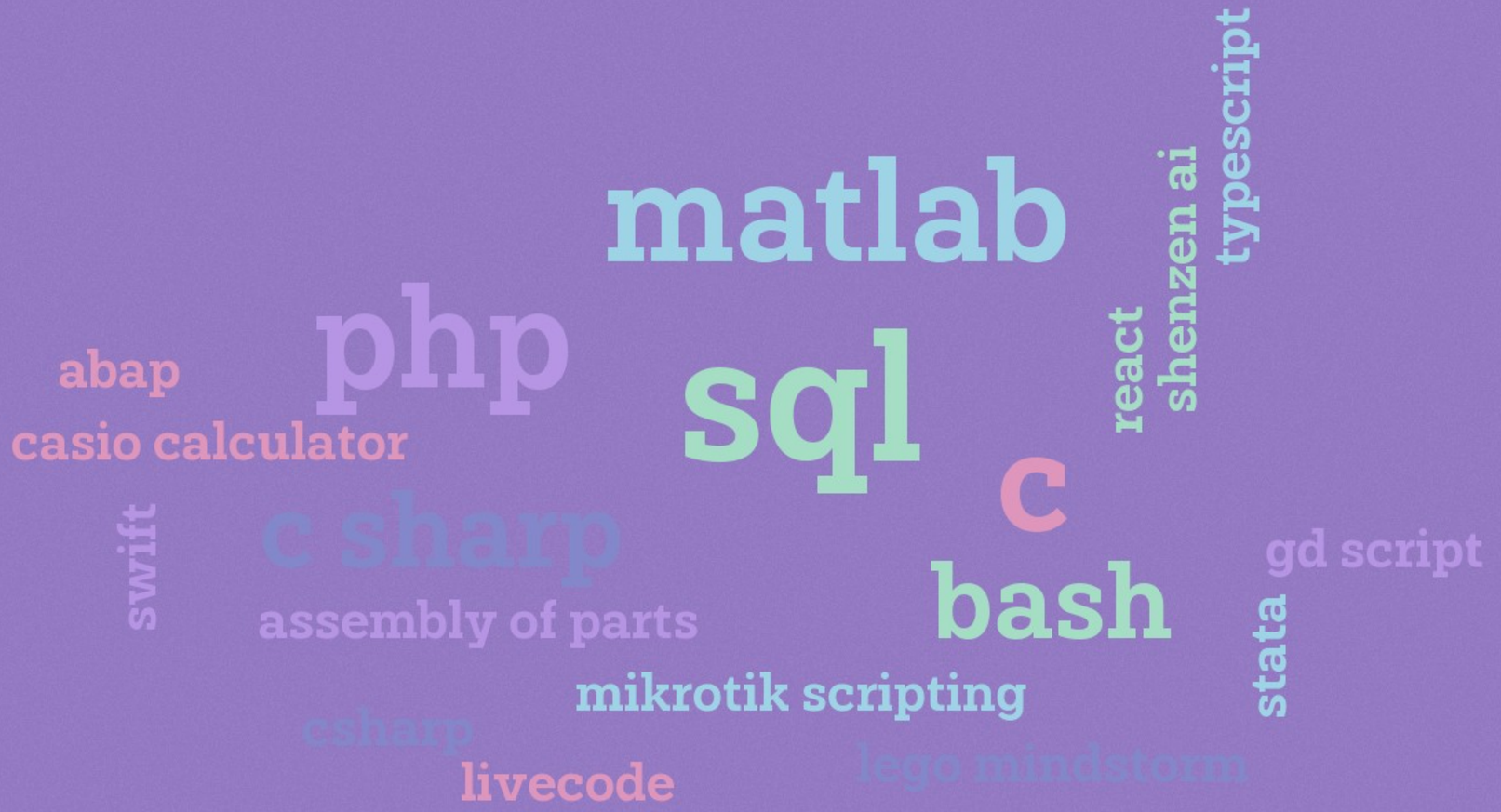
Any languages not mentioned so far?



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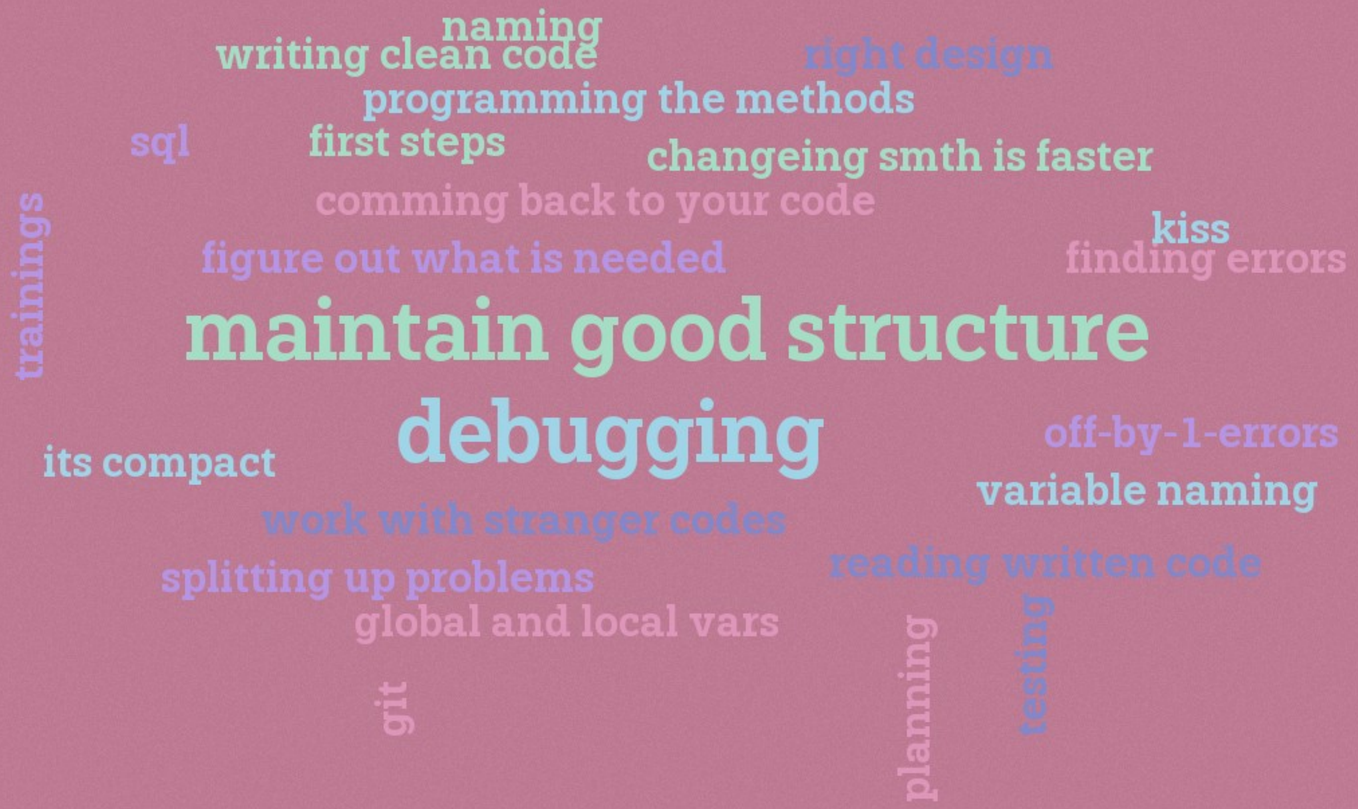
What is the hardest part about programming?



Procedural

```
double size() {
    double total = 0;
    for (Shape shape : shapes) {
        switch (shape.kind()) {
        case SQUARE:
            Square square = (Square) shape;
            total += square.width * square.width;
            break;
        case RECTANGLE:
            …
        case CIRCLE:
            …
            break;
        }
    }
    return total;
}
```

Object-oriented

```
double size() {
    double total = 0;
    for (Shape shape : shapes) {
        total += shape.size();
    }
    return total;
}
```

```
public class Square extends Shape {
...
    public double size() {
        return width*width;
    }
}
```

What are the pros and cons of the procedural and OO designs?

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better structure

OO: faster to channge, you need to change it once and not in every Methode

OO: easily add further shapes

OO con: Fragmentation

OO: reusability

OO con: can be more time consuming to programm

OO --> easier to change things in an object, without having to think about the rest of the code

Procedural: everything together, i.e switch caseOO: you can split the programs and test faster certain methods

procedural -> everything is in one place, you dont forget to implement something

What are the pros and cons of the procedural and OO designs?

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OO: access modifiers

Proc: You can change it individual

OO: Overloading

OO pro: easier to add new methods

Oo Its compact, changeing goes faster

Procedural: compact codeblock

oo: can cause strange errors

a procedural approach may be closer to one's intuitive way of solving a given problem

proc: easy program flow

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What are the pros and cons of the procedural and OO designs?

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OO: the object can become many many methodes, and can become a God Objects

procedural: easy to get some quick results for a very specific problem

Because it schows, that the refactoring was not done well

because it probably could be broken down into more smaller methods

refactoring was not done well

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Why are long methods a bad code smell?

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They are incomprehensible.

hard for others to understand

more difficult to debug

Prone to errors

Easily loose the overview.

readability

More than 1 task

more errors during coding

it takes more time to understand/debug

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Why are long methods a bad code smell?

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probably take on more tasks than they should

Slower?

hard to edit without breaking the whole thing

likely code duplicates

the have a big aera of effect

More opportunities for mistakes

They're probably doing multiple steps.

Because they could be broken up in easier to understand subtasks.

harder to reuse

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Why are long methods a bad code smell?

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use more space

refacotring was not done well

whats up-front design?

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Last chance for questions