International Journal of Allied Practice, Research and Review
Website: www.ijaprr.com (ISSN 2350-1294)

# Programming in Daily Life

**Suprabhat Das**
*Undergraduate Student, Department of Computer Science Engineering,*
*Amity University, Kolkata.*

**Abstract – This paper focuses on the relevance of programming in daily life. The various terminologies related to programming spectrum sometimes become difficult for us to remember. To do away with such problems, this paper has been presented. Terminologies like Class, Object, Encapsulation, Polymorphism, Inheritance, Variable, Constant are known to mostly all people related to this field of study but with time, it tends to diminish. After all, it's human brain. With study, it has been seen that, we can remember more and for longer period if we try link it with our real-world attributes rather activities. The relevance of various programming terms in our daily life are discussed with the help of examples.**

**Keywords –** ***Programming; Simulation Argument; Visualization; Programming Reality; Sensory Inputs.***

## I. Introduction

"The best method for accelerating a computer is the one that boosts it by 9.8 m/s^2." Philosopher Nick Bostrom, director of the Future of Humanity Institute at Oxford University in his 'Simulation Argument' stated "Humanity is literally living in a computer simulation. Instead of having brains in vats that are fed by sensory inputs from a simulator, the brains themselves would also be part of the simulation. It would be one big computer program simulating everything, including human brains down to neurons and synapses."[1]

## II. Class and Object

Class and Object, the most important features of Object Oriented Programming, as we all know, plays a vital role. From the point of view of a programmer, Class is nothing but a blueprint of an Object and an Object is a real-world entity that has inherent meaning with certain characteristics and behavior. In the same way, if we buy a mobile from mobile shop, we get the following in the box: Instruction Manual, Mobile, Charger, Headphone etc. In the above case, Mobile is a real-world entity (i.e. Object) that has several purpose or characteristics and how to use it is provided by the Instruction Manual (i.e. Class).

## III. Encapsulation

Encapsulation is the wrapping up of data and functions into a single unit (i.e. Class). It also ensures data security. In the same way, the medicines that we take are also encapsulated. There is an outer coating/layer that surrounds a medicine tablet/capsule for several purposes. Firstly, it keeps all the medical compositions intact. Secondly, the external environment interference is prohibited that may change its composition. Thirdly, the effectivity of the medicine is also increased as it reaches the target area without any variation in its nature. Medical compositions can be referred to as data and functions while the external environment interference prohibition can be referred to as ensuring data security.

## IV. Polymorphism

Polymorphism, which is nothing but condition of occurring in several different forms. When we are in a class room, we behave like a student. When we are in market, we behave like a customer and when we are at our home, we behave like a son or daughter. This is how in our daily life, we implement polymorphism. Single person, playing different roles at different times based on the circumstances.

## V. Inheritance

Inheritance is when an object or class is based on another object or class, using the same implementation (inheriting from an object or class) specifying implementation to maintain the same behavior (realizing an interface; inheriting behavior). Whenever a child is born, he inherits or extends the genetic information from his parents like the child class inheriting from the parent class. Like in programming, parent class cannot inherit from child class, in the same way, in daily life, parents after giving money to child, don't ask it back again in general cases.

## VI. Variable

Variable is a value that can change, depending on conditions or on information passed to the program as per programmer. Did we ever consider the fact that our emotions, needs, desire, expectations and many such related issues are also variables as they vary/change/alter depending on conditions either external or internal. For example, we become happy when something good happens to us while we become sad immediately once the situation is against us, this is nothing but treating mood as a variable whose value alters accordingly.

## VII. Constant

A constant is an identifier with an associated value which cannot be altered by the program during normal execution is a tough definition to remember for normal people like me. But we can consider the simple fact that our soul is constant. We never die. Our body is made up of two parts namely soul and gross body. Gross body is nothing but the outer covering (i.e. epidermis) which is variable while on the other hand, soul is purely constant. Soul traverses from one body to another remaining constant.

How can we say that our gross body is variable while on the other hand, soul is constant?
The answer to the above question is quite simple and logical. If we keep our eyes wide open, we can observe several categories of people like few residing in multi-storied building while few in slums. Why there is difference? Have we all ever thought of it? It's due to the effect of Karma. The gross body, one will get is purely dependent on past life activities. Human form of life is very fortunate and special. Soul traverses from one body to another body until it's true motive is fulfilled, commonly referred to as transmigration of soul.

## VIII. Conclusion

To create a clear concept of various programming terms, we must always link it to real-life examples. Although, it may sound lame but in the long run, it helps a lot for us to recollect and remember without forgetting. For the students who are related to the technical domain always need to keep their concepts clear without forgetting it's significance and implementation. Thus, *Programming in Daily Life* can be considered as wide area of research in near future. Programming is a multidisciplinary approach to solve a complex problem that exist in the real world. *Programming Reality* as that of pre-existing 'Augmented and Virtual Reality' may come to picture if more research can be done in this field. *Programming Reality* is the application of programming in reality for better understanding. To be more specific, writing programs to solve any problem that exist. Be it in any area, from space to core of the earth. Scope of research is wide and its ever expanding.

'The spectrum of knowledge is vast and it tends to infinity, if we consider it from the perspective of an individual'.

## IX. Reference

[1] Kuhn, R. L. *Is our universe a fake?* Retrieved August 16, 2016, from http://www.space.com/30124-is-our-universe-a-fake.html