

Some people think that the best way to reduce crimes is to apply longer prison sentence, other people think that there are better methods of doing so. Discuss both views and give your opinion

---

Going to prison is one of the most famous-common ways to punish felons. Although it is an extremely easy way to discipline villains, it is not the best way to change them into a better person, hence uselessness of jails. In my opinion, there are way/far better approaches to bring lawbreakers to book.

The first disadvantage of jails-incarceration is that it is just a kind of punishment and it does not help criminals to evolve. When we throw a felon into a prison, we give him a chance to meet other criminals and in some cases when a criminal goes inside a lock-up, he turns into an even a more dangerous person. So, we should be concerned with a new person that he has become who a person-become after /once they come out of there.

The other drawback of prisons is that it-they cost a lot for the governments. We are feeding and providing many free facilities-utilities such as water and electricity for these lawbreakers and all these facilities will be costly-for us. The administration is responsible to pay them. The longer criminals stay in jail, the more budget is spending spent on them. Therefore, we cannot afford the cost of these places anymore.

The best replacement for lock-ups might be forcing criminals into doing public-community services. Not only does it aids criminals in going inside society and meeting ethical people and following their example-make idol from them, but also this solution would assist our city in reducing some costs like hiring some employees to do these kinds of activities.

In conclusion, putting people into prisons is not a very useful solution to help the rate of criminals decrease. Lock-ups do not guarantee that-turning criminals into unchangeable-law-abiding/ lawful citizens and they cost us too much. Besides, there are better approaches like making felons do some public services.