

# CHARACTERISTICS OF PROCEDURE ORIENTED.

FY.BSc.IT – SEM II

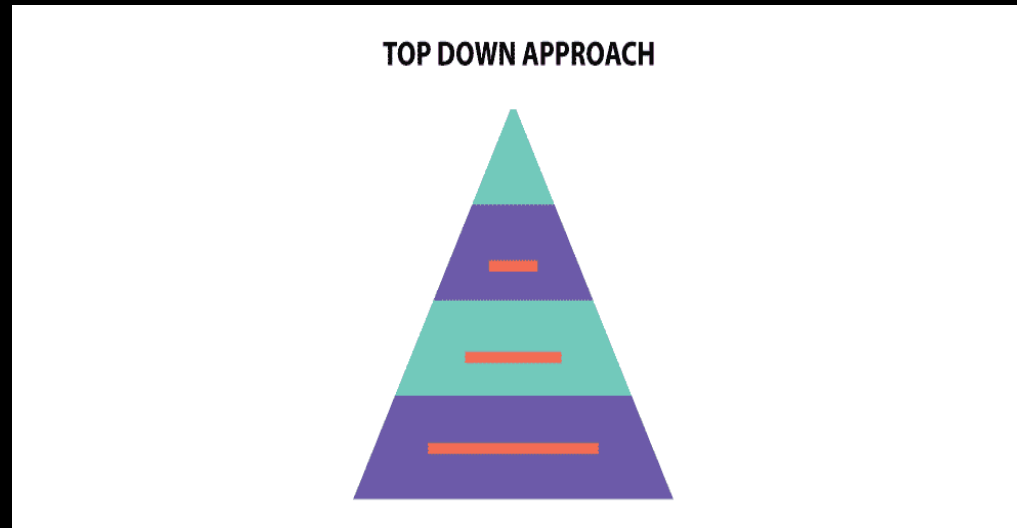
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# CHARACTERISTICS OF PROCEDURE ORIENTED.

- a. Follow top-down approach.
- b. Data is given less importance than function.
- c. Vulnerability of data is there as functions share global data.
- d. Functions manipulate global data, without letting other function to know.
- e. Big program is divided into small modules.
- f. Algorithms are designed first without bothering about minute details.

## A. FOLLOW TOP-DOWN APPROACH.

- In this approach, a large project **divides into small programs**, and these programs are known as **modules**.
- The basic task of a top-down approach is to **divide the problem into tasks** and then **divide tasks into smaller sub-tasks** and so on.
- In this approach, first we **develop the main module** and then the **next level modules** are developed. This procedure is continued till **all the modules are developed**.



## B. DATA IS GIVEN LESS IMPORTANCE THAN FUNCTION.

- A function is a block of code which only runs when it is called.
- You can pass data, known as parameters, into a function.
- Functions are used to perform certain actions, and they are important for reusing code: Define the code once, and use it many times.

## C. VULNERABILITY OF DATA IS THERE AS FUNCTIONS SHARE GLOBAL DATA.

- A major goal of the software development process is to deliver high quality and secure products on time.
- When we declare data globally then there is a risk of the data being easily accessible, this leads to vulnerability.
- The quality or state of being exposed to the possibility of being attacked or harmed, either physically or emotionally.

## D. FUNCTIONS MANIPULATE GLOBAL DATA, WITHOUT LETTING OTHER FUNCTION TO KNOW.

- In C and C++, as long as a global variable is not declared as constant then it can be changed anywhere.
- This is why global variables are dangerous.
- If a global variable is used in a function it changes the data/value inside the function.



## E. BIG PROGRAM IS DIVIDED INTO SMALL MODULES

- If you ever wanted to write a large program or software, the most common rookie mistake is to jump in directly and try to write all the necessary code into a single program and later try to debug or extend later.
- This kind of approach is doomed to fail and would usually require re-writing from scratch. So in order to tackle this scenario, we can try to divide the problem into multiple subproblems and then try to tackle it one by one.



## F. ALGORITHMS ARE DESIGNED FIRST WITHOUT BOTHERING ABOUT MINUTE DETAILS.

- An Algorithm is a procedure to solve a particular problem in a finite number of steps for a finite-sized input.
- The Algorithm designed are language-independent, i.e. they are just plain instructions that can be implemented in any language, and yet the output will be the same, as expected.
- Minute details are not taken into consideration as it is a logical and sequential structure of a program without involvement of any programming language.



# THE END

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