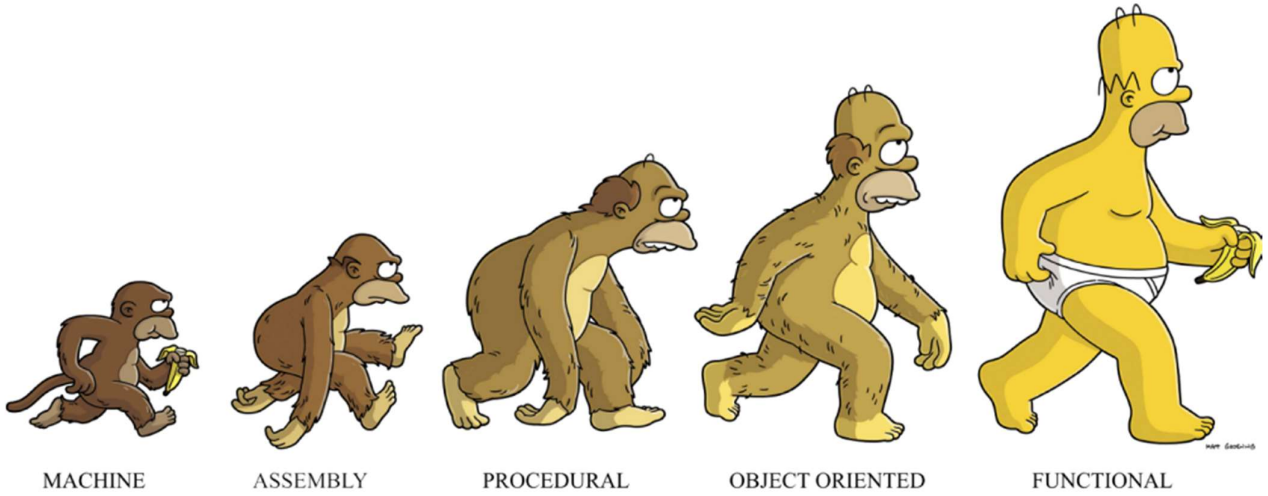

PROCEDURAL LANGUAGE

Vs

OBJECT OREIENTED LANGUGAE

Procedural Programming

- Derived from structural programming – concept of calling procedure/function
- Example: FORTRAN, ALGOL, COBOL, BASIC, Pascal, C, etc.

Object Oriented Programming

- Programming model based on the concept of object.
- Object – data in the form of attributes and code in the form of methods.
- Example: C++, C#, Java, Python, Ruby, etc.

Main difference between Procedural (P) and Object Oriented Programming (O)

1. (P) follows top-down approach whereas (O) follows bottom-up approach.

2. (P) doesn't have access specifiers but (O) has access specifiers.

3. (P) overloading is not possible but (O) allows.

4. Security is higher for (O) than (P).

5. Data binding is possible in (O) but not in (P).

Object Oriented Paradigm

- Allows programmers to think in terms of the structure of the problem than the structure of the computer.
- Decomposes the problem into a set of objects.

- **Objects interact with each other to solve the problem.**

- **Programmers code using blueprints of data models called classes.**

NEXT LECTURE: CLASS and OBJECT