**MODULE: 3.1 (C++ Basic)**

1. **What is OOP?**

**→** Unlike procedural programming, where functions are written to perform operations on data, OOP involves creating objects that contain both data and functions. attributes - brand, model, size, mileage, etc. behavior - driving, acceleration, parking, etc.

1. **What is the difference between OOP and POP?**

**→**

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| **OOP** | **POP** |
| [Object oriented](https://www.geeksforgeeks.org/introduction-of-object-oriented-programming/). | [Structure oriented](https://www.geeksforgeeks.org/difference-between-structured-programming-and-object-oriented-programming/). |
| Program is divided into objects. | Program is divided into functions. |
| Bottom-up approach. | Top-down approach. |
| Inheritance property is used. | Inheritance is not allowed. |
| It uses access specifier. | It doesn’t use access specifier. |
| Encapsulation is used to hide the data. | No data hiding. |
| Concept of virtual function. | No virtual function. |
| Object functions are linked through message passing. | Parts of program are linked through parameter passing. |
| Adding new data and functions is easy | Expanding new data and functions is not easy. |
| The existing code can be reused. | No code reusability. |
| use for solving big problems. | Not suitable for solving big problems. |
| C++, Java. | [C](https://www.geeksforgeeks.org/c-programming-language/), Pascal. |