Atitit 编程范式 vs fix

流程驱动编程对比[事件驱动编程](https://baike.baidu.com/item/%E4%BA%8B%E4%BB%B6%E9%A9%B1%E5%8A%A8%E7%BC%96%E7%A8%8B" \t "https://baike.baidu.com/item/_blank)

Value-level programming对比Function-level programming

基于类编程对比基于原型编程（在[面向对象编程](https://baike.baidu.com/item/%E9%9D%A2%E5%90%91%E5%AF%B9%E8%B1%A1%E7%BC%96%E7%A8%8B" \t "https://baike.baidu.com/item/_blank)的上下文中）

Rule-based programming对比Constraint programming（在[逻辑编程](https://baike.baidu.com/item/%E9%80%BB%E8%BE%91%E7%BC%96%E7%A8%8B" \t "https://baike.baidu.com/item/_blank)的上下文中）

基于组件编程（如[OLE](https://baike.baidu.com/item/OLE" \t "https://baike.baidu.com/item/_blank)）

[面向方面编程](https://baike.baidu.com/item/%E9%9D%A2%E5%90%91%E6%96%B9%E9%9D%A2%E7%BC%96%E7%A8%8B" \t "https://baike.baidu.com/item/_blank)（如[AspectJ](https://baike.baidu.com/item/AspectJ" \t "https://baike.baidu.com/item/_blank)）

符号式编程（如[Mathematica](https://baike.baidu.com/item/Mathematica" \t "https://baike.baidu.com/item/_blank)）

面向表格编程（如Microsoft FoxPro）

管道编程（如Unix命令中的[管道](https://baike.baidu.com/item/%E7%AE%A1%E9%81%93" \t "https://baike.baidu.com/item/_blank)）

Post-object programming

面向主题编程

自省编程或称反射编程 [1]