**DIFFERENCE BETWEEN PROCEDURAL PROGRAMMING & OBJECTORIENTED PROGRAMMING**

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| **S.No** | **PROCEDURAL PROGRAMMING** | **OBJECT ORIENTED PROGRAMMING** |
| 1. | In procedural programming, overloading is not possible. | Overloading is possible in object-oriented programming. |
| 2. | In procedural programming, there is no concept of data hiding and inheritance. | In object-oriented programming, the concept of data hiding and inheritance is used. |
| 3. | In procedural programming, the function is more important than the data. | In object-oriented programming, data is more important than function. |
| 4. | Procedural programming is based on the ***unreal world***. | Object-oriented programming is based on the ***real world***. |
| 5. | Procedural programming is used for designing medium-sized programs. | Object-oriented programming is used for designing large and complex programs. |
| 6. | Procedural programming uses the concept of procedure abstraction. | Object-oriented programming uses the concept of data abstraction. |
| 7. | Code reusability absent in procedural programming, | Code reusability present in object-oriented programming. |
| 8. | **Examples:** C, FORTRAN, Pascal, Basic, etc. | **Examples:**C++, Java, Python, C#, etc. |