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| **Procedural** | **Structural** | **Object oriented** |
| Simple, easy implementation of compilers and interpreters | Programs are more easily and more quickly written | Improved software development productivity due to modularity, extensibility and reusability. |
| The ability to re-use the same code at different places in the program without copying it. | Programs are reliable as fewer organizational and logical errors occur during the initial stages of program development. | Software Maintenance is improved |
| An easier way to keep track of program flow. | Structured programming is not only limited to the top down approach. | Reusability helps in faster development of programs, as the language comes worth rich library of objects |
| The ability to be strongly modular or structured. | A structured code does not involve GOTO statement as it represents no certain order of execution. | Lower cost of Development |
| Needs only less memory. | Control structures are used to determine the exact order in which the set of instructions are to be executed. | Higher quality of software can be ensured |
| Examples  Pascal. Fortran , COBOL | Example ALGOL, Pascal, Pl/I, C , Ada | Examples C++, C#, BETA, Chapel |