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| **Paradigm** | **Task** |
| Procedural | **Step by step in sequence:**  Enter from gate  Get ticket  Take Zoo tour |
| OOP | **Create object attributes and methods:**  **Animal:** name,age,color  eat() roar() prey()  **Pond:** water level,depth,fish species  StoreWater() provideHabitat() selfClean()  **Staff:** age, gender,salary  FeedAnimals() GuideVisitors() ManageTickets() |
| Functional | **Work with functions:**  Like: animal\_feed(“Tiger”) |
| Declarative | **Tell what do you want:**  Like: Give the name of all animals |
| logic | **Set rules:**  Like tiger is a carnivore,  Carnivores eat meat |
| Event-Driven | **When we press button it perform some action:**  Like: press feed button feedanimal() it run. |
| Concurrent | **All work run at a same time:**  Like ticket,feeding,touring etc. |