**Paradigms** **28/1/22**

Paradigm can also be a term to solve a method. It is also an approach to solve a problem using programming languages. There are lots of programming languages that are known but all of them need to follow some strategy.

**(Procedure) Imperative**

* Program code is written in one long block of code.
* Programs proceed in step line by line.
* Each line has one command
* Commands can be grouped into procedures

**(procedural)**

* Sub procedures (also called subprograms) can be called from a main procedure.

**Object orientated program**

* Objects are the key element of paradigms. Objects can simply be defined as the instance of a class that contains both data members and the method function.
* The code can easily be reused.
* If the code is not written properly then the program becomes a monster.

**Advantages**

* Relation with real world entities
* Code reusable
* Abstraction or data hiding

**Disadvantages**

* Data protection
* Slow speed

**Object orientated (2)**

* Objects are created from classes.
* Classes are an abstract idea.
* Objects are working versions used in a program.

**Object orientated (3)**

* New classes can be created from scratch.
* New classes can be created by altering or adding to old classes.

**Event Driven**

* Flow of the program is controlled by events.
* Program has a main loop which waits for event to happen and then handles the event.
* Events could be clicking a button, typing a key, tripping an alarm.