Oop :

1-football field:

Class: (player)

Attributes: (name,age,position,stamina)

Methods: (run,shoot)

Class:(teen)

Attributes: (name,age,position,stamina)

Methods: (run,shoot)

2-Field survey:

Class:(particpant)

Attributes:(name,age,gender,responses)

Methods:addresponse question

Class:(fieldworker)

Attributes:(name,teamID,participants)

Methods:(participant)

Procedural programming:

Phone purchase programe

1.phone details such as camera type, storage, battery ,and whether the phone is original

2.checking if the user has enough budget.

3.confirming the purchase if the budget is sufficient and displaying the phone details.

4.exiting the program if the budget is insufficinent.