DIFFERENCE BETWEEN PROCEDURAL AND OBJECT-ORIENTED PROGRAMMING

NAME: **SECTION CODE: A292**

ALESNA JIMENEZ **DATE: January 28, 2020**

BANDIALA MONTERA

MERTO

SCHEDULE: TTH(1:30-4:00pm)

Features	Procedural Programming	Object-oriented Programming
Divided into	In POP, program is divided into smaller parts called as functions	In OOPs, the program is divided into parts known as objects
Importance	In POP, importance is not given to data but to functions as well as sequence of actions to be done	In OOPs, importance is given to the data rather than procedures or functions because it works as a real world
Approach	POP follows Top Down approach	OOPs follows Bottoms Up approach
Access Specifiers	POP does not have any access specifiers	OOPs has access specifiers named **Public**, **Private**, **Protected**, etc.
Data Moving	In POP, Data can move freely from function to function in system	In OOPs, objects can move and communicate with each other through member functions
Data Access	In POP, most functions uses Global data for sharing that can be accessed freely from function in the system	In OOPs, data cannot move easily from function to function, it can be kept public or private so we can control the access if data
Data Hiding	POP does not have any proper way for hiding data so it is less secure	OOPs provides **Data Hiding** so it provides more **security**
Overloading	In POP, overloading is not possible	In OOPs overloading is possible in the form of **Function Overloading** and **Operator Overloading**
Examples	C, VB, FORTRAN, Pascal	C++, JAVA, VB.NET, C#.NET

Source: https://www.geeksforgeeks.org/

Question: Identify which programming paradigm is much applicable in terms of building application?

Answer:

One reason to use Object-oriented Programming in making application is because it makes it easy to maintain and modify existing code as new objects are created inheriting characteristics from existing ones (SEH, 2013). This cuts down the development time considerably and makes adjusting the program much simpler.

Another reason to use Object-oriented Programming is the ease of development and ability for other developers to understand the program after development. Well commented objects and classes can tell a developer the process that the developer of the program was trying to follow. It can also make additions to the program much easier for the new developer.

The last reason to use Object-oriented Programming that I will mention here is the efficiency of the language. Many programming languages using Object-oriented Programming will dump or destroy unused objects or classes freeing up system memory. By doing this the system can run the program faster and more effectively.