You must complete a short report, 1-3 pages, which compares the solutions achieved using the procedural approach (in C) and the object oriented approach (in Java). The live mode, and the input files, should have exact same behaviour in both implementations.

In the shop project, I built a shop using C and a shop using Java. There was definite similarities between the projects. I found developing the Java shop much easier once I had completed the C project in full. While C uses Structs, Java uses Classes to de

*struct* Product {

*char*\* name;

*double* price;

};

Figure : Example of product structin C shop

public class Product {

    private *String* name;

    private *double* price;

Figure : Example of product class in Java shop

They