**Improvement from previous phase:**

After adding file system our problems are pretty much solved at this point. We don’t have to face the problem of data being reset every time and now we can store data permanently.

**Limitation Faced in Phase 6:**

The data is related to each other but stored separately. Even though we can take advantage of it to categorize and group it together into one entity, we cannot do that in Procedural programming.

We know that in real life this data belongs to a single entity but we have to deal with it like completely unrelated data. This is one of the main drawbacks of procedural programming.

If we want to use a function that takes many inputs that are related to the same entity. We have to take them all separately. It causes redundancy, makes the program more prone to errors and makes it less maintainable. If we want to make a single change in the function we have to modify each and every instance where we used it. This problem is manageable in small projects but it becomes impossibly difficult in big projects with thousands or hundreds of thousands of lines of codes.

It is hard to extend our program. We cannot divide our program into different parts that each deal with a separate functionality of the program. We have to write everything in a single file and it becomes very complex for bigger projects.