# Structured, Imperative, and Declarative Programming:

Structured Programming: A programming approach in which the program is made as a single structure. It means that the code will execute the instruction by instruction one after the other. It doesn't support the possibility of jumping from one instruction to some other with the help of any statement like GOTO, etc. Therefore, the instructions in this approach will be executed serial and structured.

The entry and exit in a Structured program are a single-time event. It means that the program uses single-entry and single-exit elements. Therefore, a structured program is a well-maintained, neat, and clean program. This is the reason why the Structured Programming Approach is well-accepted in the programming world.

Imperative Programming: As the name suggests is a type of programming paradigm that describes how the program executes. Developers are more concerned with how to get an answer step by step. It comprises the sequence of command imperatives. In this, the order of execution is very important and uses both mutable and immutable data.

Declarative Programming: As the name suggests is a type of programming paradigm that describes what programs are to be executed. Developers are more concerned with the answer that is received. It declares what kind of results we want and leaves programming language aside, focusing on how to produce them. In simple words, it mainly focuses on the results. It expresses the logic of computation.