**Procedural Programming vs Object-Oriented Programming**

Below are some of the differences between procedural and object-oriented programming:

| **Procedural Oriented Programming** | **Object-Oriented Programming** |
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| In procedural programming, the program is divided into small parts called ***functions***. | In object-oriented programming, the program is divided into small parts called ***objects***. |
| Procedural programming follows a ***top-down approach***. | Object-oriented programming follows a ***bottom-up approach***. |
| There is no access specifier in procedural programming. | Object-oriented programming has access specifiers like private, public, protected, etc. |
| Adding new data and functions is not easy. | Adding new data and function is easy. |
| Procedural programming does not have any proper way of hiding data so it is ***less secure***. | Object-oriented programming provides data hiding so it is ***more secure***. |
| In procedural programming, overloading is not possible. | Overloading is possible in object-oriented programming. |
| In procedural programming, there is no concept of data hiding and inheritance. | In object-oriented programming, the concept of data hiding and inheritance is used. |
| In procedural programming, the function is more important than the data. | In object-oriented programming, data is more important than function. |
| Procedural programming is based on the ***unreal world***. | Object-oriented programming is based on the ***real world***. |
| Procedural programming is used for designing medium-sized programs. | Object-oriented programming is used for designing large and complex programs. |
| Procedural programming uses the concept of procedure abstraction. | Object-oriented programming uses the concept of data abstraction. |
| Code reusability absent in procedural programming, | Code reusability present in object-oriented programming. |
| **Examples:** C, FORTRAN, Pascal, Basic, etc. | **Examples:**C++, Java, Python, C#, etc. |