because:

- they are used to old habits
- „easy to write".

Comparison of procedural vs. object oriented programming

procedural:

- step by step
- seldom information hiding
- actions manipulate data

object oriented

- „bundle" with capabilities
- hides structures
- delegates tasks that are not done by the object itself to other objects
- objects model real world behaviour
- decoupled and separated in different modules.

„what"

↓ leads to

„How":

- encapsulation
- abstraction
- inheritance
- polymorphism