1. BERORIENTASI OBJEK





= THINK PROSEDURAL



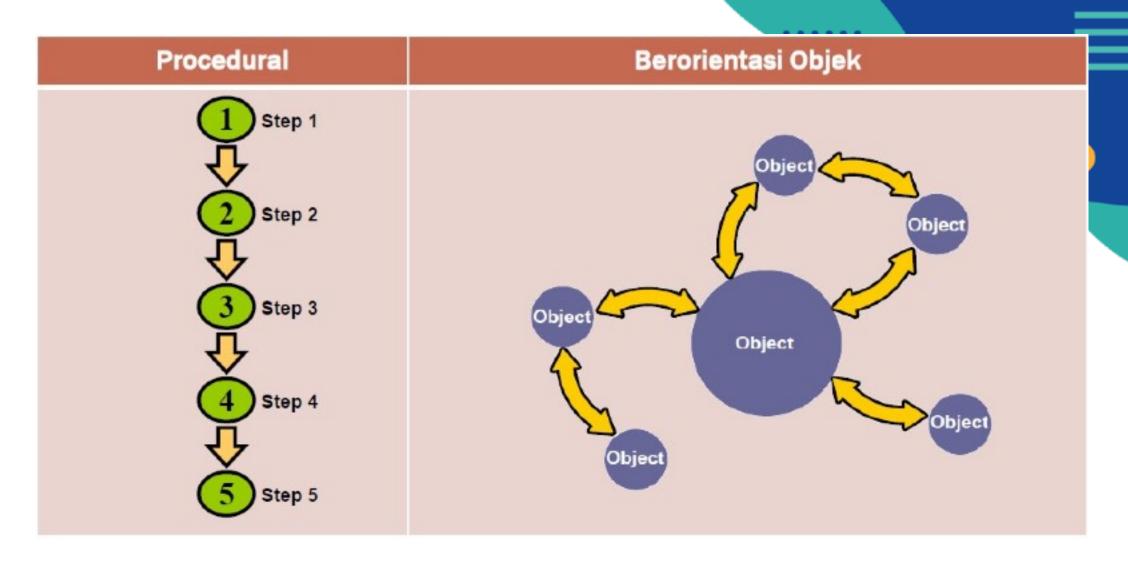
= THINK OOP











FOKUS TERHADAP CARA KOMPUTER MENYELESAIKAN TUGAS

FOKUS TERHADAP OBJEK YANG SEDANG DIGUNAKAN