

# Object-Oriented Programming

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**C** and **Pascal** are **imperative** languages, where the emphasis is on the **actions** that the computer should do. In the **procedural paradigm**, (or programming style), programs consist of a hierarchy of subprograms (**procedures** or **functions**) which process external data.

**Object-oriented** programming, or **OOP**, is a different style of programming. In the **OOP** paradigm, programs are communities of somewhat self-contained components (called **objects**) in which **data** and **actions** are combined.



The first object-oriented language was **SIMULA**, a **simulation** language designed by the Scandinavian computer scientists **Ole-Johan Dahl** and **Kristen Nygaard** in 1967. Much of the terminology we use today to describe object-oriented languages comes from their original 1967 report.



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