

# PROGRAMMING PARADIGMS

OLD-SCHOOL LANGUAGES LIKE C

## IMPERATIVE PROGRAMMING

VARIABLES, LISTS, DICTIONARIES, FOR-LOOPS

## FUNCTIONAL PROGRAMMING

FUNCTIONS CALLING FUNCTIONS CALLING FUNCTIONS

## OBJECT-ORIENTED PROGRAMMING

CLASSES DEFINE INTERFACES; OBJECTS  
INSTANTIATE CLASSES; OBJECTS HAVE  
STATE (MEMBERS) AND BEHAVIOUR (METHODS)

EXCEL (YEP IN MANY WAYS  
EXCEL IS A PROGRAMMING LANGUAGE  
TOO! JUST NO FOR LOOPS)

JAVA, C++, C#

# JAVA IS OBJECT-ORIENTED

ALL CODE IN JAVA MUST BELONG INSIDE  
A CLASS

ANY CLASS CAN HAVE A METHOD CALLED 'MAIN'

WHEN YOU RUN JAVA CODE, THE STUFF  
THAT IS IN THE 'MAIN' IS WHAT GETS  
EXECUTED

'MAIN' IS CALLED AN  
ENTRY POINT, BECAUSE  
THIS IS THE SPECIAL  
MEMBER NAME THAT JAVA  
LOOKS FOR WHILE STARTING  
TO EXECUTE CODE