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Q.4
Ans.   Object oriented programming (OOP) is a programming paradigm based whom objects (having both data and methods) that aims to incorporate the advantages of modularity and reso reusability objects, which one usually instances of classes, are used to interact with one another to design applications and computer program

Structural programming	Object oriented programming
(1) A programming paradigm that divides the code into modules or function	① A programming paradigm based on the concept of objects, which contain data in form of fields known as attributes, and codes in the form of procedure known as methods
(2) Difficult to modify	② Easier to modify
(3) No access specifier	③ Access specifier
(4) Difficult to reuse code	④ Easy to reuse code.

Procedural programming does not have any proper way for hiding data so it's less secure for OOPs vice-versa.