

A programming paradigm **help us how to write and construct the computer program.**

Paradigms are separated along and described by different dimensions of programming. Some paradigms are about implications of the **execution model**. Other paradigms are about the way how code is organized.

Some common programming paradigms:

Imperative – code directly controls execution flow

Procedural – organized as procedures that call each other

Object oriented – organized as objects that contain data structure and associated behavior

Functional – result is declared as the value of a series of function evaluations

Logic – result is declared as the answer to a question about a system of facts and rules

Reactive – result is declared with data streams and the propagation of change

Programming paradigms come from **science research** into existing practices of **software development**.

The findings allow for for comparing programming practices and the languages used to write programs.

A **programing language** can be described in terms of paradigms. Some languages support only one paradigm. While other languages support multiple paradigms.

Most languages support multiple paradigms.

When using a language that supports multiple paradigms, person should choose which paradigm to use.

Categorizing the resulting code by paradigm is often an academic activity

Mammad Hasanov