TYPES OF PROGRAMMING METHODOLOGIES

Procedural programming:

is a [programming paradigm](https://en.wikipedia.org/wiki/Programming_paradigm), derived from [structured programming](https://en.wikipedia.org/wiki/Structured_programming), based on the concept of the *procedure call*. Problem is broken down into procedures. Procedures also known as routines, [subroutines](https://en.wikipedia.org/wiki/Subroutine), or [functions](https://en.wikipedia.org/wiki/Functional_programming), simply contain a series of computational steps to be carried out. All procedures taken together from the whole program. Any given procedure might be called at any point during a program's execution, including by other procedures or itself. The first major procedural programming languages appeared circa 1957–1964, including [Fortran](https://en.wikipedia.org/wiki/Fortran).

Fortran,(derived from Formula Translation) is a general-purpose, [compiled](https://en.wikipedia.org/wiki/Compiled_language) [imperative](https://en.wikipedia.org/wiki/Imperative_programming) [programming language](https://en.wikipedia.org/wiki/Programming_language) that is especially suited to [numeric computation](https://en.wikipedia.org/wiki/Numerical_analysis) and [scientific computing](https://en.wikipedia.org/wiki/Computational_science) and originally developed by [IBM](https://en.wikipedia.org/wiki/IBM) in the 1950s for scientific and engineering applications. For the past 30 years FORTRAN has been used for such projects as the design of bridges and aeroplane structures, it is used for factory automation control, for storm drainage design, analysis of scientific data and so on.

Object-oriented programming (OOP):

is a [programming paradigm](https://en.wikipedia.org/wiki/Programming_paradigm) based on the concept of "[objects](https://en.wikipedia.org/wiki/Object_(computer_science))", which can contain [data](https://en.wikipedia.org/wiki/Data) and code in the form of procedures (often known as [*methods*](https://en.wikipedia.org/wiki/Method_(computer_science))). The solution revolves around entities or objects that are part of problem. The solution deals with how to store data related to the entities, how the entities behave and how they interact with each other to give a cohesive solution. The most widely used programming languages such as C++, Java, Python, etc. are [multi-paradigm](https://en.wikipedia.org/wiki/Multi-paradigm_programming_language) and they support object-oriented programming.

### **Operating Systems** like Microsoft Windows or Mac OSX or Linux, all of them are programmed in C++. C/C++.

### Functional Programming:

  is a [programming paradigm](https://en.wikipedia.org/wiki/Programming_paradigm) in which a style of building the structure and elements of [computer programs](https://en.wikipedia.org/wiki/Computer_program) and treats [computation](https://en.wikipedia.org/wiki/Computation) as the evaluation of [mathematical functions](https://en.wikipedia.org/wiki/Function_(mathematics)) and avoids changing-[state](https://en.wikipedia.org/wiki/Program_state) and [mutable](https://en.wikipedia.org/wiki/Immutable_object) data. The problem, or the desired solution, is broken down into functional units. Each unit performs its own task and is self-sufficient. These units are then stitched together to form the complete solution. It is done with [expressions](https://en.wikipedia.org/wiki/Expression_(computer_science)) or declarationsinstead of [statements](https://en.wikipedia.org/wiki/Statement_(computer_science)).

Python is also used to build ERP and e-commerce systems: LAZADA APP