

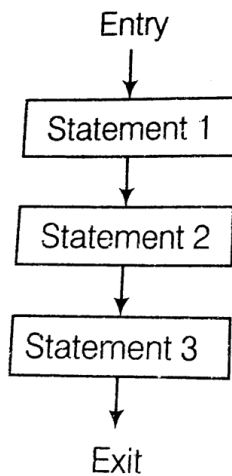
Diagrammatic Representation

Statements

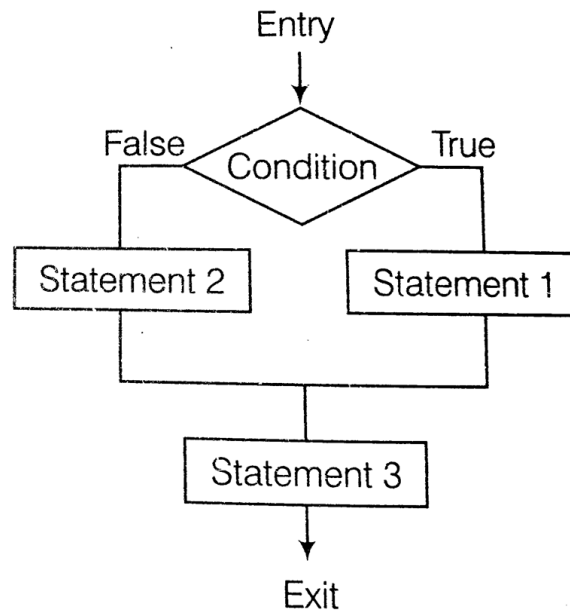
A computer program is a set of instructions known as *statements*.

Statements are classified into four types:

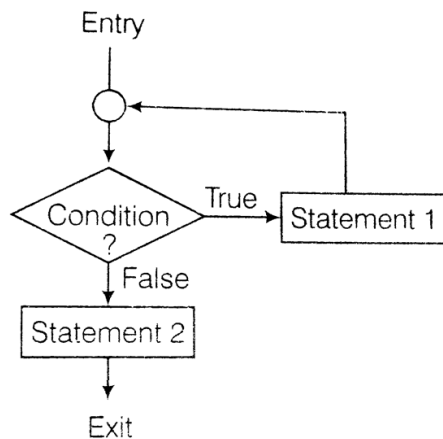
(a) Sequential statement



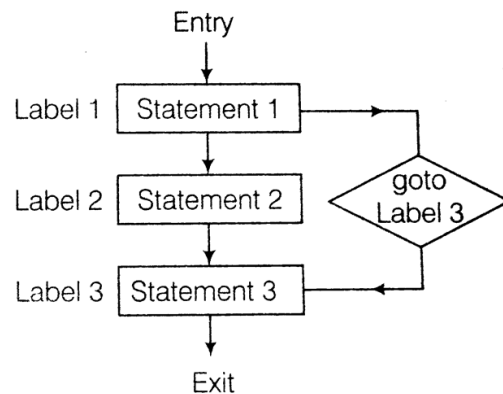
(b) Selection statement



(c) Iteration statement

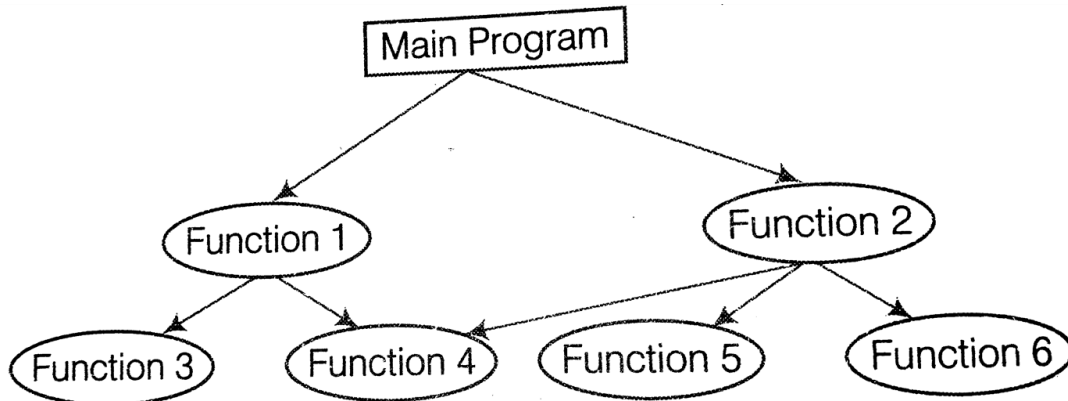


(d) Jump Statement



Division into functions

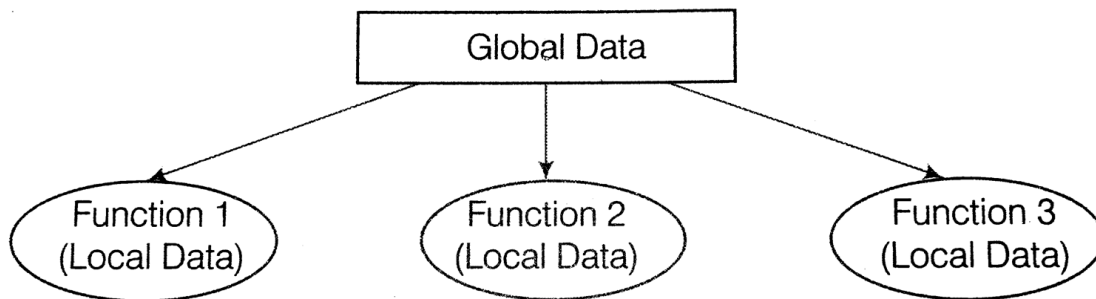
In this approach, a large program is divided into functions and each function has a clearly defined purpose and interface for other function.



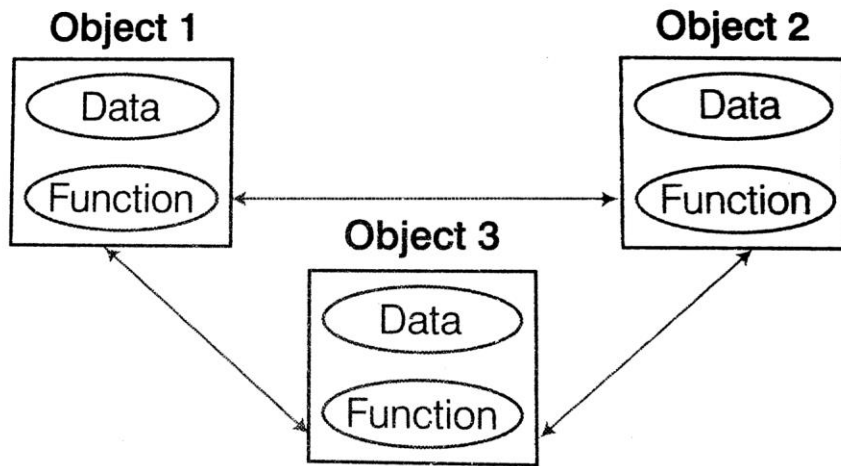
Structure of Procedural Programming

Globalization of data

In POP language, data is made global, so that it can easily be accessed by every function.

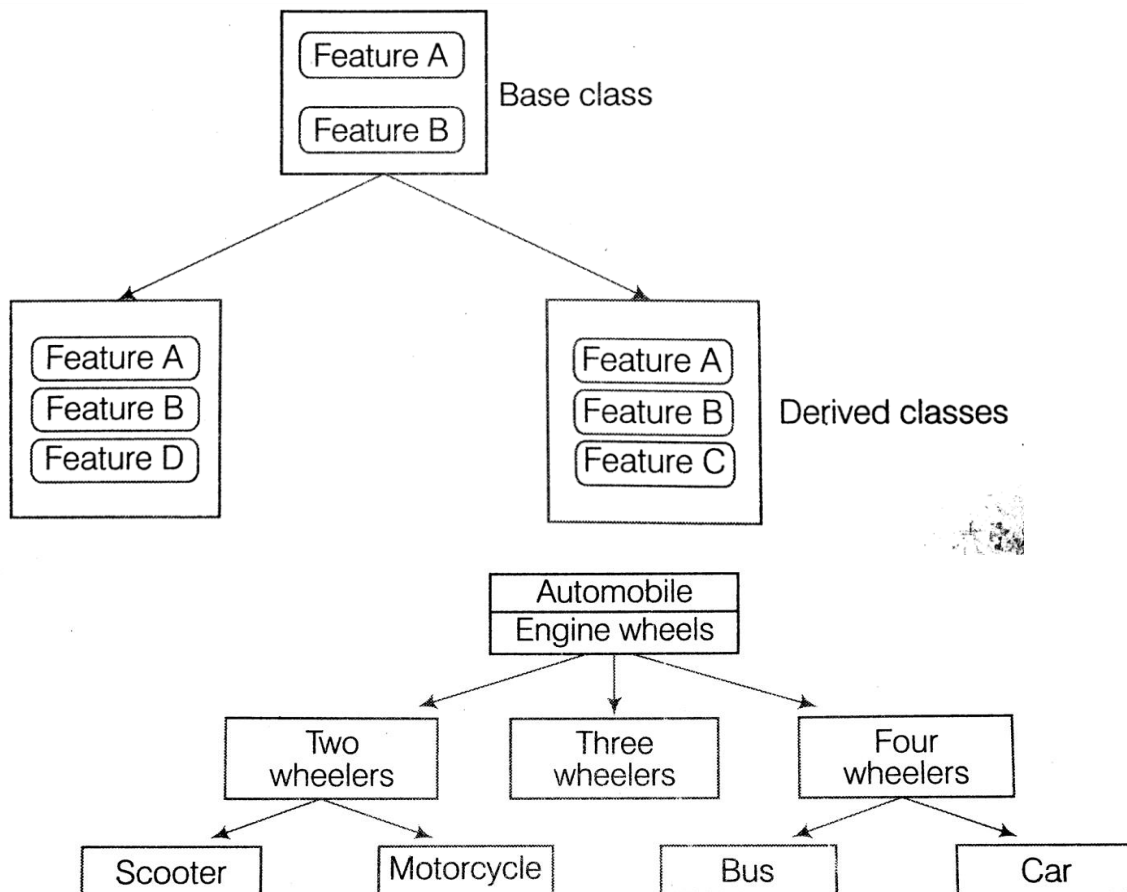


Organization of Object Oriented Programming

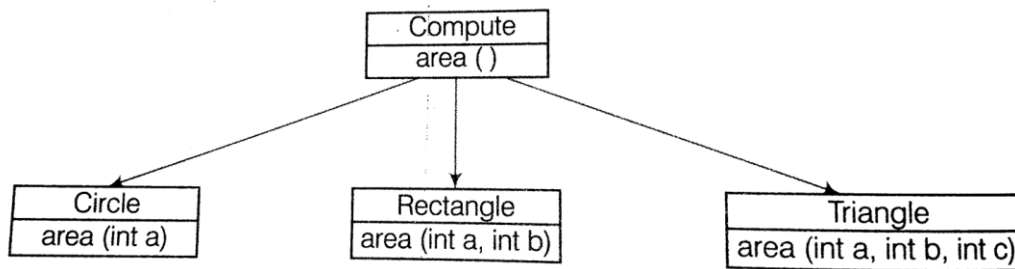


Organisation of Object Oriented Programming

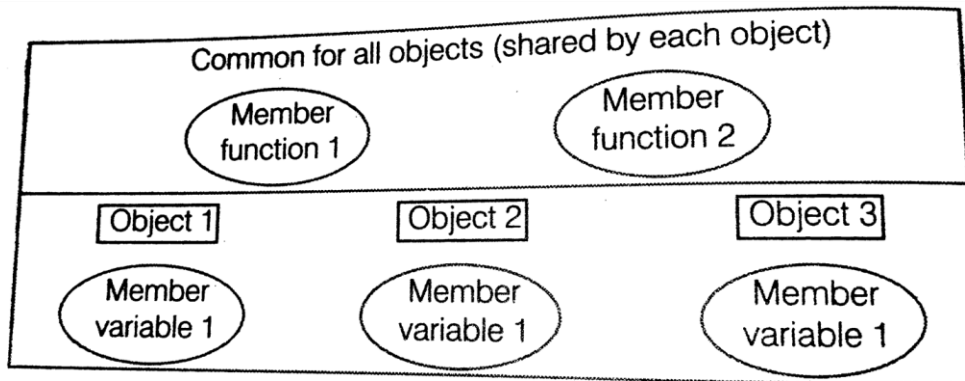
Inheritance



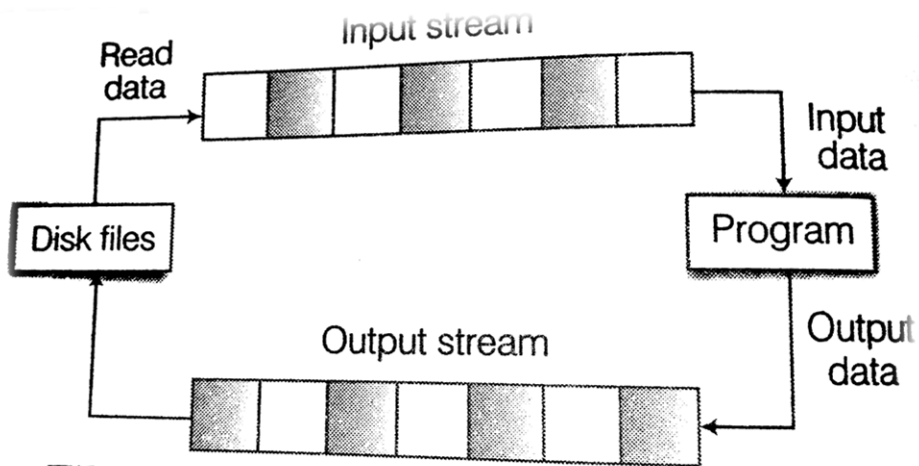
Function Overloading



Memory Allocation for Objects



File Stream



File input and output streams