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| Structured Approach | Object Oriented Approach |
| It works with Top-down approach. | It works with Bottom-up approach. |
| Program is divided into number of sub-modules or functions. | Program is organized by having number of classes and objects. |
| Function call is used. | Message passing is used. |
| Software reuse is not possible. | Reusability is possible. |
| Structured design programming usually left until end phases. | Object oriented design programming done concurrently with other phases. |
| Structured Design is more suitable for offshoring. | It is suitable for in-house development. |
| It shows clear transition from design to implementation. | Not so clear transition from design to implementation. |
| It is suitable for real time system, embedded system and projects where objects are not the most useful level of abstraction. | It is suitable for most business applications, game development projects, which are expected to customize or extended. |
| DFD & E-R diagram model the data. | Class diagram, sequence diagram, state chart diagram, and use cases all contribute. |
| In this, projects can be managed easily due to clearly identifiable phases. | In this approach, projects can be difficult to manage due to uncertain transitions between phase. |