

# POP & OOP



# Procedure oriented programming (POP)

- Objective – **to solve a problem**
- 3 things- **reading, calculating & printing**
- Building block- **functions**
- Function- set of statements to perform a task
- Without fun- **cannot**
- Data move **openly around the sys**



# Procedure oriented programming (POP)

- Characteristics
- Emphasis in **doing things**
- Prog divide into **functions**
- Data move **openly around the sys**
- Any fun **can change** global data in **one form to another**
- Most funs shares **global data**
- Employs **top-down program approach**



# Object oriented programming (OOP)

- Gives more **important to data**
- Treats data as **critical element**
- Data **ties** more closely to the fun, which can **assess on it**
- Data **does not allow to move** openly around the sys
- Protect data from **accidental modifications** from outside world
- Prog is decomposed **into objects**



# Object oriented programming (OOP)

- **Objects** are the basic building blocks
- Any thing in the real world, which having its **own properties**- object



# Object oriented programming (OOP)

- Characteristics
- Emphasis in **data more than procedure**
- **Objects** are Basic building block
- Data of an object are **tied together** into a fun, which can access on it
- **Data is hidden** and cannot be accessed from outside world
- Objects are communicate each other through **functions**
- New data and funs can be **easily added**
- Employs **bottom-up** program approach

