

- 1) 1840 - Analytical Engine Code
1943 - ENIAC Coding System
1949 - Brief Code (later Short Code)
1954 - Fortran
1958 - LISP
1959 - COSOL
1964 - BASIC
1970 - PASCAL
1972 - Smalltalk
1972 - C
1972 - SQL
1983 - C++
1987 - Perl
1991 - Python
1995 - Java

3) Modular Programming Paradigm is a software design technique that emphasizes separating the functionality of a program into independent, interchangeable modules, such that each contains everything necessary to execute only one aspect of the desired functionality. While object oriented program usually contains different types of objects, each corresponding to a particular kind of complex data to manage to a real world object or a concept such as a bank account, a hockey player, or a bulldozer.

ii) Modular Programming just implies you have these two (or more) modules, but says nothing of how they achieve what they achieve. While Object oriented Programming implies that your program is well oriented towards object.