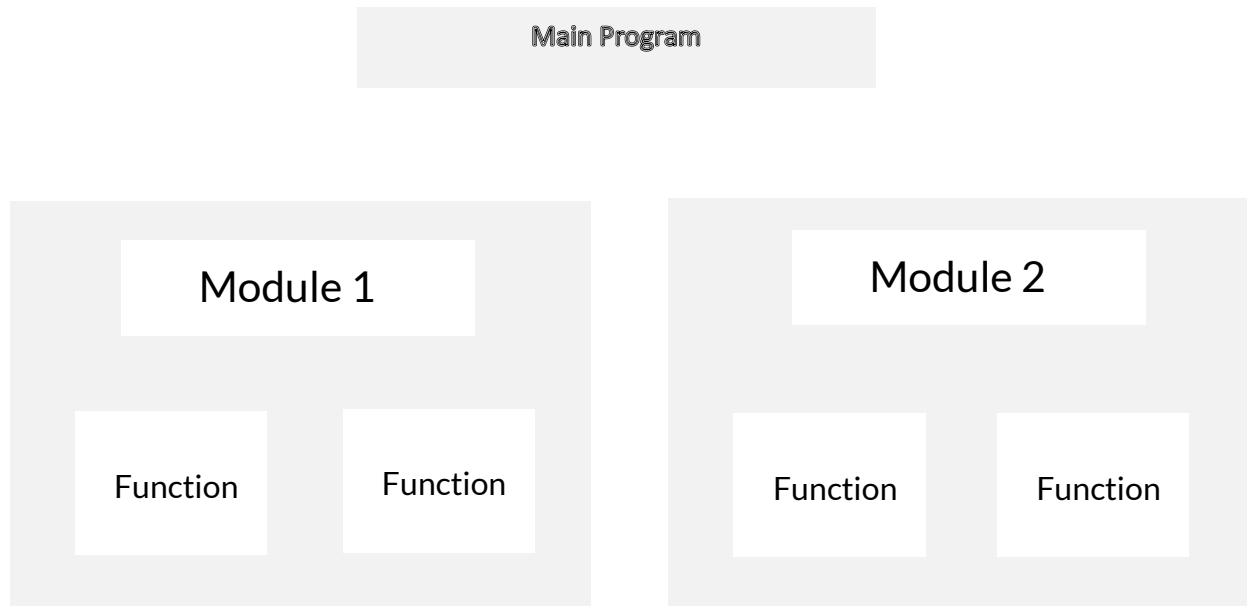


# Answer

## 1

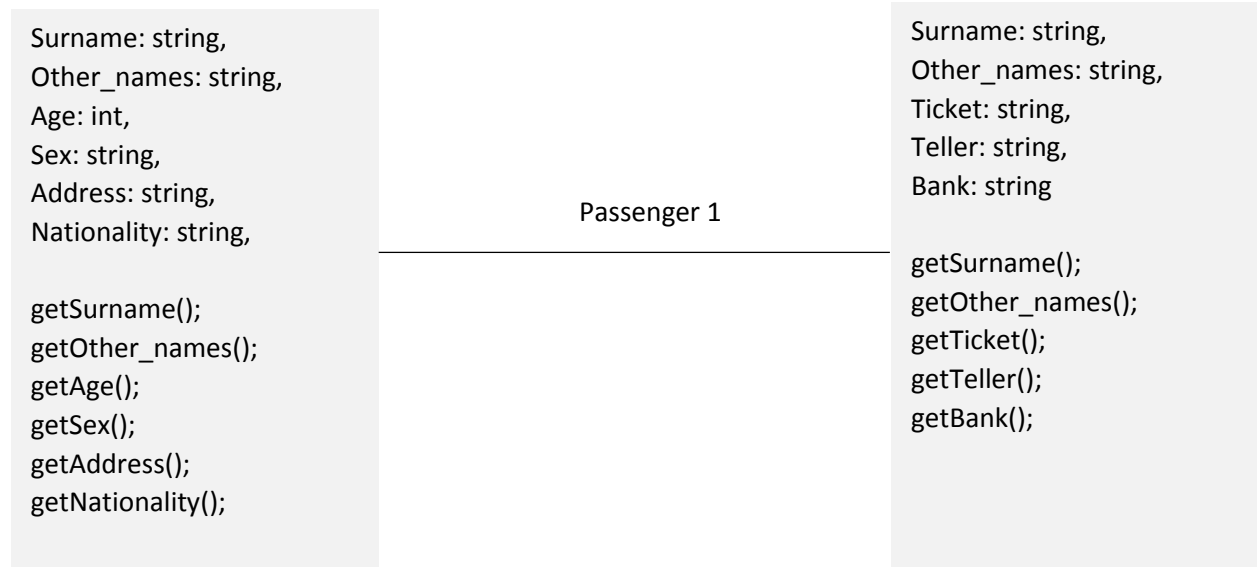
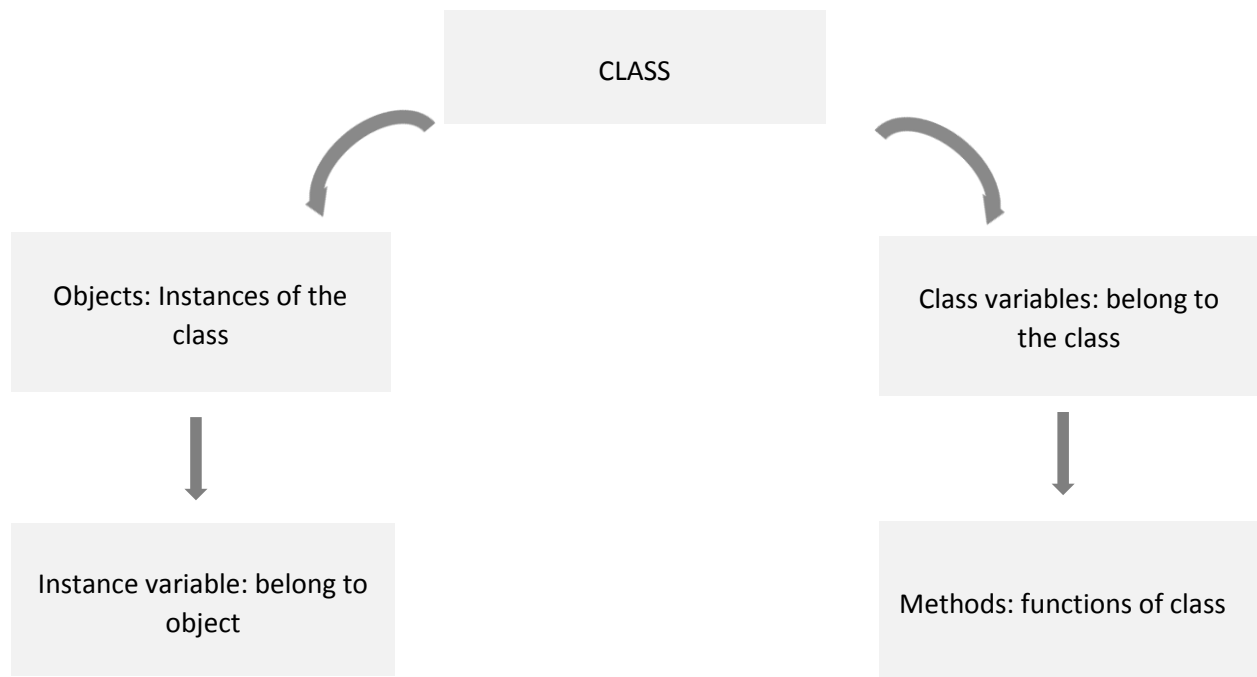
**Modular programming** is a software design technique that emphasizes separating the functionality of a program into independent, interchangeable modules, such that each contains everything necessary to execute only one.



**Object Oriented Programming (OOP)**, is a programming paradigm based upon objects (having both data and methods) that aims to incorporate the advantages of modularity and reusability. Objects which are usually instances of classes are used to interact with one another to design applications and computer programs.



## Diagrams



Flight  
Takeoff\_Airpot: string, Destination\_Airport: string, Takeoff\_time: time,  
Flight\_num: int, Takeoff\_date: date, Flight\_cost: int, Available\_seat: int,  
Type\_of\_flight: string

getTakeoff\_Airpot(); getDestination\_Airport(); getTakeoff\_time();  
getFlight\_num(); getTakeoff\_date(); getFlight\_cost(); getAvailable\_seat();  
getType\_of\_flight()