

IBEGBU EJIAMIKE ALBERT

17/SC101/036

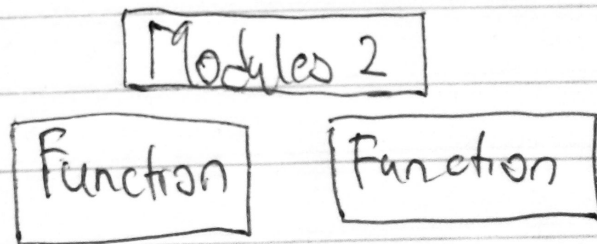
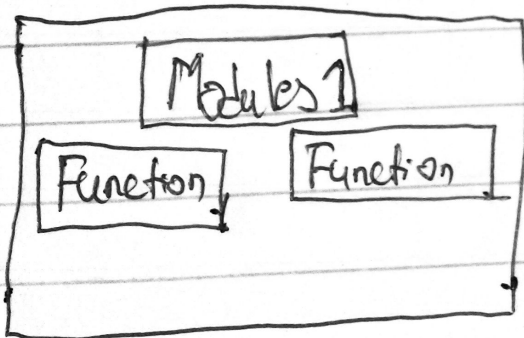
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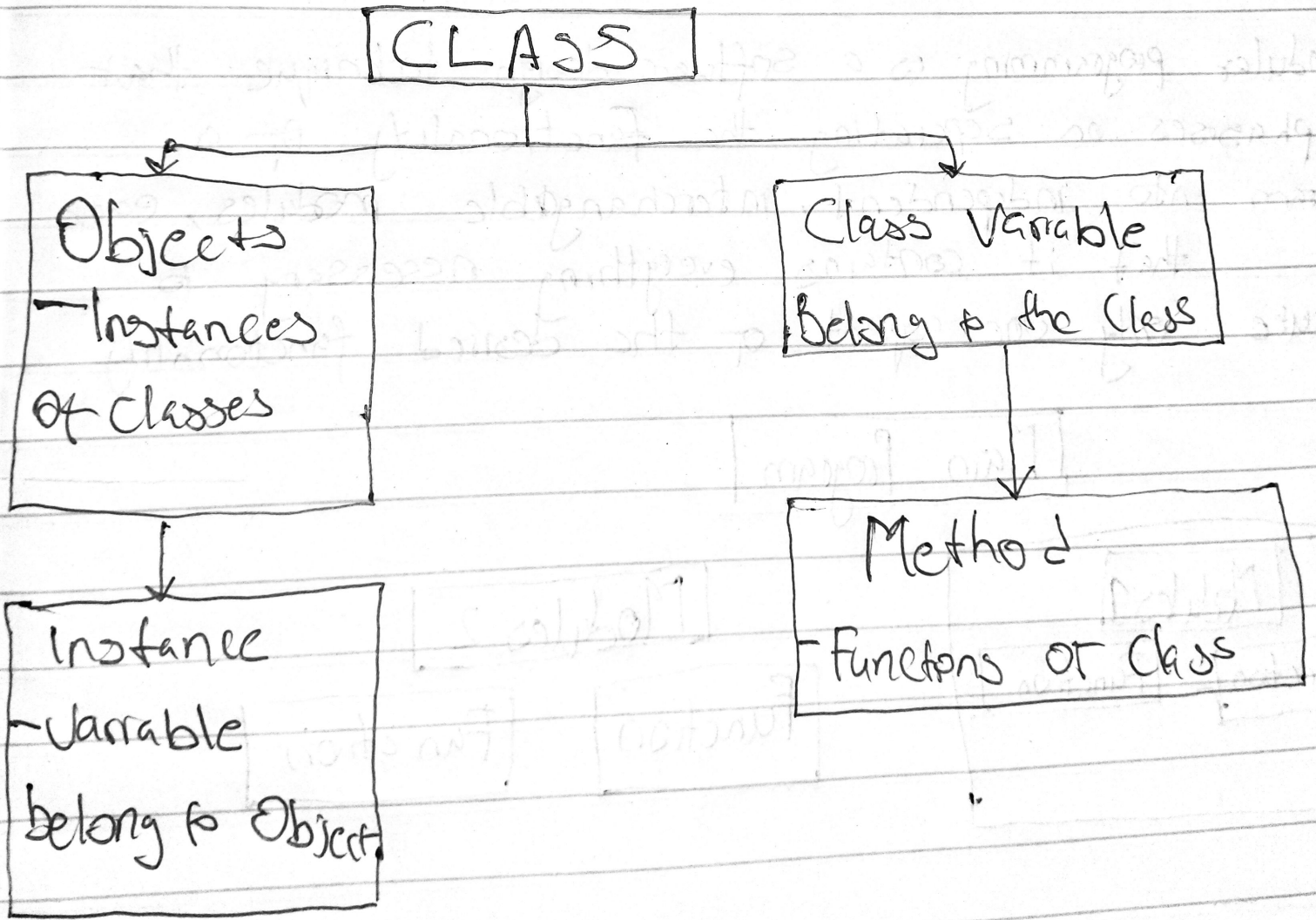
Distinguish between MODULAR & OBJECT oriented programming paradigm with aid of Schema

Modular programming is a software design technique that emphasises on separating the functionality of a program into independent, interchangeable modules, each that it contains everything necessary to execute only one aspect of the desired functionality

[Main Program]



Object Oriented programming (OOP) is a programming paradigm based on objects, which are that aims to incorporate the advantages of modularity and re use. Objects which are usually instances of classes, are used to interact with one another to design applications.

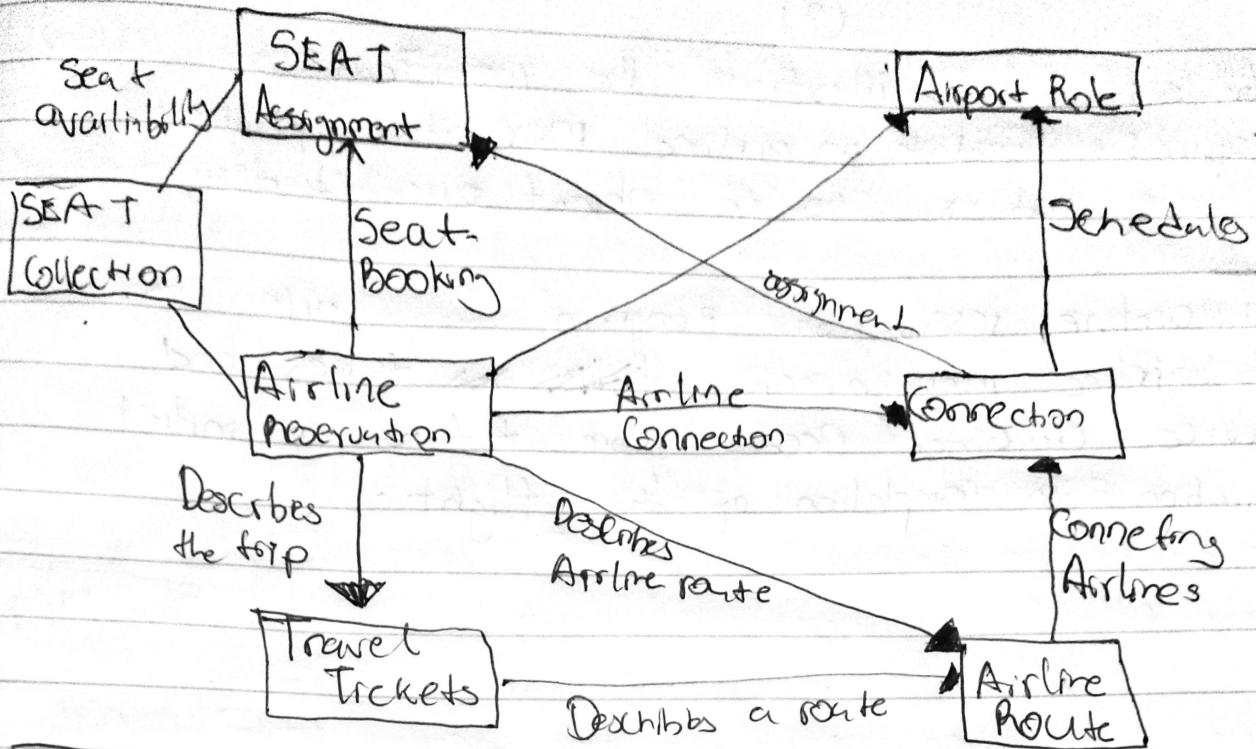


Q)

Use schema to illustrate the modifications required to translate an airline reservation program from a modular to an object oriented design.

Ans

An airline reservation program with various of airline management ~~tasks~~ and takes and service customer needs from the time of initial reservation to completion of the flight.



Passenger

Names: String
 Age: Int
 Sex: String
 Address: String
 Nationality: String

get Name()
 get Age()
 get Sex()
 get Address()
 get Nationality()

Flight

Take off: ~~String~~ Boolean
 Destination: String
 Take-off date: Date
 Available seat: Int
 Type-of-flight: String

get take off()
 get Destination()
 get Take-off-date()
 get Available seat()
 get Type-of-flight()

Reservation

Name: String
 Age: Int
 Ticket ID: Long
 Teller number: Long
 bank: String

get Name()
 get Age()
 get Ticket ID()
 get ~~get~~ get Teller ID()
 get bank()