Data Structures through C++

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Subject: Data Structures through C++

Topic: Object oriented concepts

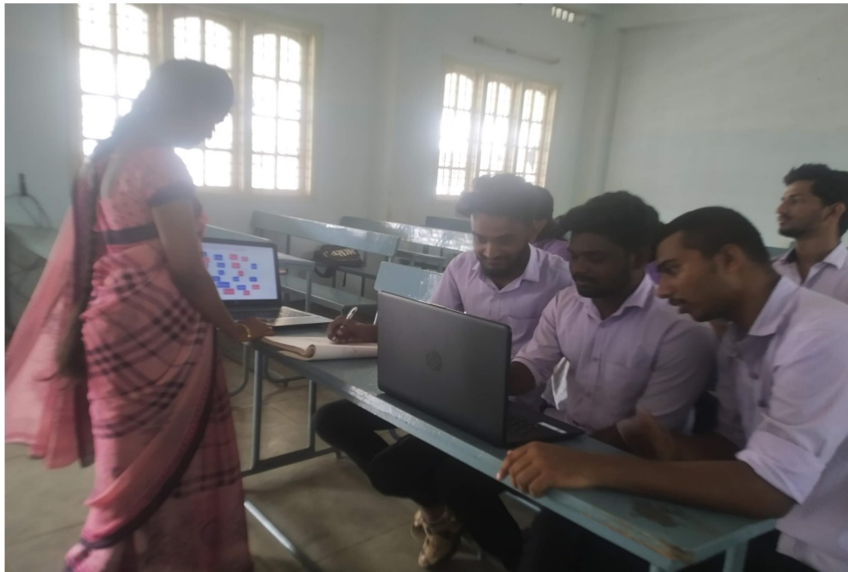**Teaching methodology:** Inquiry based learning through implementation

Fig.1. Learning Object oriented concepts through Inquiry based learning strategy
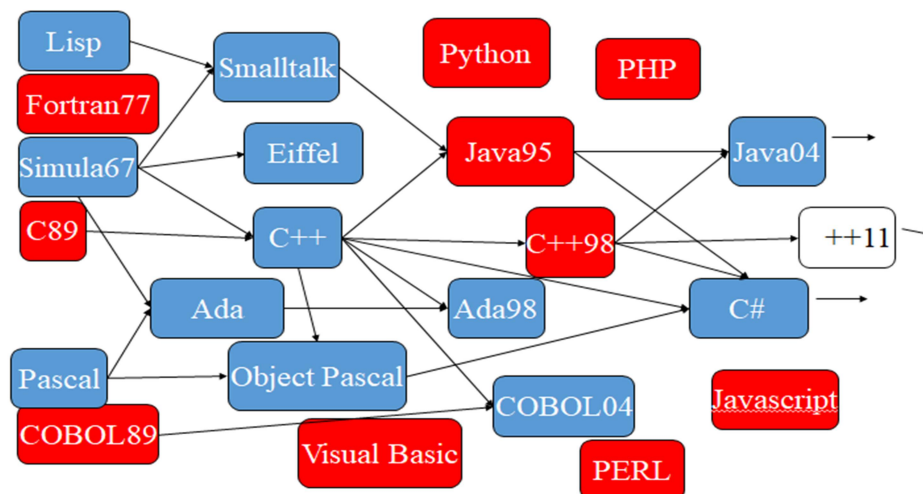

Fig.2. Programming Languages

Programming paradigms

- Object-oriented programming (OOP) – organizes programs as objects: data structures consisting of datafields and methods together with their interactions.
    - Common Lisp, C++, C#, Eiffel, Java, Kotlin, PHP, Python, Ruby, Scala, JavaScript
- Event-driven programming – program control flow is determined by events, such as sensor inputs or user actions (mouse clicks, key presses) or messages from other programs or threads.
    - JavaScript, ActionScript, Visual Basic, Elm
- Automata-based programming – a program, or part, is treated as a model of a finite state machine or any other formal automaton.
    - Abstract State Machine Language