The Four Major Programming Paradigms Topic Paper #17

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ABSTRACT

This paper discusses the four major programming paradigms and how they have progressed from 1950 to 2009.

Keywords

Imperative, Functional, Logic, Object-Oriented, Programming, Paradigm

1. INTRODUCTION

Since programming languages were first beginning to be developed in the mid-1900s, programming paradigms have been in existence. A programming paradigm is a syntactical and structural method of writing a program. As languages have developed and become more sophisticated, so have the paradigms that are used to write in them.

Though there are dozens of programming paradigms, the four major paradigms in existence today are imperative, functional, logic, and object-oriented programming.

2. IMPERATIVE PROGRAMMING

The earliest imperative languages were machine languages, so imperative programming was the earliest well-known programming paradigm. FORTRAN, the very first non-machine-code programming language, was developed in 1954 and was the first imperative programming language [2].

Imperative programming is the base of almost all hardware implementation, since it is straight forward and most closely resembles machine language. In imperative programming, statements are instructions at the native machine-level, and they contain states and variables that point right to the memory. Each step is an instruction, and all ideas are implemented directly on the hardware [2].

3. FUNCTIONAL PROGRAMMING

In the late 1950s, LISP was developed, a programming language generally regarded as the first programming language to contain functional concepts.

Funcational languages contain concepts that, on a pure level, are foreign to other paradigms, but all of the most useful languages use more than one programming paradigm, so the existence of functional concepts is in numerous programming languages. The main ideas of functional programmign are high-order and pure Permission to make digital or hard copies of all or part of this work for personal or classroom use is granted without fee provided that copies are not made or distributed for profit or commercial advantage and that copies bear this notice and the full citation on the first page. To copy otherwise, or republish, to post on servers or to redistribute to lists, requires prior specific permission and/or a fee.

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functions, recursion, evaluation of equations, and pattern matching, just to name a few [3].

4. LOGIC PROGRAMMING

Logic programming is one that is more used *in* other paradigms than having purely logic-based languages. For instance, Prolog is one of the very few purely logical programming languages.

In logic programming, each step of the program is processed by analyzing a set of facts or rules, most commonly referred to as clauses. Storage is manipulated through the conditions held within the clauses. Prolog is the most widely known logic programming language [4].

5. OBJECT-ORIENTED PROGRAMMING

Object-oriented programming is the most recent paradigm to come into existence, and is the current giant among programmign experts. All the top programming languages support objectoriented design. Object-oriented programming is significant because it borrows concepts from the other top programming paradigms, making it one of the most versatile.

6. CONCLUSIONS

All four of the main programming paradigms are useful in their own way, but pure programmg languages of only one paradigm are known to be slightly more limiting. Object-oriented design is currently the most versatile and widely used programming paradigm.

7. REFERENCES

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