

More complex at the start \* Harder to learn than procedural programming. Encapsulation (data. 1 protection) \* Methods control how data is accessed or modified. Reusability \* You can reuse classes and methods in different programs. \* Requires understanding concepts like classes, objects, and methods. Can be slower \* OOP programs may use more memory and processing due to extra structure. Over-engineering risk \* For simple programs, OOP can be unnecessary and make things more complicated. \* Prevents misuse (like passing a bank balance into a sine function). Cons 1.2.3.4.5.??2.3.4