

1. More complex at the start * Harder to learn than procedural programming. Encapsulation (data 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.