

NATIONAL OPEN UNIVERSITY OF NIGERIA, PLOT 91, CADASTRAL ZONE, UNIVERSITY VILLAGE, JABI – ABUJA FACULTY OF SCIENCES DEPARTMENT OF COMPUTER SCIENCE 2020 1 EXAMINATION

COURSE CODE: CIT 383

COURSE TITLE: INTRODUCTION TO OBJECT ORIENTED PROGRAMMING

COURSE CREDIT: 2 UNITS
TIME ALLOWED: 2 HOURS

INSTRUCTION: ANSWER QUESTION 1 AND ANY OTHER THREE (3) QUESTIONS

QUESTION ONE

- A. Explain the benefits of bundling code into individual software object. (3 marks)
- B. Write a short note on object oriented programming. (4 marks)
- C. Identify the techniques used in OOP. (3 marks)
- D. Describe Class as used in Object Oriented Programming. (3 marks)
- E. Define a Variable. (3 marks)
- F. Generate the syntax for declaring a method (6 marks)
- G. Explain briefly the types of methods in java. (3 marks)

QUESTION 2:

- A. Compare binding and polymorphism. (3 marks)
- B. Evaluate the following concept:
- i. Method overloading. (2 marks)
- ii. Static method. (2 marks)
- C. Compile the advantages of using method (5 marks)
- D. Summarize the differences between predefined methods and user-defined methods. (3 marks)

QUESTION 3

- A. Evaluate the following:
- i. Inheritance (2marks)
- ii. Single inheritance. (2 marks)
- iii. Multiple inheritance. (2 marks)
- B. Justify abstraction as a principle of object oriented programming. (5 marks)
- C. Devise a relevant example to simplify what an abstraction is (4 marks)

QUESTION 4

- A. Outline the uses of interface in programs (3 marks)
- B. Explain what ADT is. (4 marks)
- C. Compile the characteristics/properties of ADT. (8 marks)

QUESTION 5

- A. Identify the two part of an ADT DESCRIPTION? (3 marks)
- B. Describe a local and instance variable (3 marks)
- C. A class is the fundamental building block of code when creating object-oriented software. Criticize. (5 marks)
- D. Give a summary of the meaning of a constructor. (4 marks)