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**NATIONAL OPEN UNIVERSITY OF NIGERIA**

**14-16 AHMADU BELLO WAY, VICTORIA ISLAND LAGOS**

**MARCH/APRIL 2016 EXAMINATION**

 **SCHOOL OF SCIENCE AND TECHNOLOGY**

**COURSE CODE: CIT322**

**COURSE TITLE: Introduction to Internet and Programming**

**Time: 2 Hours**

**Instruction: Answer any Four (4) questions.**

* 1. Briefly explain the 2 major services available on the internet. State their definitions and explain their history/origin, architecture and uses. (13 points).
	2. Briefly explain the following protocols :
		1. TCP (1.5 points)
		2. FTP (1.5 points)
		3. HTTP (1.5 points)
	3. With the aid of a diagram and suitable examples, explain the client/server model. As part of the explanation, briefly discuss distributed processing. (9.5 points)
	4. With the aid of a table, state the differences between a web client and a web server.

(8 points).

* 1. Write the complete HTML code for a web page titled “National Open University”. Attach a CSS file called **noun.css** to the web page with the following text displayed in the body of the web page:

“The National Open University was established in 2007 to promote open and distance learning in Nigeria”. (11 points)

* 1. List 3 HTML tags that require no closing/ending tag (4.5 points)
	2. List 2 web browsers (2 point)
	3. Write a piece of JavaScript code that displays the message: “We wish you a merry Christmas!” on a web page. The code should contain one single-line comment of your choice **AND** one multiple-line comment of your choice. (7.5 points)
	4. Write a piece of JavaScript code to calculate the average of the all numbers from 0 to 100 inclusive (ie. 0, 1,2,…,100). The code should display the message: “The average is …” at the end of the calculation. (10 points).
	5. Write a piece of JavaScript code to perform the following operations:
		1. Display an alert box with the message: “This is an easy exam”. (5 points)
		2. Display a prompt box with the message: “Please enter your phone number”.

(5 points)

* 1. Define cloud computing and state how it differs from the traditional client/server model (4 points)
	2. List 4 advantages of using cascading style sheets in web development. (12 points)
	3. List the 3 different flavors of cascading style sheets (5.5 points).