



**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*)