NATIONAL OPEN UNIVERSTYOF NIGERIA,
Plot 91, Cadastral Zone, Nnamdi Azikiwe Expressway, Jabi, Abuja
FACULTY OF SCIENCE
DEPARTMENT OF COMPUTER SCIENCE
2020_1 EXAMINATIONS

COURSE CODE: CIT 467
COURSE TITLE: VISUAL PROGRAMMING LANGUAGE
COURSE UNIT: 3 UNITS
TIME ALLOWED: 2 ½ HRS
INSTRUCTION: ANSWER QUESTION 1 AND ANY OTHER FOUR (4) QUESTIONS

QUESTION ONE

A. State the rules for naming variables in java *(3marks)*
B. Differentiate between HyperText Transfer Protocol (HTTP) and Uniform Resource Locator (URL) *(3marks)*
C. Describe the working of HTML *(4marks)*
D. Explain what is meant by the term" browser war". *(4marks)*
E. Write a short note on the following:
    i.   Title tag *(1mark)*
    ii.   Shareware *(1mark)*
    iii. The body section of a html document *(1mark)*
    iv.   the head section of HTML document *(1mark)*
    v.   the <BLOCKQUOTE> tag *(1mark)*
F. Distinguish between physical and logical markup tags *(3 marks).*

QUESTION TWO

A. WRITE on hypertexts. its types and uses *(3marks)*
B. Outline the steps in creating hyperlink *(2 ½ marks)*
C. Distinguish between definition list and other list. *(4marks)*
D. compile five (5) features of an Object Oriented Programming Language *(2 ½ marks)*

QUESTION THREE

A. List six OOP Language *(3 marks)*
B. Summarize your idea of the following terms
    i.   Method *(1 ½ marks)*

       ii.   Class *(1 ½ marks)*
      iii.   Inheritance *(1 ½ marks)*
      iv.   Encapsulation *(1 ½ marks)*

C. Outline the importance of using classes in programs *(3 marks)*

QUESTION FOUR

A. Define Data abstraction. What are the properties of a good abstraction *(4 marks)*
B. Make a comparison between a class and an object *(3 marks)*
C. IDENTIFY the two main part of an object *(2 marks)*
D. OUTLINE the full meaning of the following acronyms *(3 marks)*
       i.   ADT
      ii.   HTTP
      iii.   IP
      iv.   VIPR
      v.   URL
      vi.   VEX

QUESTION FIVE

A. Briefly describe the following:
       i.   ARK *(2 marks)*
      ii.   VIPR *(2 marks)*
      iii.   Prograph *(2 marks)*
      iv.   Form/3 *(2 marks)*
B. Write a shot note on web design *(4 marks)*

QUESTION SIX
A. Evaluate visual programming language *(5 marks)*
B. describe an imperative flow of control in programs *(3 marks)*
C. Outline the advantages and disadvantage of imperative flow of control *(2 marks)*
D. Distinguish between imperative and declarative flow of control *(2 marks)*