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NATIONAL OPEN UNIVERSITY OF NIGERIA
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## FACULTY OF SCIENCES

## Computer Science Department

2023_1 POP EXAMINATION ${ }_{21}$

Course Code: CIT308
Course Title: Formal Methods and Software Development
Credit: 3 Units
Time Allowed: $\mathbf{2 ¹}_{\mathbf{1}}^{\mathbf{2}}$ hours
Instruction: Answer Questions One (1) and any other THREE (3) questions

## Questions One (25 Marks) - Compulsory

1 (a) Enumerate four (4) benefits of using formal methods in software development.

1 (b) Fully describe one (1) formal methods technique.

1 (c) Discuss three (3) important considerations of software verification when dealing with a formal system.

1 (d) Briefly explain any six (6) of the following terminology.

- Conjecture/Hypothesis
- Axiom/Postulate
- Paradox/Antinomy
- Theorem
- Un-decidable


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- Lemma
- Converse

1 (e) Using two (2) examples each, briefly explain the following testing concepts
(i) Test flow
(ii) Test size
(iii) Test depth
(6 marks)

## Question 2

2 (a) Discuss the 7 stages of the SDLC, and explain what each stage entails.
(10 marks)
2 (b) Explain three (3) strengths and two (2) weaknesses of the waterfall model.
(5 marks)

## Question 3

3 (a) Discuss two (2) types of critical systems.
(4 marks)
3 (b) Given the following
$\mathrm{A}=\{1,2,5,7,9,15\}$
$B=\{-1,3,5,8,15\}$
$\mathrm{C}=\{2,4,6,8,15\}$
Calculate the following
i. $A \cup B$
ii. $A \cup C$
iii. $B \cup C$
iv. $A \cup B \cup C$
v. Show your results in a Venn diagram

## Question 4

4 (a) Describe any three (3) stages in formal methods.
4 (b) (i) State the formula for a geometric sequence.
(ii) Given: $X=4,16,64,256,1024$, Calculate the $10^{\text {th }}$ term.
(3 marks)
4 (c) Discuss four (4) limitations of formal methods. Give one (1) instance each when to introduce formal methods into new and existing systems.

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## Question 5

5 (a) List and explain with examples three (3) types of proofing methods.
(9 marks)
5 (b) Describe Arithmetic and Geometrical Sequences with appropriate examples.
(6 marks)

## Question 6

6 (a) Differentiate between a data flow and control flow in a structure chart.
(6 marks)
6 (b) Describe any two (2) results of software design levels. (3 marks)
6 (c) Explain any four (4) of the following Object-Oriented Design concepts:

- Objects
- Classes
- Encapsulation
- Inheritance
- Polymorphism

