



UNIVERSITY

EXAMINATIONS

2008/2009 ACADEMIC YEAR

FOR THE DEGREE OF BACHELOR OF COMPUTER SCIENCE

COURSE CODE: COMP 410

COURSE TITLE: EVOLUTION OF PROGRAMMMING LANGUAGES

STREAM: Y4S1

DAY: WEDNESDAY

TIME: 2.00 -4.00 P.M.

DATE: 17/12/2008

INSTRUCTIONS:

Answer Question 1 and two other Questions

PLEASE TURN OVER

Question 1 (30 Marks)

`		,	
(a) Explain the	e follow:	ing syntactical elements and variations in different lan	guages.
	(i)	Delimiter	(1 Mark)
	(ii)	Blanks	(1 Mark)
	(iii)	Statements	(1 Mark)
	(iv)	Comparison operators.	(1 Mark)
	(v)	Comments.	(1 Mark)
	(*)	Comments.	(1 Mark)
(b) Explai paradigms	n why it	is important to study programming languages concep	ots, design and (5 Marks)
loops(two), co	ondition	rammar for simple C programming language using BN al statements(two), arithmetic operators(all), number onstructs for completeness.	
(d) Describe t	he follov	wing design issues of arrays.	
	(i)	Slices	(1 Mark)
	(ii)	Storage and index binding	(2 Marks)
	(iii)	Index checking	(1 Mark)
	(iv)	Subscript types.	(1 Mark)
	(v)	Ragged and Rectangular arrays	(1 Mark)
		nction to calculate the cube of a number following equues considered in sub program design in programmi	
Question 2 (2	20 Mark	rs)	
(a) Descri	be the ty	ypes of arrays	
	(i)	Static	(1.5 Marks)
	(ii)	Fixed static arrays	(1.5 Marks)
	(iii)	Dynamic static arrays	(1.5 Marks)
	(iv)	Fixed heap arrays	(1.5 Marks)
	(iii)	Dynamic heap arrays	(2 Marks)
-	he Exce	ption handling and issues considered in designing Excramming languages.	

(c) Describe how Type checking and Exception handling have been implemented in java.

(3 Marks)

(d) What is programming language semantics? Explain denotational semantics Question 3 (20 Marks)								(3 Marks)	
(a) langua	 (i) Discuss the motivations, design criteria and evolution of C++ program (ii) Give four possible reasons why C++ programming language has be successful. 							amming (6 Marks)	
								en (4 Marks)	
(b)	Explaii	n the fo (i) (ii) (iii) (iv)	llowing variations of data Integer Float Character String	a types in prog	(1 (2 (1.5	ning langu Marks) Marks) Marks) Marks)	ages		
(c) Ex	plain dif	ference	s between Ada and C++	support for ob	ject (oriented p	rogramı	ming (4 Marks)	
Quest	ion 4 (2	0 Mar	xs)						
(a)	Write a	a C++ a	bstract stack program					(6 Marks)	
(b) Explain the following implementation of Object oriented programming language structures									
sirucii	1105	(i)	Record instance structu	res				(4 Marks)	
		(ii) Dynamic binding of method calls to methods (5 I					(5 Mar	Marks)	
	(iii) Write some sample code for parent and subclass each wattributes and methods. Draw Vtables for their code					h with t	wo (5 Marks)		
Quest	ion 5 (2	0 Mar	KS)						
	scuss po ping an		vissues to consider and to tion.	echniques for e	ensur	ing portal	•	en (8.5 Marks)	
(b) (i) Write a CLIPS function to calculate the following equation . $Y{=}\;ax3{+}b\sqrt{x{+}c}$								(2 Marks)	
(ii) Wı	rite a CL	.IPS ru	le to display the results of	f equation in b	(i) ab	oove		(2 Marks)	
(iii)	Discuss the Writeability of CLIPS function in b(i) above (3 Marks)								
(iv)	Explain the factors you would consider to determine if CLIPS language is reliable (2 marks)								

(c) Explain the readability of the following VB like language program
Sub alg1
Int r,n,s,m,l,q.
(2.5 Marks)

```
For r=1 to 2n
                  n=0
                  q = 100
                  while(l<q)
                           s=n-4
                           while(s<n)
                                    s=s+1
                                    if (s = 4 \text{ or } s = 9)
                                              for m=1 to \frac{1}{2}n^2
                                                       display(m)
                                              next m
                                              n=n+1
                                    End if
                           End while
                           Q=l=l+1
                  End while
         next r
End Sub
```