

KABARAK



UNIVERSITY

EXAMINATIONS

**FOR THE DEGREE OF BACHELOR OF SCIENCE IN
COMPUTER SCIENCE**

COURSE CODE: COMP 326

**COURSE TITLE: OBJECT ORIENTED PROGRAMMING
WITH JAVA**

STREAM: Y3S2

DAY: FRIDAY

TIME: 2.00 – 4.00 P.M.

DATE: 20/03/2009

INSTRUCTIONS:

- **ANSWER QUESTION ONE AND ANY OTHER TWO**

PLEASE TURN OVER

Question One

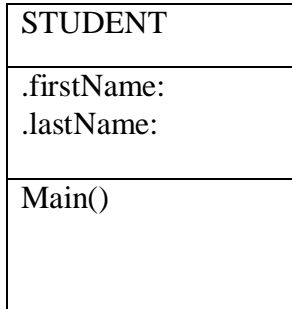
- a) what is data encapsulation 1mk
- b) Give at least four promising application areas of OOP 2mks
- c) Java is a compiled and interpreted language. Explain 4mks
- d) What are native methods 2mks
- e) Give any four primitive data types supported by java programming Language 2mks
- f) Write a simple java program that prints the words “I love java” on the screen 5mks
- g) Why is initialization important? 1mk
- h) What will be the out put of this program
Public class Display
{public static void main (String [] args)
{
 for(int i=20;i=9;i--)
 {
 System.out.print(“ ”);
 System.out.print(i);
 }
 System.out.println(“\n”);
}
}
- 6mks
- i) Explain the difference in the following java statements
a=b; and a= b; 2mks
- j) i)What is a real arithmetic 1mk
ii) int a; Float b; type c= a+b;
What will be the data type of variable c? Explain your answer 2mks
- k) Given that a=20, b= 5 , c=9 .What is the value of the following expressions
i) a>b&& b>c ii) a= b| a>=c 2mks

Question Two

- a) Out line the steps involved in creating a java program 3mks
- b) What are the two different types of programs that can be developed in java? 2mks
- c) Explain at least five features of java. 5mks
- d) Explain the term java virtual machine 2mks
- e) State and explain the different tools of java development tool kit 4mks
- f) Give at least four of the commonly used functional packages of the java Standard library 4mks

Question Three

- a) What is a variable 1mk
- b) Use an example to show how comments implemented in java, 2mks
- c) Give at least two situations that may require you to use comments in programming 2mks
- d) What is type casting? 1mks
- e) A school system has a class STUDENT as shown in the UML diagram below



- i) Write a java program that represents the class 2mks
- f) Use the do while statements or otherwise and write a java program that Would produce the following outcome 6mks

Multiplication table

4	5	6
5	20	30
6	25	36

- g) What is the difference between a while statement and do while statement 2mks
- g) The following is a segment of a program
X=1;
Y=1;
If (n>0)
Z= X+ +;
K= - -Y;
What will be the values of Z and K after the code is executed if the Values of n are i) 1 1mks
ii) 0 1mks

Question Four

- a) What is a constructor in java 2mk
- b) Explain the difference between
 - i) Local variable and global variable 2mks
 - ii) Static and instance members 2mks
- c) Give and explain the different accessibility modifiers in java 4mks
- d) Write a statement to declare and instantiate an array to hold marks obtained by students in different subjects in a class. Assume that the class can hold up to 60 students and there are 8 subjects 3mks

- f) Give one advantage of inheritance in OOP 1mk
g) Explain the different forms of inheritance supported by java 6mks

Question Five

a) -----

```
char g;  
int marks;  
if (marks>69)  
    g= 'A';  
else if (marks>59)  
    g= 'B';  
else if (marks>49)  
    g= 'C';  
else if (marks>39)  
    g= 'D';  
else  
    g= 'E';
```

Show how the same piece of program can be implemented using the switch statement

- c) How is an applet different from a java stand alone program 5mks
d) Explain with an example what is meant by method overloading 2mks
d) Using an example, Describe what an event is in event driven programming 5mks
e) When is friendly accessibility modifier assumed in java? 2mks
f) Explain the difference between simple if and if else statements 4mks
2mks