

KABARAK



UNIVERSITY

UNIVERSITY EXAMINATIONS

2010/2011 ACADEMIC YEAR

FOR THE DEGREE OF BACHELOR OF COMPUTER SCIENCE

COURSE CODE: COMP 326

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

STREAM: Y3S2

DAY: WEDNESDAY

TIME: 2.00 – 4.00 P.M.

DATE: 16/03/2011

INSTRUCTIONS:

1. Section A is compulsory and has 30 marks.
2. Attempt any TWO questions from Section B. Each question has 20 marks.

PLEASE TURN OVER

SECTION A

QUESTION 1 (30 MARKS)

- a) As a young programmer what is an interface in java programming? Explain any three different interfaces used in java programming? (5 marks)
- b) As a software engineer at Kabarak what were the five primary goals in the creation of the Java language (5 marks)
- c) Write a basic java program and briefly explain the basic structure and the fundamental elements of any java program. (5 marks)
- d) What is an access modifier? Explain the basic class access modifiers that can be implemented in any java program (5 marks)
- e) Just like any other programming language java has several types of events that can happen in a Java program. As an expert in java explain any five events used in java. (5 marks)
- f) With the help of a java code example explain the use of the FOR loop as used in java programming (5 marks)

SECTION B

QUESTION 2 (20 MARKS)

- a) In relation to java explain the following: (4 marks)
 - (i) Polymorphism
 - (ii) Encapsulation.
- b) What is the difference between java and java script. (4 marks)
- c) Write a java program that will show the use of: *if, else and else if statements* together. (4 marks)
- d) Explain the different types of comments that can be used in a java program. (4 marks)
- e) What is a frame in java? Explain any two frame class methods. (4 marks)

QUESTION 3 (20 MARKS)

- a) Write short notes on the following: (4 marks)
 - (i) Accessor methods
 - (ii) Mutator methods
- b) What are exceptions in java? Explain any two different types of exceptions in java. (4 marks)
- c) Write a java program to find the simple interest. (4 marks)
- d) Briefly explain inheritance in java programming. (4 marks)
- e) As a programmer explain briefly the history of java as a programming language. (4 marks)

QUESTION 4 (20 MARKS)

- a) With java a programmer can not assume the use of packages in the program. Define is a java package and explain any four different java packages (4 marks)
- b) Write a java program to find the greatest number out of any given three. (4 marks)

- c) Explain in details the importance of java as a programming language. (4 marks)
- d) Explain the output of the following java program. (4 marks)

Class EndlessForLoop

```
{
    public static void main(String[] args)
    {
        for(int a = 10; a > 5; a++)
        {
            System.out.println(a);
        }
    }
}
```

- e) Explain the different types of applets class methods used in java. (4 marks)

QUESTION 5 (20 MARKS)

- a) When writing java programs identify any four rules one need to consider in naming variables (4 marks)
- b) Write a java program to add the elements of a 3x2 matrix. (4 marks)
- c) With the help of a code example explain how a programmer can break out of a loop when it is still running. (4 marks)
- d) Explain any two different methods used to import packages in java. (4 marks)
- e) What is a string? Explain any three string functions and there use in java programming. (4 marks)