



## **NATIONAL OPEN UNIVERSITY OF NIGERIA**

University Village, Plot 91, Jabi Cadastral Zone, Nnamdi Azikiwe Expressway, Abuja

### **FACULTY OF SCIENCES**

#### **Computer Science Department**

**2022\_1 Examination**

Course Code: **CIT383**

Course Title: **Introduction to Object-Oriented Programming**

Credit: **2 Units**

Time Allowed: **2 hours**

Instruction: **Answer Questions One (1) and any other TWO (2) questions**

#### **Question One (30 marks) COMPULSORY**

- 1 (a) Describe Polymorphism and discuss two major types. **(5 marks)**
- 1 (b) List three examples of message passing styles. **(3 marks)**
- 1 (c) Consider a Java package named – *Employee* – with the following classes – *Name*, *Address*, *Department* – write the syntax for:
- importing each class individually (for all classes).
  - importing all classes (at the same time).
  - Instantiating an object of the classes – *Name* and *Address*.

**(7 marks)**

- 1 (d) Describe the term *Data Hiding*. **(5 marks)**
- 1 (e) Create a *Rectangle* class that has two private instance variables – *width* & *height*. The class should have three constructors that can be used to manipulate these instance variables (i.e. no variable, 1 variable, 2 variables.). **(10 marks)**

#### **Question Two**

- 2 (a) Write an executable Java class to print out the message “I am the best programmer in the world”. **(9 marks)**
- 2 (b) Outline two functions of a destructor. **(3 marks)**
- 2 (c) What two (2) attributes differentiates a constructor from a method. **(2 marks)**
- 2 (d) Describe three (3) advantages of bundling code into individual software objects.

### Questions Three

3 (a) Outline the visibility of the class when declared using the following keywords:

- (i) *public*
- (ii) *private*
- (iii) *protected*
- (iv) *final*

(4 marks)

3 (b) Describe composition. (3 marks)

3 (c) Describe Abstraction and include one example of abstraction you know.

(4 marks)

3 (d) For the *Rectangle* class that you created in questions one, write a public method named – *getArea* – that calculates and returns the area. (4 marks)

3 (e) Describe (i) abstract method (ii) final method (4 marks)

### **Question Four**

4 (a) Outline and describe the motivations for modularising a program into methods.

(6 marks)

4 (b) Create an executable class that accepts two numbers from users, the class should have a method that finds the difference of the two numbers; the method should be called to display the difference of the two numbers. (8 marks)

4 (c) State two limitations of overloading True and False operators. (2 marks)

4 (d) Identify the components of a method signature (3 marks)

### **Question Five**

5 (a) Fully describe the term *Recursive Method*. (3 marks)

5 (b) Using recursion, write a method that finds the factorial of numbers. Your method should be used in an application that finds the factorial of the first 10 numbers.

(10 marks)

5 (c) Differentiate between an implicit cast and an explicit cast. (3 marks)

5 (d) Outline the stand syntax used to declare an indexer. (4 marks)