

NATIONAL OPEN UNIVERSTYOF NIGERIA, Plot 91, Cadastral Zone, Nnamdi Azikiwe Expressway, Jabi, Abuja FACULTY OF SCIENCE DEPARTMENT OF COMPUTER SCIENCE 2020_1 EXAMINATIONS

COURSE CODE: CIT 467

COURSE TITLE: VISUAL PROGRAMMING LANGUAGE

COURSE UNIT: 3 UNITS TIME ALLOWED: 2 ½ HRS

INSTRUCTION: ANSWER QUESTION 1 AND ANY OTHER FOUR (4) QUESTIONS

QUESTION ONE

A. State the rules for naming variables in java (3marks)

- B. Differentiate between HyperText Transfer Protocol (HTTP) and Uniform Resource Locator (URL) (3marks)
- C. Describe the working of HTML (4marks)
- D. Explain what is meant by the term" browser war". (4marks)
- E. Write a short note on the following:
 - i. Title tag (1mark)
 - ii. Shareware (1mark)
 - iii. The body section of a html document (1mark)
 - iv. the head section of HTML document (*1mark*)
 - v. the <BLOCKQUOTE> tag (*1mark*)
- F. Distinguish between physical and logical markup tags (3 marks).

QUESTION TWO

- A. WRITE on hypertexts. its types and uses (3marks)
- B. Outline the steps in creating hyperlink (2 ½ marks)
- C. Distinguish between definition list and other list. (4marks)
- D. compile five (5) features of an Object Oriented Programming Language (2 ½ marks)

QUESTION THREE

- A. List six OOP Language (3 marks)
- B. Summarize your idea of the following terms
 - i. Method (1 ½ marks)

- ii. Class (1 ½ marks)
- iii. Inheritance (1 ½ marks)
- iv. Encapsulation (1 ½ marks)
- C. Outline the importance of using classes in programs (3 marks)

QUESTION FOUR

- A. Define Data abstraction. What are the properties of a good abstraction (4 marks)
- B. Make a comparison between a class and an object (3 marks)
- C. IDENTIFY the two main part of an object (2 marks)
- D. OUTLINE the full meaning of the following acronyms (3 marks)
 - i. ADT
 - ii. HTTP
 - iii. IP
 - iv. VIPR
 - v. URL
 - vi. VEX

QUESTION FIVE

- A. Briefly describe the following:
 - i. ARK (2 *marks*)
 - ii. VIPR (2 marks)
 - iii. Prograph (2 marks)
 - iv. Form/3 (2 marks)
- B. Write a shot note on web design (4 marks)

OUESTION SIX

- A. Evaluate visual programming language (5 marks)
- B. describe an imperative flow of control in programs (3 marks)
- C. Outline the advantages and disadvantage of imperative flow of control (2 marks)
- D. Distinguish between imperative and declarative flow of control (2 marks)