

DESCRIPTION

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| PROGRAM: | **Web design** |
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| DATE: | 09- 04-22 |
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| TEACHER’S NAME: | Tanu Sood |
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| COURSE: | **Fundamental notions of programming** |
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| TYPE OF EXAM: | **Final** |
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| DURATION: | **3 hours** |
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| AUTHORIZED MATERIAL: | **None** |

OTHER INSTRUCTIONS FROM THE TEACHER

The exam has **XX5** pages including the cover page. In accordance with the syllabus, the evaluation is worth **XX25**% of the final grade.

Penalties imposed on a student accused of an attempt at plagiarism could include, but are not limited to, a grade of 0% for examination or for the entire course. The student could also be either put on probation, suspended and / or expelled from the program.

OTHER INFORMATION

Prepared by : **Jean-Guy Turgeon**

Revised by : **Mariejo Villeneuve**

Approved by :

**Good luck !**

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| *Fundamental notions of programming* | *Final exam* |  |
| **Question 1** | /4 | |

**A program's development cycle is divided into many steps. Name 4 of these steps.**

Ans There are four steps are following

1. Planning 2. Design 3. Development 4.Testing

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| **Question 2** | /3 |

**There are a few popular program's development cycle models in use, one of the most popular of them is named the *Waterfall model*. Briefly explain in what it consists.**

Ans the waterfall model , in which you need to do step by step move to reach

For next step. There is no any chance for overlapping and design follow the structure

like conception, initiation, analysis, design, construction, testing, production,/

implementation and maintenance.

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| **Question 3** | /3 |

**Identify the program's development model defined hereafter (circle the letter corresponding to your answer).**

*« System development life cycle model focusing on an initial simplified implemen-tation which progressively gains complexity by adding features through a series of planning, analysis, implementation, testing and evaluation phases happening several times. »*

1. Sequential model
2. V-shaped model
3. Iterative model
4. Agile model
5. None of the above

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| **Question 4** | /3 |

**There are basically 3 things we can do with data when programming.**

**What are these three things we can do with data as programmers?**

Ans 1. Retrieve the data

2. Process data

3. Output the data

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| **Question 5** | /3 | |

**In JavaScript, what is the function *prompt()* used for?**

Ans function Prompt is ured to retrieve data. In the function you can enter the data

in new client –base window. For example , following function use to input age.

<script>

let age = prompt(“enter your age”);

</script>

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| **Question 6** | /2 |

**Why is it better to acquire data from a form than from another method?**

As opposed to the prompt window overlaid over the web page, the form is a part of the

page's content which remains accessible to the user. All the information needed

and fields are visible so the user knows what's involved. The user may then input the data.

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| **Question 7** | /3 |

**In PHP, what are the instructions *echo* and *print* used for?**

Ans echo and print are output function with used for showing output. In the expressions

Print can be used because it have return value but echo don’t have return value.

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| **Question 8** | /3 |

**Structural programming uses three basic structures :**

**A - Sequence**

**B - Selection**

**C - Looping**

**Next to the following definitions, write the letter (A, B or C) corresponding to the correct type of structures mentioned above.**

B Structure using conditions to execute alternate

possible instructions.

A Structure executing each of the instructions one

after another in the order they are coded.

C Structure repeating a block of instructions repeat-

edly as long as a condition is verified.

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| **Question 9** | /3 |

**Briefly explain what is modular programming.**

Ans Modular programming means dividing the applications into many subprograms

, each of them comporting their own element somewhere independently within

Main function to make application more organized and understandable as well as

Easier to maintain.

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| **Question 10** | /3 | |

**In object oriented programming, we have seen the concepts of classes and objects. Briefly explain what is the difference and the relation between a class and an object. You may use an example if needed.**

Ans A object can be a thing with different properties and can perform a different

of activities related to it while the class is different types of objects .For example

an electricity switch can be different in color and company but it can also do

set of actions like on and off.

Class: switch

object switch

switch1 switch2 switch 3

green red grey

company1 company2 company3

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| **Question 11** | /3 |

**Briefly explain what is called *defensive programming***

**and why it should be used?**

Ans The defensive programming is build to work more accurately rather than rushing things.

It also contain proper planning which is better approach to developing applications

thats why it is called as defensive programming

so that we can correct the bugs and rewrite the code if needed.

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| **Question 12** | /3 |

**When debugging, there are 3 possible types of errors : syntax errors, logical errors and runtime errors. Briefly explain what is a logical error.**

**Ans Logical errors are the errors who disturb flow of your**

data, which mean the wrong moment of object and function in your data.

This problem can be solve by understanding the correct flow of data.

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| **Question 13** | /3 |

**In a database, different values are saved related to each records. How is called each specific information related to the different records? (Circle the letter corresponding to your answer).**

1. Index
2. Field
3. Constant
4. Key
5. None of the above

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| **Question 14** | /3 |

**Briefly explain what is a *virtual private network*.**

Ans Virtual private network is also known as VPN, which is a private network and

the access is made by server VPN instead of direct accessing. The server act as user’s

name .It gives privacy as it’s IP address is only access by VPN’s one that’s why it is

not visible to anymore. for example if you are in India you could be appear as being from USA.

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| **Question 15** | /3 |

**Briefly explain what is meant by the expression *dynamic website*.**

Ans A dynamic web page is a web page that displays different content each time it's viewed.

For example, the page may change with the date , the user that accesses

the webpage, or the type of user interaction.

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| **Question 16** | /5 |

**True or False**

The use of a content management system requires the user to

have solid skills in term of web development.

False

WYSIWYG interfaces are less intuitive in general and this is

especially true when it comes to CMS.

True

Although less expensive to develop, dynamic websites are more expensive on the long term because of the expertise needed for content updates.

False

A static website is cheaper to develop but may be needing more expensive hosting services.

False

*WordPress* is for beginner while *Shopify* answers all profession-al needs in matters of content management and e-commerce.

True

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