

# HND PRACTICAL PAPER 2020 – PROPOSED SOLUTION

## SECTION A

### 1. STRUCTURED PROGRAMMING

```
#include<stdio.h>
float minTwo(float p, float q);
float minFour(float p, float q, float r, float s); //Makes use of minTwo Function
float sum(float p, float q, float r, float s);

void main(){
    float a,b,c,d;
    float mean,m,n;
    printf("Give four floats: ");
    scanf("%f %f %f %f", &a,&b,&c,&d);

    m = minFour(a, b, c, d);
    n = sum(a, b, c, d);
    mean = sum(a, b, c, d)/4;
    printf("min: ");
    printf("%f", m);
    printf("\n");

    printf("sum: ");
    printf("%f", n);
    printf("\n");

    printf("mean: ");
    printf("%f", mean);
}

float minTwo(float p, float q){
    float ans;
    if(p < q){
        ans = p;
    }else{
        ans = q;
    }
    return ans;
}

float minFour(float p, float q, float r, float s){
    float x = minTwo(p, q);
    float y;
```

```

        if(r < s){
            y = r;
        }else{
            y = s;
        }
        float min = minTwo(x, y);
        return min;
    }
    float sum(float p, float q, float r, float s){
        float total = p + q + r + s;
        return total;
    }
}

```

## 2. OBJECT ORIENTED PROGRAMMING (USING C++):

```

#include<iostream>
#include<string.h>
using namespace std;
class BankAccount{
    public:
        string name, pin;
    private:
        int amount;
    public:
        BankAccount(){
            amount = 0;
            name = "Tubuo";
            pin = "pin";
        }

        int deposit(string name1, string pin1, int amt1){
            amount += amt1;
            cout<<amount;

```

```

        return amount;
    }

    int withdrawal(string name2, string pin2, int amt2){
        amount -= amt2;
        cout<<amount;
        return amount;
    }

    int get_balance(string name3, string pin3){
        cout<<amount;
        return amount;
    }

    void change_pin(string name4, string oldpin, string
newpin){

        pin = newpin;
    }

};

int main(){
    BankAccount Ba;
    string myname, mypin;
    cout<<"Enter pin value:\t";
    cin>>mypin;
    cout<<"\nEnter your name:\t";
    cin>>myname;
    if(mypin == Ba.pin){
        string newpin;
        cout<<"\nEnter new pin:\t"<<endl;
        cin>>newpin;
        Ba.change_pin(myname, mypin, newpin);
    }
}

```

```
cout<<"\n\nPIN Changed successfully!"<<endl;
```

```
int depAmt1, depAmt2, depAmt3;
```

```
//Deposit 1:
```

```
cout<<"\nEnter deposit amount:\t";
```

```
cin>>depAmt1;
```

```
cout<<"Current Balance:";
```

```
Ba.deposit(myname, Ba.pin, depAmt1);
```

```
//Deposit 2:
```

```
cout<<"\nEnter deposit amount:\t";
```

```
cin>>depAmt2;
```

```
cout<<"Current Balance:";
```

```
Ba.deposit(myname, Ba.pin, depAmt2);
```

```
//Deposit 3:
```

```
cout<<"\nEnter deposit amount:\t";
```

```
cin>>depAmt3;
```

```
cout<<"Current Balance:";
```

```
Ba.deposit(myname, Ba.pin, depAmt3);
```

```
int withAmt1, withAmt2, withAmt3;
```

```
//Withdrawal 1:
```

```
cout<<"\nEnter Withdraw amount:\t";
```

```
cin>>withAmt1;
```

```
cout<<"Current Balance:";
```

```
Ba.withdrawal(myname, Ba.pin, withAmt1);
```

```

        //Withdrawal 2:

        cout<<"\n\nEnter withdraw amount:\t";

        cin>>withAmt2;

        cout<<"Current Balance:";

        Ba.withdrawal(myname, Ba.pin, withAmt2);


        //Withdrawal 3:

        cout<<"\n\nEnter withdraw amount:\t";

        cin>>withAmt3;

        cout<<"Current Balance:";

        Ba.withdrawal(myname, Ba.pin, withAmt3);


    } else{

        cout<<"\n\nWrong Pin Entered";

    }

    return 0;

}

```

## **SECTION B: DATABASE DEVELOPMENT AND ADMINISTRATION**

1. SELECT Name,product FROM Customer, Orders WHERE Customer.customerId = Orders.customerId;
2. SELECT OrderId,product FROM Orders WHERE Orders.customerId = (SELECT customerId FROM Customer WHERE Name = "ROMUALD");
3. SELECT product AS Most\_Asked FROM orders Group By product ORDER BY COUNT(product) DESC LIMIT 1;
4. SELECT Date from orders where orders.customerid = (SELECT customerid FROM Customer WHERE Name = "Frank");

## **SECTION C: WEB DESIGN:**

### **PART 1:**

- **Index page (Has all the other frame sources):**

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-
scale=1.0">
  <title>HND Practical - 2020</title>
  <style>
    body{
      overflow-y: hidden;
    }
  </style>
</head>

  <frameset rows="5%, 90%, 5%">
    <frame src="header.html" name="top">
      <frameset cols="20%, 80%" border="1px black">
        <frame src="frame1.html" name="middleleft">
        <frame src="frame2.html" name="middleright">
      </frameset>
    <frame src="footer.html" name="bottom">
  </frameset>

<noframes>
  <body>
    Your Browser doesn't support frames!
  </body>
</noframes>
</html>
```

- **Header.html:**

```
<html>
  <head>
    <style>
      body{
        overflow-y: hidden;
      }
    </style>
  </head>
  <body style="background-color: grey;">
    <center>
      <p style="font-size: 25px; font-weight: bold;">header</p>
    </center>
```

```
</body>
</html>
```

- **frame1.html:**

```
<html>

<body>
  <center style="margin-top: 45vh;">
    <p style="font-size: 25px; font-weight: bold;">Menu</p>
  </center>
</body>

</html>
```

-**frame2.html:**

```
<html>

<body style="background-color: grey;">
  <center style="margin-top: 45vh;">
    <p style="font-size: 25px; font-weight: bold;">Content</p>
  </center>
</body>

</html>
```

- **Footer.html:**

```
<html>

<head>
  <style>
    body {
      overflow-y: hidden;
    }
  </style>
</head>

<body style="background-color: grey;">
  <center>
    <p style="font-size: 25px; font-weight: bold;">footer</p>
  </center>
</body>
```

```
</html>
```

## PART 2:

### Calculator.html:

```
<!DOCTYPE html>
<html lang="en">

<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>HND 2020-web Calculator</title>
  <link rel="stylesheet" type="text/css" href="calculator.css">
  <link rel="stylesheet" href="style.css">
</head>

<body>
  <center>
    <div>
      <form name="calculator">
        <div class="screen">
          <!--Calculator's screen-->
          <input id="screen" type="text" name="display">
        </div>

        <div class="keyboard">
          <!--Calculator keyboard area-->
          <span>
            <input type="button" value="9" onclick="calculator.display
.value += '9'">
            <input type="button" value="8" onclick="calculator.display
.value += '8'">
            <input type="button" value="7" onclick="calculator.display
.value += '7'">
            <input type="button" value="*" onclick="calculator.display
.value += '*'">
          </span> <br>

          <span>
            <input type="button" value="6" onclick="calculator.display.val
ue += '6'">
            <input type="button" value="5" onclick="calculator.display.val
ue += '5'">
```



```

        <input type="button" value="4" onclick="calculator.display.val
ue += '4'">
        <input type="button" value="/" onclick="calculator.display.val
ue += '/'">
        </span><br>
        <span>
            <input type="button" value="3" onclick="calculator.display
.value += '3'">
            <input type="button" value="2" onclick="calculator.display
.value += '2'">
            <input type="button" value="1" onclick="calculator.display
.value += '1'">
            <input type="button" value="-
" onclick="calculator.display.value += '-'">
            </span><br>

            <span style="margin-bottom: 1px;">
                <input type="button" value="0" onclick="calculator.display
.value += '0'">
                <input type="button" value="Clear" onclick="calculator.dis
play.value = ''" id="clear-btn">
                <input type="button" value="=" onclick="calculator.display
.value = eval(calculator.display.value)" id="ans">
                <input type="button" value="+" onclick="calculator.display
.value += '+'">
            </span><br>

        </form>
    </div>
</center>
</body>
</html>

```

### Calculator.css:

```

/*Calculator style*/

body {
    overflow-y: hidden;
    overflow-x: hidden;
}

form {

```

```
display: block;
width: 50%;
height: 610px;
background-color: rgb(98, 98, 98);
color: black;
font-weight: 700;
overflow-y: hidden;
overflow-x: hidden;
}

input[type=button] {
border: 2px rgb(180, 180, 178);
width: 100px;
height: 50px;
padding: 10px 12px;
margin: 10px 5px;
text-align: center;
cursor: pointer;
font-size: large;
border: 1px white;
border-radius: 3px;
}

span {
display: flex;
flex-direction: row;
flex-grow: 2;
flex-shrink: 2;
justify-content: center;
margin-left: 0px;
margin-right: auto;
padding: 2% 2%;
width: 100%;
position: relative;
}

.screen {
display: block;
width: 100%;
}

#screen {
width: 98.9%;
height: 120px;
display: block;
margin-top: 0px;
border: 3px solid rgb(251, 241, 241);
background-color: rgb(255, 251, 251);
border-radius: 2px;
```

```
color: rgb(22, 20, 20);  
text-align: right;  
font-size: 30px;  
display: block;  
}
```

## SECTION D: NETWORKING

**N/B: Practically Connect the Networking tools to achieve the simple Local Area Network(LAN).**

- Set the given IP addresses of the 3 PC's manually, by going to the control panel > Network and Internet > Network Sharing Center > Change Adapter Setting > Choose Ethernet > Properties > TCP/IPv4 > Configure IP address and subnet mask, Default Gateway.
- Connect all the computers to the ports on the switch, using copper straight through cables via their network interface controllers.
- Get the IP address on the switch
- Turn on Network discovery on all PC at the Network and Sharing Center of the Control Panel.
- After setting up the workstation, open DOS Command on your windows to test connectivity. **i.e: windows + R buttons > Type cmd > Press Enter.**
- **Ping all the computers on the network using: "ping ip\_address".**
- Transfer Documents between the PC's as required, By right clicking on a file to share > Give access to > Choose pc devices to share > Click the Share Button
- Copy and Paste Files to share to specific or every network device.

