



NATIONAL OPEN UNIVERSITY OF NIGERIA

University Village, Plot 91, Cadastral Zone, Nnamdi Azikiwe Express Way, Jabi, Abuja

Faculty of Sciences

July 2017

Course Title: Visual Programming Language

Course Code: CIT 467 – (3 Credits Units)

Answer Question 1 and any other four questions in 3 Hours.

1.(a) What is Java programming language? List types of application and Outline three uses

.(7 marks)

1(b) Explain the term “Visual Programming Languages” Compare it with other programming languages, give three examples of each. (8 marks)

1(c) Describe a software object and distinguish three differences between a class and an object (7 marks)

2(a) List and explain three reasons for learning Java programming language? (6 marks)

2(b) Outline three benefits of Java programming language (3 marks)

2(c) Identify three (3) types of Visual Programing Language (3 marks)

3(a) From Java program below, find the values of u, v, w, x, y and z using Arithmetic operators (6 marks)

```
Arithmetic Operators {  
public static void main (String[] args){  
int result = 1 + 2; // result is now u  
System.out.println(result);  
result = result - 1; // result is now v  
System.out.println(result);  
result = result * 2; // result is now w  
System.out.println(result);  
result = result / 2; // result is now x  
System.out.println(result);  
result = result + 8; // result is now y
```

```

result = result % 7; // result is now z
System.out.println(result);
}

}

```

3(b) Explain the following:

- Prefix behavior
- Postfix behavior
- Unary operator
- Binary operator

(2 marks)

3(c) From the Java program using Unary operator, find the values of p, q, r and s.

```

Unary Operator {
public static void main(String[] args){
int result = +1; // result is now p
System.out.println(result);
result--; // result is now q
System.out.println(result);
result++; // result is now r
System.out.println(result);
result = -result; // result is now s
System.out.println(result);
boolean success = false;
System.out.println(success); // false
System.out.println(!success); // true
}
}

```

(4 Marks)

4(a).Describe Hyperlink and list the steps to create it. (5 marks)

4(b) Describe Physical and logical markup tags (4 marks)

4(c) Classify the following into Physical and logical markup tags:

- (i)
- (ii) <I>
- (iii) <Bold>
- (iv)
- (v) <Cite>
- (vi) <Center>
- (vii) (KBD>
- (viii) <Code>

(4 marks)

5(a). Identify and explain three (3) things you can do with HTML (6 marks)

5(b). List three (3) features of OOP (3 marks)

5(c). Mention three (3) examples of OOPL (3 marks)

6(a) Describe the following:

(i) VIPR

(ii) Prograph

(iii) Forms/3

(2 marks each)

6(b) Explain the term hypertext link? (3 marks)

6(c)Distinguish between hyperlink and hypertext (3 marks)