



**NATIONAL OPEN UNIVERSITY OF NIGERIA  
14-16 AHMADU BELLO WAY, VICTORIA ISLAND LAGOS  
SEPTEMBER/OCTOBER 2015 EXAMINATION**

**SCHOOL OF SCIENCE AND TECHNOLOGY**

**Course Code: CIT 383**

**COURSE TITLE: INTRODUCTION TO OBJECT ORIENTED PROGRAMMING**

**Total mark is 70 and each question carries  $17\frac{1}{2}$  marks  
Answer any four (4 ) questions in 2 Hours**

1(a)What do you understand by Recursive Operator? (4 marks)

1(b) Give the full meaning of the following acronyms:

- (i) **OS**
- (ii) **GB**
- (iii) **FTP**
- (iv) **CRT**
- (v) **ADT**
- (vi) **JVM**
- (vii) **DLSs**
- (viii) **WWW**
- (ix) **OOP**

(1 mark each)

1 (c ). Outline three Object Oriented Languages.( $4\frac{1}{2}$  marks)

2a. What is Encapsulation? (4 marks)

2b. Write a short note on each of the following:

- (i) Overloaded Method and Overridden Method (3 marks)
- (ii) Local Variables and Instance Variables (3 marks)
- (iii) Set and Get Methods (3 marks)

2c.Outline three main features of Object Oriented Programming.( $4\frac{1}{2}$  marks)

3(a) Explain Inheritance in Object – Oriented Programming Language? ( 4 marks)

3(b) Evaluate the value of x after each of the following statement is executed:

i. `x=Math.abs(-7.5);`

ii. `x=Math.floor(-8.7);`  
iii. `x=Math.ceil(6.3);`  
iv. `x=Math.floor(4.1);`  
v. `x=Math.ceil(-2.5);`  
vi. `x=Math.sqrt(400);`  
vii. `x=Math.pow(2,5);`  
viii. `x=Math.Min(-4,-8);`  
ix. `.x=Math.ceil(-Math.abs(-5+Math.floor(-3.2)))`;  
(1 mark each)

3(c) Outline three (3) examples of methods (4½ marks)

4a. Distinguish between a Class and an Object? (8 marks)

4b. Explain the term “downcasting” (5 marks)

4c. Identify three (3) examples of methods (4½ marks)

5(a) What is Abstract Data Types? List two types (8 marks)

5(b) Explain Operator overloading. List three types of operators. (5 marks)

5(c) Outline three (3) Object-Oriented Programming Concepts (4½ marks)

6(a) Explain the term “Polymorphism” List types (5 marks)

6b. Differentiate between a Superclass and a Subclass (8 marks)

6c. Outline three (3) ways to call a method (4½ marks)