



**NATIONAL OPEN UNIVERSITY OF NIGERIA**  
**14/16 AHMADU BELLO WAY, VICTORIA ISLAND, LAGOS**  
**SCHOOL OF SCIENCE AND TECHNOLOGY**  
**JUNE/JULY EXAMINATION**

**COURSE CODE:** CIT834

**COURSE TITLE:** Object-oriented Programming Using C# (2 units)

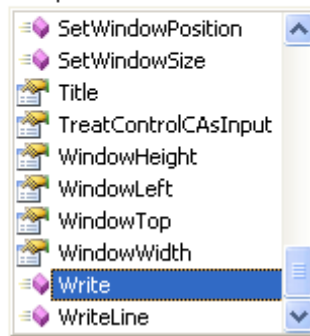
**TIME ALLOWED:** 3hrs

**INSTRUCTION:** Answer any **five (5)** questions

**QUESTIONS**

- 1a. Explain the concept of 'private method' within the context of object-oriented programming using C#. (10 marks)
- 1b. Write the syntax for adding two integer variables to a Parallelogram class. (4 marks)  
**[Total = 14 marks]**
2. Study the codes below carefully and answer the questions that follow:

```
class Program
{
    static void Main(string[] args)
    {
        Console.|
    }
}
```



- 2a. Identify the sort of menu displayed after the period. (4 marks)
- 2b. Which option would you choose from the menu and how? (6 marks)
- 2c. State the criterion for using the static property. (4 marks)

**[Total = 14 marks]**

3. Enumerate the steps involved in creating a new class to represent a triangle. The class should be created such that it will define the triangle's height, base-length and area.

**[Total = 14 marks]**

4a. Identify 5 distinctive features of Static constructors (10 marks)

4b. Explain the notion of method overloading. (4 marks)

**[Total = 14 marks]**

5. Write an expression for passing an argument to a method called PassesInteger, to a method called TakesInteger. The argument within the method is named ninety-nine, while the argument in the TakesInteger, is a parameter named i, for i=66.

**[Total = 14 marks]**

6. A three-dimensional vector has M, N and P properties, state the code for creating a new class to represent these properties.

**[Total = 14 marks]**

7a. Outline the procedure involved in creating a new Console Application project. (12 marks)

7b. What determines the type of setup Instruction used for C# Development? (2 marks)

**[Total = 14 marks]**