NATIONAL OPEN UNIVERSITY OF NIGERIA
14/16 AHMADU BELLO WAY, VICTORIA ISLAND, LAGOS
SCHOOL OF SCIENCE AND TECHNOLOGY
MARCH/APRIL 2014 EXAMINATION

COURSE CODE: CIT 734
COURSE TITLE: OBJECT ORIENTED TECHNOLOGY
TIME ALLOWED: 3 HOURS
 INSTRUCTION:*ANSWER ANY FIVE QUESTIONS OUT OF SEVEN*

1 (a) Differentiate between the following terms; Programming, Program and Algorithm.
   (b) Enumerate and discuss the three kinds of programming techniques.
   (c) Explain why object-oriented programming is regarded as a better technique over the other three
mentioned above.

2 (a) Explain the term; Object Oriented Design (OOD).
   (b) Discuss the Non-Formal View and Life-cycle view of OOD. Highlighting the differences between
these views.
   (c) Discuss the role of OOAD in Software Life Cycle.

3   (a) With reference to Object-oriented programming, define the term Relationship.
   (b) Briefly explain Super class and Subclass, Clearly differentiating between them.
   (c) Describe the abstract classes and explain the types of relationships of these classes.

4 (a) Briefly discuss the term Object.
    (b)Using suitable diagram, discuss the phases of a Software Development Life Cycle (SDLC) or
Software Life Cycle.
    (c) Draw and explain the Water Model of SDLC.

5 (a)Briefly explain the concept of Object-oriented programming.
   (b) Enumerate and explain the three underlying concepts of object oriented programming.
   (c) Outline and discuss at least three major object-oriented programming languages.

6 (a) Describe an Interface.

(b) Differentiate the various OOAD methodologies in terms of Proprietary, Type, Scope Strength
Primary cited Applications/ Market.

(c) Using a suitable example, explain how software objects are modelled after real-world object, with
consideration to having state behaviour.

7 (a) Discuss the relationship between Software and Software Engineering.
(b) List and explain at least five qualities of a Software product and process.
(c) Enumerate ten principles of Software Engineering, and discuss any five.