

NATIONAL OPEN UNIVERSITY OF NIGERIA University Village, 91 Cadastral Zone, Nnamdi Azikwe Expressway, Jabi, Abuja FACULTY OF SCIENCES COMPUTER SCIENCE DEPARTMENT ... 2020_2 EXAMINATIONS

COURSE CODE: CIT467

TITLE: VISUAL PROGRAMMING & APPLICATIONS

CREDIT: 3 CREDIT UNITS

TIME ALLOWED: 2HRS, 30MINS.

INSTRUCTION: ANSWER QUESTION ONE (1) AND ANY OTHER FOUR (4)

Question 1 (22 marks) Compulsory

(a) List six (6) examples of visual programming languages you know	(3marks)
(b) Compare and Contrast VIPR and C++	(3marks)
(c) Outline fully the parts of a Universal Resource Locator (URL)	(4marks)
(d) Distinguish between CSS and JavaScript?	(2marks)
(e) Distinguish between physical and logical markup tags	(3marks)
(f) Identify eight (8) features of an Object-Oriented Programming Language	(4marks)
(g) Describe three limitations of Object-Oriented Programming Language	(3marks)

Question 2 (12 marks)

(a) Briefly outline how to write a simple HTML code

(4 marks)

- (b) Give the output of this HTML code segment below and rewrite the full HTML code using *Sample HTML code* as the title (8mks)
 - <h1>You are welcome to Visual <h1>
 - Programming<u>class</u> ²

Question 3 (12 marks)

- (a) Distinguish between order and unorder list and itemise the steps to create them. (6marks)
- (b) Compare and contrast between Absolute and Relative URLs (3marks)
- (c) State three benefits of bundling code into individual software object (3 marks)

Question 4 (12 marks)

(a) How are paragraph formatted in HTML
 (b) Describe the operation of alignment in paragraph formatting
 (c) Highlight the steps to create hyperlinks
 (5marks)
 (5marks)

Question 5 (12 marks)

(a) Briefly explain the following concept

i.	Inheritance	(3marks)
ii.	Encapsulation	(3marks)
iii.	Data abstraction	(3marks)
iv.	Package	(3marks)

Question 6 (12 marks)

- (a) Write a program named ArrayDemo, that creates an array of 10 integers and put the values of 10,20,30,40,50 60, 70 80, 90 and 100 into it, and prints each value to standard output. (6 marks)
- (b) Compare and contrast class and object (3 marks)
- (c) List three properties of a good abstraction (3 marks)