

GHANA COMMUNICATION TECHNOLOGY UNIVERSITY



**FACULTY OF COMPUTING AND INFORMATION SYSTEMS
DEPARTMENT OF COMPUTER SCIENCE**

**BSC COMPUTER SCIENCE & SOFTWARE ENGINEERING
LEVEL 200**

END OF SECOND SEMESTER EXAMINATIONS, NOVEMBER 2022

CSSD 204: SCRIPTING LANGUAGES

Duration: 3 Hours

INSTRUCTIONS

This exam is in two parts: SECTION A & SECTION B
Answer all question in section A [40 MARKS]
Answer two (2) questions in SECTION B[20 MARKS]

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SECTION A
ANSWER ALL QUESTIONS IN THIS SECTION

1. Inside which HTML element do we put the JavaScript?
 - a) ☒ `<script>`
 - b) `<js>`
 - c) `<scripting>`
 - d) `<javascript>`

2. What is the correct JavaScript syntax to change the content of the HTML element below?

```
<p id="demo">This is a demonstration.</p>
```

 - a) `#demo.innerHTML = "Hello World";`
 - b) `document.getElementByName("p").innerHTML = "Hello World";`
 - c) ☒ `document.getElementById("demo").innerHTML = "Hello World";`
 - d) `document.getElement("p").innerHTML = "Hello World";`

3. Where is the correct place to insert a JavaScript?
 - a) The `<body>` section
 - b) The `<head>` section
 - c) ☒ Both the `<head>` section and the `<body>` section
 - d) Any section in the html code

3. What is the correct syntax for referring to an external script called "xxx.js"?
 - a) ☒ `<script src="xxx.js">`
 - b) `<script href="xxx.js">`
 - c) `<script href="xxx.js">`
 - d) `<script name="xxx.js">`

4. How do you write "Hello World" in an alert box?
 - a) `alertBox("Hello World");`
 - b) `msg("Hello World");`
 - c) `msgBox("Hello World");`
 - d) ☒ `alert("Hello World");`

5. How do you create a function in JavaScript?
 - a) `function = myFunction()`
 - b) ☒ `function myFunction()`
 - c) `function:myFunction()`
 - d) `function myFunction`

6. How to write an IF statement in JavaScript?
 - a) `if i == 5 then`
 - b) `if i = 5`
 - c) ☒ `if i == 5`
 - d) `if i = 5 then`

7. How to write an IF statement for executing some code if "i" is NOT equal to 5?

- a) if i < 5
- ☒ b) if (i != 5)
- c) if i != 5 then
- d) if (i < 5)

8. How does a WHILE loop start in JavaScript?

- ☒ a) while (i <= 10; i++)
- b) while i = 1 to 10
- c) while (i <= 10)
- d) while (num <= 10)

i = 3 + 1
= 4

9. How does a FOR loop start?

- ☒ a) for (i = 0; i <= 5; i++)
- b) for i = 1 to 5
- c) for (i = 0; i <= 5)
- d) for (i <= 5; i++)

< 1

10. How can you add a comment in a JavaScript?

- a) <!--This is a comment-->
- b) 'This is a comment
- ☒ c) //This is a comment
- d) *This is a comment*

// /* _____ */

11. How to insert a comment that has more than one line?

- ☒ a) /*This comment has more than one line*/
- b) //This comment has more than one line//
- c) <!--This comment has more than one line-->
- d) *This is a comment Has more than one line*

12. What is the correct way to write a JavaScript array?

- ☒ a) var colors = ["red", "green", "blue"]
- b) var colors = "red", "green", "blue"
- c) var colors = (1:"red", 2:"green", 3:"blue")
- d) var colors = 1 = ("red"), 2 = ("green"), 3 = ("blue")

13. How do you round the number 7.25, to the nearest integer?

- a) rnd(7.25)
- b) Math.round(7.25)
- ☒ c) round(7.25)
- d) Math.rnd(7.25)

14. How do you find the number with the highest value of x and y?

- a) Math.ceil(x, y)
- b) ceil(x, y)
- c) top(x, y)
- ☒ d) Math.max(x, y)

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15. What is the correct JavaScript syntax for opening a new window called "w2" ?

- a) w2 = window.new("http://www.gctu.edu.gh");
- b) w2 = window.new("http://www. gctu.edu.gh ");
- ☒ c) w2 = window.open("http://www. gctu.edu.gh ");
- d) w2 = window.new("http://www. gctu.edu.gh ");

16. How can you detect the client's browser name?

- a) client.navName
- b) browser.name
- ☒ c) navigator.appName
- d) navigator.browserName

17. Which event occurs when the user clicks on an HTML element?

- a) onmouseclick
- b) onchange
- ☒ c) onclick
- d) onmouseover

18. How do you declare a JavaScript variable?

- ☒ a) var carName;
 - b) v carName;
 - c) variable carName;
 - d) variable = carName;
- 1 et

19. Which operator is used to assign a value to a variable?

- ☒ a) =
- b) -
- c) *
- d) X

20. What will the following code return: Boolean(10 > 9)

- ☒ a) True
- b) False

21. JavaScript case-sensitive?

- ☒ a) True
- b) False

22. JavaScript is the same as Java.

- a) True
 - ☒ b) False
- /
- } . / }

23. The external JavaScript file must contain the <script> tag.

- a) True
- ☒ b) False

24. Division by zero is not considered as an error in JavaScript

- ☒ a) True
- b) False

Python MCQ's

25. What is the maximum length of a Python identifier?

- a) 32
- b) 16
- c) 128
- ☒ d) No fixed length is specified

26. What will be the datatype of the var in the below code snippet in Python?

```
var = 10  
print(type(var))  
var = "hello"  
print (type(var))
```

- a) str and int
- b) int and int
- c) str and str
- ☒ d) int and str

27. How is a code of block indicated in Python?

- a) Brackets
- ☒ b) Indentation
- c) Key
- d) None of the above

28. Which of the following types of loops are not supported in Python

- a) For
- b) While
- ☒ c) Do-while
- d) None of the above

29. What will be the output of the code snippet?

```
fruit = 'apple'  
print(fruit)  
print('orange')
```

- a) fruit, apple
- ☒ b) apple, orange
- c) apple, fruit
- d) apple, fruit, orange,

30. What will be the output of the code snippet in?

```
fruit = 'apple'  
fruit_len = len(fruit)  
print(fruit_len)
```

- ☒ a) 5
- b) 6
- c) 7
- d) 8

31. In which language is Python written?

- a) English
- b) C

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- c) PHP
- d) All the above

32. Which of the following statements is correct regarding the object-oriented programming concept in Python?

- a) Classes are real-world entities while objects are not real
- b) Objects are real-world entities while classes are not real
- c) Both objects and classes are real-world entities
- d) All of the above

33. Which of the following declarations is incorrect?

- a) `_x = 2`
- b) `__x = 3`
- c) `__xyz__ = 5`
- d) None of these

34. Why does the name of local variables start with an underscore discouraged?

- a) To identify the variable
- b) It confuses the interpreter
- c) It indicates a private variable of a class
- d) None of these

35. Which of the following is not a keyword in Python language?

- a) `val`
- b) `raise`
- c) `try`
- d) `with`

36. Which of the following operators is the correct option for power(ab)?

- a) `a ^ b`
- b) `a ** b`
- c) `a ^ ^ b`
- d) `a ^ * b`

37. What does `'2' == 2` evaluates to when executed?

- a) True
- b) False

38. What does `any([5>8, 6>3, 3>1])` evaluates to when executed?

- a) True
- b) False

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39. Python 3.0 was released in 2008

- a) True
- b) False

40. What will be the output of the following Python code snippet?

`not(10<20) and not(10>30)`

- a) True
- b) False

SECTION B

ANSWER ONLY TWO (2) QUESTIONS

Question 1 – [10 marks]

Using Python, Create a fill in the blank word game. Prompt the user to enter a noun, verb, and an adjective. Use those responses to fill in the blanks and display the story.

- i. Write a short story. Remove a noun, verb, and an adjective.
- ii. Create a function to get the input from the user.
- iii. Create a function that fills in the blanks in the story you created.
- iv. Ensure each function contains a docstring.
- v. After the noun, verb, and adjective have been collected from the user, display the story using their input.

Question 2 – [10 marks]

Using Python create a program that asks the user how far they want to travel. If they want to travel less than three miles tell them to walk. If they want to travel more than three miles, but less than three hundred miles, tell them to drive. If they want to travel three hundred miles or more tell them to fly.

Question 3 – [10 marks]

- a) Write a JavaScript function to check variables name and password, the name cannot be blank and the password should be more than 6 characters long
[5 Marks]
- b) Write a JavaScript in a simple HTML body to be executed when a user double clicks a displayed word
[5 Marks]

Question 4 – [10 marks]

- a) Using JavaScript create an alert that displays a specified message along with an **OK** button. Embed the script in a simple HTML code
[5 Marks]
- b) Write a JavaScript using the `setTimeout()` method that allows you to execute a piece of code after a certain amount of time has passed
[5 Marks]