

# JARAMOGI OGINGA ODINGA UNIVERSITY OF SCIENCE AND TECHNOLOGY SCHOOL OF INFORMATICS AND INNOVATIVE SYSTEMS

# UNIVERSITY EXAMINATION FOR THE DEGREE OF BACHELOR OF INFORMATION AND COMMUNICATION TECHNOLOGY/BUSINESS INFORMATION SYSTEMS/COMPUTER SECURITY AND FORENSIC

#### 1 YEAR 1 SEMESTER 2018/2019 ACADEMIC YEAR

#### MAIN CAMPUS

COURSE CODE: IIT 3112

COURSE TITLE: INTRODUCTION TO PROGRAMMING

EXAM VENUE: STREAM: ICT/BIS/CSF

DATE: EXAM SESSION:

TIME: 2.00 HOURS

#### **INSTRUCTIONS:**

- 1. Answer Question 1 (Compulsory) and ANY other two questions
- 2. Candidates are advised not to write on the question paper
- 3. Candidates must hand in their answer booklets to the invigilator while in the examination room

**QUESTION ONE** 

(5x6=30 marks)

- a) Write short notes on the following translators
  - i) assembler
  - ii) compiler

iii) Interpreter

(5 MARKS)

- b) High level language was to correct the problems of the low-level language, discuss briefly on the general features of high-level language (5 MARKS)
- c) What is file handling in relation to programming? Briefly explain functions used in file handling (5 MARKS)
- d) Distinguish between top down design model and bottom up design model as applied in problem solving process. (5 MARKS)
- e) Briefly discuss on program variables and constants.

(5 MARKS)

f) Write a Pseudo code of a simple program that accepts two integers, compares them and display the relationship between them i.e. whether they are the same or one is greater than the other. (5 MARKS)

# **QUESTION TWO**

- a) An object contains data and methods. How is Object Oriented Programming different from Procedural programming (10 MARKS)
- b) Write the general format of the following statements:
  - i) If statements and Switch statements
  - ii) Draw a block diagram of digital computer, explain various units in it

(10 MARKS)

### **QUESTION THREE**

- a) Write short notes on the following:
  - i) array declaration and initialization
  - ii) Structure declaration and initialization (10 MARKS)
- b) Solving a problem on a computer involves the following activities:
  - (i) Defining the problem and analyzing the problem:
  - (ii) Developing the algorithms
  - (iii) Writing a computer program corresponding to the algorithm
  - (iv) Testing and debugging the program
  - (v) Documenting the program

Write brief notes on each of the above activities

(10 MARKS)

#### **QUESTION FOUR**

- a) Explain an operator? Illustrate Arithmetic aperators, Functions and their usage (10 MARKS)
- b) Write a simple program code that calculate area of a triangle whose height 27.5cm and base is 10cm.use pie as 3.14 (10 MARKS)

## **QUESTION FIVE**

- a) Draw a flowchart for the following problem: A student wants to determine whether the values stored in A and B are not equal. Then will store the bigger value in the space labeled LARGE and the smaller value in location labeled SMALL. Finally prints the bigger value i.e. either A or B accordingly (10 MARKS)
- b) Differentiate between while loop and do while Loop using syntaxes and block diagrams (10 MARKS)