

SOUTHWESTERN UNIVERSITY NIGERIA

KM 20, SAGAMU-BENIN EXPRESSWAY, OKUN OWA, IJEBU-ODE, OGUN STATE.

FACULTY OF PURE & APPLIED SCIENCES

DEPARTMENT OF COMPUTER SCIENCE

HND TO BSC CONVERSION PROGRAMME

2019/2020 SEMESTER EXAMINATION

COURSE CODE: CSC 302 **COURSE TITLE:** Object Oriented Programming

INSTRUCTION: Answer question 1 and any other three (3). **TIME:** 2hrs

1.
 - (a) Briefly describe what Access Modifiers in Programming?
 - (b) Explain any four Access modifiers you know.
 - (c) Describe the following Object Oriented Programming concept briefly:
Classes
Objects
Attributes
Behaviours
 - (d) Software re-usability is a result of class and object instantiation, discuss.
2.
 - (a) Explain Constructors and Destructors with snippet of code in JAVA or C#.
 - (b) What is constructor? Give its properties. How do we declare/define it? Can they be overloaded?
3.
 - (a) State the rules for forming variable names in JAVA or C#
 - (b) Explain the two main side effect or consequences older programming languages experienced for not enforcing any property/method relationship like Encapsulation.
4.
 - (a) Software re-usability is a result of class and object instantiation, state three main advantages of software re-usability.
 - (b) Create an executable class Message Class, the object of Message Class should be instantiated in this class and the display Message method of the Message Class should be called on this object
 - (c) Write code snippet to illustrate encapsulation.
5.
 - (a) Explain the word encapsulation, Data hiding, write code snippets in JAVA Or C# to illustrate encapsulation
 - (b) Define inheritance, explain the different types of Inheritance that exist in OOP.
 - (c) Use code snippet in JAVA or C# to illustrate inheritance.