



**TECHNICAL UNIVERSITY OF MOMBASA**  
*Faculty of Engineering & Technology*

DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

DIPLOMA IN INFORMATION TECHNOLOGY

**EIT 2204: OFFICE APPLICATION PROGRAMMING**

SUPPLEMENTARY/SPECIAL EXAMINATIONS

**SERIES:** FEBRUARY 2013

**TIME:** 2 HOURS

**INSTRUCTIONS:**

- This paper consists of **FIVE** questions.
- Answer question **ONE (Compulsory)** and any other **TWO** questions.

***This paper consists of Three printed pages.***

## SECTION A (Compulsory)

### QUESTION 1

- a) Define a Graphical User Interface (GUI) and cite an example to explain its relevance. (5 marks)
- b) Differentiate between VB and VBA. (2 marks)
- c) Discuss **FOUR** graphical user widgets/controls in visual Basic IDE. (8 marks)
- d) Define a database. (2 marks)
- e) What problems does RAD tackle? (3 marks)
- f) Give the advantages of a graphical user interface (GUI) over command Line Interface (CLI). (4 marks)
- g) What are the characteristics of RAD? (6 marks)

## SECTION B

### QUESTION 2

- a) State the roles of the **FOUR** cursors supported by ADO. (10 marks)
- b) Discuss in detail, the Rapid Application Development Methodology (RAD). (5 marks)

### QUESTION 3

- a) Differentiate between access and SQL database? (2 marks)
- b) Discuss the functionalities of the following:
  - i) Active X data Object (ADO)
  - ii) Remote Data Object (RDO)
  - iii) Data Access Object (DAO)
  - iv) Connection Object
  - v) Connection String (10 marks)
- c) Explain the importance of LockType property of record sets. (3 marks)

### QUESTION 4

- a) Distinguish between event-driven programming and traditional programming practice. (2 marks)
- b) Discuss **FIVE** reasons a programmer may opt for macros instead of VBA. (5 marks)
- c) Describe the categories for macros on Microsoft Access forms. (8 marks)

### QUESTION 5

- a) Describe the **FOUR** stages of Rapid Application development. (7 marks)
- b) Explain these Active X components:
  - i) ActiveX
  - ii) ActiveX control
  - iii) Component Object Model (COM)
  - iv) Object Linking and Embedding (OLE) (8 marks)