



TECHNICAL UNIVERISTY OF MOMBASA

Faculty of Engineering & Technology

DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

UNIVERSITY EXAMINATION FOR DEGREE IN:
BACHELOR OF SCIENCE IN STATISTICS & COMPUTER SCIENCE
BACHELOR OF MATHEMATICS & COMPUTER SCIENCE
(BSSC 13S-FT & BMCS 13S-FT)

EIT 4250: OBJECT ORIENTED PROGRAMMING II

END OF SEMESTER EXAMINATION

SERIES: DECEMBER 2014

TIME: 2 HOURS

Instructions to Candidates:

You should have the following for this examination

- *Answer Booklet*

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

Maximum marks for each part of a question are as shown

This paper consists of **TWO** printed pages

Question One (Compulsory)

- a) State any TWO Java API features for implementing GUI programs. **(4 marks)**
- b) Distinguish between the following:
(i) Event object and listener object
(ii) Event driven programming and object oriented programming
(iii) JFrame and JPanel object **(6 marks)**
- c) Develop a java class called student with the following members:
Data members, Reg No, Name, Contact, Method Members, Getters, Setters, Constructor **(10 marks)**
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d) Briefly explain any THREE characteristics of object oriented programming (6 marks)

e) State any FOUR features of JFrame Window (4 marks)

Question Two

a) Develop a GUI program that has two buttons: OK and QUIT buttons the program should be executable (12 marks)

b) Describe any FOUR programming paradigms (8 marks)

Question Three

Develop a GUI program that implements the GUI shown below:

DELETE

Question Four

a) Briefly explain the following terms:

(i) Layout manager

(ii) Container

(iii) Window

(iv) Constructor

(v) Polymorphism

(10 marks)

b) Briefly explain any FIVE member methods of the JFrame class (10 marks)

Question Five

a) Describe the following types of layout managers:

(i) Border layout

(ii) Flow layout

(iii) Grid Layout

(12 marks)

b) Distinguish between the following concepts:

(i) JFrame and JPanel

(ii) Window and Class

(iii) Listener and event handler

(iv) Border Layout () and Border Layout

(8 marks)

