

## TECHNICAL UNIVERISTY OF MOMBASA

# Faculty of Engineering & Technology

#### DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

UNIVERSITY EXAMINATION FOR:
BACHELOR OF SCIENCE IN ELECTRICAL & ELECTRONIC
ENGINEERING (BSEE)

**SMA 2175: COMPUTER PROGRAMMING I** 

END OF SEMESTER EXAMINATION

SERIES: JULY 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** and any other **TWO** questions Maximum marks for each part of a question are as shown

This paper consists of **THREE** printed pages

# **Question One (Compulsory)**

a) Define the following programming concepts:

(i)	Pseudo code	(2 marks)
(ii)	Abstraction	(2 marks)
(iii)	Algorithm	(2 marks)

b) Using appropriate examples, briefly discuss any FOUR rules that apply in naming a variable.

(4 marks)

c) Differentiate between the following:

(i)	Compiler and interpreter	(4 marks)
(ii)	Syntax errors and logical errors	(4 marks)
(iii)	Low level and high level language	(4 marks)
(iv)	Top-down design and bottom-up design and implementation	(4 marks)

d) (i) What is modular concept in programming (2 marks) (ii) Mention any TWO benefits of modular programming (2 marks)

### **Question Two**

**a)** A program is required for reading in a student's name and the scores obtained in two subjects. The output of the program will consist of the student's name, the two scores, the average of the two scores and a comment. The comment is based on the average as follows:

Average	Comment
≥ 70	Good
< 70	Poor

Write a program to solve the problem using a high level language (7 marks)

**b)** Define a variable as used in C programming language (2 marks)

c) List and explain any THREE standard types for variables used in C programming (6 marks)

**d)** Give THREE advantages of using comments in a program (3 marks)

e) List any TWO advantages of using a low level language (2 marks)

## **Question Three**

- a) (i) What do we mean by scope of a variable (2 marks)
  - (ii) Differentiate between Global and local scope of variables giving an example of each.

(6 marks)

- b) Explain with examples the syntax and working of following C constructs, use a flow chart to demonstrate the deference (6 marks)
  - (i) Do...while
  - (ii) Repeat until
- c) Using a high level language, write codes that prints the natural numbers from Five (5) DOWN To One (1) (6marks)

## **Question Four**

- a) Design a flowchart can be used to print the odd numbers between 0 and 100. (8 marks)
- b) Implement the flowchart in question (a) above using a high level language (8 marks)
- c) List any THREE debugging aids in programming (3 marks)

## **Question Five**

The algorithm given below determines the highest common factor (hcf) of two given positive integers m and n.

r = m MOD n

WHILE (r NOT EQUAL TO 0) Do

```
m = n
   n = r
   r = m MOD n
   END WHILE
   PRINT "Highest common factor =" n
a) Define the term Dry running
                                                                                     (2 marks)
b) DRY RUN this algorithm using m = 242 n = 154.
                                                                                     (5 marks)
c) Using a procedural language of your choice, translate the algorithm into a program which asks for
   m and n as input values. The program should also count and print how many iterations were
   required to obtain the hcf. Use meaningful variable names.
                                                                                     (7 marks)
d) Explain the following phrase "C is called a compiled languages"
                                                                                     (2 marks)
e) List any TWO characteristics/properties of a good program.
                                                                                     (2 marks)
  What is the output after the following piece of code have been executed.
                                                                                     (2 marks)
```