[Knowledge for Development]

KIBABII UNIVERSITY
[KIBU]

UNIVERSITY EXAMINATIONS
2020/2021 ACADEMIC YEAR

END OF SEMESTER EXAMINATIONS YEAR THREE SEMESTER TWO EXAMINATIONS FOR THE DEGREE IN BACHELOR OF SCIENCE IN

(INFORMATION TECHNOLOGY)

COURSE CODE   :   BIT 416

COURSE TITLE   :   ENTERPRISE APPLICATION DEVELOPMENT

DATE: 15/06/ 2021   TIME: 2:00 P.M – 4:00 P.M.

INSTRUCTIONS TO CANDIDATES

ANSWER QUESTIONS ONE AND ANY OTHER TWO.

QUESTION ONE [COMPULSORY] [30 MARKS]

a. Explain the functions of the following teams as used in enterprise application development:

[8 marks]

   i.   Product management

  ii.   Program management

 iii.   Development

 iv.   Test and Quality assurance

b. Explain the three tier architecture using enterprise application development goals.

[4 marks]

c. Distinguish between a method and methodology as used in analysis and design of business applications. [4 marks]

d. Explain the three fundamental principles of user interface design. [6 marks]

e. Explain the three characteristics of enterprise applications [6 marks]

f. State any two team roles identified in the team model. [2 marks]

QUESTION TWO [20 MARKS]

a. What is the differences between inner class and nested class, public and a non-public class, prefix and postfix forms of the ++ operator, method overriding and overloading, if statement and a switch statement, a break statement and a continue statement, Boolean & operator and the && operator, a field variable and a local variable? [6marks]

b. Discuss the enterprise application model for developing enterprise applications. [6 marks]

c. Distinguish between an object and a class. [4 marks]

d. As an enterprise developer discuss the reasons why you building a project organization on a small, mutually- interdependent team. [4 marks]

QUESTION THREE [20 MARKS]

a. Explain what you understand by scaling the team roles. [2 marks]

b. Distinguish between the spiral model and agile model of application development.

[4 marks]

c. Describe the general pattern for traversing the enterprise model during application design.

[6 marks]

d. A big advantage of using the Enterprise Application Model as a design guide is that it lets you start anywhere. Explain [6 marks]

e. What are the functions of clients and servers in client server application models?[2 marks]

QUESTION FOUR [20 MARKS]

a. To design an enterprise application you must consider and balance an enormous array of application requirements. Explain
[6 marks]

b. Distinguish between a method and methodology as used in analysis and design of business applications.
[4 marks]

c. Explain what you understand by the term Project plan.
[2 marks]

d. Distinguish between inheritance and polymorphism as used in Java Programming language.
[4 marks]

e. State and explain any four Business logic tools that you can use to develop an enterprise application.
[4 marks]

QUESTION FIVE [20 MARKS]

a. With examples explain the overall team structure used for enterprise application development.
[12marks]

b. Distinguish between an object and a class.
[4marks]

c. Explain how the business model interacts with the technology model in enterprise application development.
[4marks]