



(Knowledge for Development)

KIBABII UNIVERSITY

(KIBU)

**UNIVERSITY EXAMINATIONS
2019/2020 ACADEMIC YEAR**

**SPECIAL/SUPPLEMENTARY EXAMINATIONS
YEAR FOURTH SEMESTER ONE EXAMINATIONS**

**FOR THE DEGREE OF
BACHELORS OF SCIENCE
(INFORMATION TECHNOLOGY)**

COURSE CODE : BIT 416

**COURSE TITLE : ENTERPRISE APPLICATION
DEVELOPMENT**

DATE: 11/02/2021

TIME: 11.00 A.M - 1.00 P.M

INSTRUCTIONS TO CANDIDATES

ANSWER QUESTIONS ONE AND ANY OTHER TWO

QUESTION ONE [COMPULSORY] [30 MARKS]

1. Define Logical model as used in enterprise applications. [2marks]
2. Distinguish between functional teams and feature teams as used in enterprise application development team roles. [4marks]
3. Describe the four main stages involved in project management. [8marks]
4. Explain what you understand by scaling team roles as used in enterprise application development. [4marks]
5. Explain the three fundamental principles of user interface design. [6marks]
6. A big advantage of using the Enterprise Application Model as a design guide is that it lets you start anywhere. Explain [6marks]

QUESTION TWO [20 MARKS]

1. Design methods can be categorized as one of three kinds i.e. Top-down structured design, Data-driven design and Object-oriented design. Explain [6marks]
2. Distinguish between the Incremental model and agile model of application development. [4marks]
3. Describe how the internet affects the user model. [6marks]
4. Explain the three tier architecture using enterprise application development goals. [4marks]

QUESTION THREE [20 MARKS]

1. Give four advantages of building a project organization on a small, mutually-interdependent team. [4marks]
2. Distinguish between a method and methodology as used in analysis and design of business applications. [4marks]
3. Explain the role of decomposition when designing complex software systems. [4marks]
4. Explain the functions of the following teams as used in enterprise application development: [8marks]
 - a. Logistics planning team
 - b. Program management team
 - c. Development team
 - d. User education team

QUESTION FOUR [20 MARKS]

1. To design an enterprise application you must consider and balance an enormous array of application requirements. Explain [10marks]
2. Explain what you understand by the term Project plan. [2marks]
3. Distinguish between inheritance and polymorphism as used in Java Programming language. [4marks]
4. State and explain any four Business logic tools that you can use to develop an enterprise application. [4marks]

QUESTION FIVE [20 MARKS]

1. With examples explain the overall team structure used for enterprise application development. [12marks]
2. Distinguish between an object and a class. [4marks]
3. Explain how the business model interacts with the technology model in enterprise application development [4marks]