



## UNIVERSITY EXAMINATIONS **2019/2020 ACADEMIC YEAR**

# SPECIAL/SUPPLEMENTARY EXAMINATIONS YEAR THREE SECOND SEMESTER **EXAMINATIONS**

FOR THE DEGREE OF BACHELOR OF SCIENCE **COMPUTER SCIENCE** 

COURSE CODE

: CSC 324

Course TITLE

: PRINCIPLES OF

PROGRAMMING LANGUAGES

DATE: 03/02/2021

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 how the following compelling reasons have contributed to computer	scientists
	learning about all programming language s	
	I. Improved background for choosing appropriate language	
	II. Increased capacity to expression of ideas	[4 Marks]
b)	Explain how oversimplification can be achieved in programming languages	[6 Marks]
c)	Compare and contrast procedural, functional, logic and object oriented progra	nmming
	languages	[6 Marks]
d)	Explain how reliability in programming languages can be achieved through	
	I. Typechecking	
	II. Exceptional handling	
	III. Readability and writ ability	[6 Marks
e)	Describe with aid of a diagram the influence of computer architecture on language	uage design
		[6 Marks
f)	Describe language design tradeoff.	[2 Marks]
	QUESTION TWO [20 MARKS]	
a)	Explain the term data abstraction.	[2 Marks]
b)	With the aid of diagram describe the layered interface of virtual compute	rs by a typica
	computer system.	[8 Marks]
c)	What is an example of lack of orthogonality in the design of C	[4 Marks]
d)	Describe THREE keys to object Oriented technology.	[6 Marks]
	QUESTION THREE [20 MARKS]	
a)	State the programming domains.	[4 Marks]
b)	Given the problem below	
	I need to calculate the total sales	
	The sale tax rate is 10%	
	To write this program I'll	
	Multiply the purchase price by the tax rate and add the purchase price to the re	sult

I. Explain how this will be achieved by second generation language
 II. Explain how this will be achieved by 3<sup>rd</sup> generation language
 III. Explain how this will be achieved by 4<sup>th</sup> generation language.
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#### QUESTION FOUR [20 MARKS]

- a) Describe TWO programming language s deficiencies that were discovered as a result of the research in software development in 1970's. [4Marks]
- b) Describe the markup / programming hybrid languages. [4 Marks]
- c) Write a program of your own choice in TWO different programming languages clearly indicating the uncommon construct s in each of the four programming languages. [6Marks]
- d) Describe the FIVE generation s of programming languages clearly highlighting it's characteristics, merits, demerits and examples [6 Marks]

#### QUESTION FIVE [20 MARKS]

- a) Describe the FOUR programming methodologies and their respective abstraction concepts
  [8 Marks]
- b) Using a program code of your own choice, write a program to highlight THREE types of abstraction [12 Marks]