



(Knowledge for Development)

KIBABII UNIVERSITY

(KIBU)

UNIVERSITY EXAMINATIONS 2020/2021 ACADEMIC YEAR

END OF SEMESTER EXAMINATIONS YEAR TWO SEMESTER ONE EXAMINATIONS

FOR THE DIPLOMA IN INFORMATION TECHNOLOGY

COURSE CODE

BIT 323

COURSE TITLE

INTEDO

INTERGRATIVE PROGRAMMING

DATE: 13/10/2021

TIME: 9.00 A.M. - 11.00 A.M

INSTRUCTIONS TO CANDIDATES

ANSWER QUESTIONS ONE AND ANY OTHER TWO.

QUESTION #1 (COMPULSORY) [30 MARKS]

a) Define the following terms as applied Integrative programming (14 Marks) i. Integrative Programming ii. API iii. Middleware iv. Metadata Web Services V. vi. Design Patterns vii. Interface b) Differentiate between SOAP and REST as applied in integrative programming (4 Marks) c) Define the term JSON RPC (2marks) d) Which function is used to convert a JSON text into an object? (2 mark) e) What is a distributed architecture (2 mark) f) What an abstract class is as applied in Java and how can it be used to achieve system integration? (4 mark) g) What is CORBA (2 mark) QUESTION #2 [20 MARKS] a) Inheritance and polymorphisms can be used to achieve intra system integration. Briefly explain this two terms and the part they play in inter system integration (6 Marks) b) Explain the procedure of how to transform JSON text to a JavaScript object? (6marks) c) What is integration model? Discuss the three integration models (8marks) QUESTION #3[20 MARKS] a) When designing soap message there are compulsory tags one must use. With an example of the basic structure of a SOAP message state any four compulsory tags. (10Marks) b) Discuss the five challenges that can hinder integration of two systems (10Marks) **QUESTION #4[20 MARKS]** a) What is a JSON Object and state its syntax (3marks) b) State any five advantages and five disadvantages of JSON in parsing (10 marks) c) What is the difference between Web Service Description Language (WSDL) and Universal Description, Discovery, and Integration (UDDI) services (4 marks) d) State any three conditions that can make a web server RESTful (3 marks) **QUESTION #5[20 MARKS]** a) Design patterns can be organised using three ways. Discuss this methods (6 Marks) b) Briefly discuss the four methods that can be used to integrate two systems [8 Marks] c) Discuss any three types of inheritance as applied to Java (6 Marks)