



*(Knowledge for Development)*

**KIBABII UNIVERSITY**

**(KIBU)**

**UNIVERSITY EXAMINATIONS  
2020/2021 ACADEMIC YEAR**

**END OF SEMESTER EXAMINATIONS  
YEAR ONE SEMESTER ONE EXAMINATIONS**

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

**COURSE CODE : BIT 113**

**COURSE TITLE : FUNDAMENTALS OF PROGRAMMING**

**DATE: 23/02/2021**

**TIME: 8.00 A.M. – 10.00 A.M.**

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**INSTRUCTIONS TO CANDIDATES**

**ANSWER QUESTION ONE AND ANY OTHER TWO QUESTIONS**

### QUESTION ONE [COMPULSORY] (30 MARKS)

- a. Define the following terms [3 Marks]
- Algorithm
  - Program
  - Function
- b. i. Distinguish between high level language and low level languages. [2 Marks]  
ii. Explain two advantages and two disadvantages of each of the languages mentioned in (i) above. [8 Marks]
- c. i. Discuss pre-processors as used in programming. [2 Marks]  
ii. Identify any two pre-processors in C. [2 Marks]
- d. Explain any two advantages and one disadvantage of using pseudocodes to design a program. [6 Marks]
- e. Design a flowchart for a program that prompts the user to enter a list of numbers until the user decides to end. The program should then display the count of positive, negative and zeros entered. [7 Marks]

### QUESTION TWO (20 MARKS)

- a. Discuss any three factors to consider when choosing a programming language. [6 Marks]
- b. Describe the term array as used in programming. [2 Mark]
- c. Explain the importance of using arrays in programming [2 Marks]
- d. Write a C program that stores integers given by users in a one dimensional array. Your program should display the sum and average of the array. [10 Marks]

### QUESTION THREE (20 MARKS)

- a. Identify the two types of loops in programming and explain the difference between them. [4 Marks]
- b. Using flowchart constructs, explain any two differences between **while** statement and a **do - while** statements in C. [6 Marks]
- c. Write a program that accepts three integer values and returns their sum, average, difference, product, largest and smallest. [10 Marks]

### QUESTION FOUR (20 MARKS)

- a. i. What is a variable? [1 Mark]  
ii. Discuss the rules of naming a variable in C. [3 Marks]
- b. "It is a good programming practice to initialize variables properly". Discuss. [2 Marks]
- c. Describe the use **continue** statement in **for** loops and **while** and **do...while** loops. [4 Marks]
- d. Write a function named **areaRectangle** that takes length, width as parameter and returns the area of rectangle. Write a program that demonstrates the function by calling it and displays the return value. [10 Marks]

### QUESTION FIVE (20 MARKS)

- a. Explain modular programming. [2 Marks]
- b. Identify any four advantages of modular programming. [4 Marks]
- c. Discuss any two differences between compilers and interpreters. [4 Marks]
- d. Write a program that prompts the user to input a year and determine whether the year is a leap year or not. Leap Years are any year that can be evenly divided by 4. A year that is evenly divisible by 100 is a leap year only if it is also evenly divisible by 400. [10 Marks]