(Knowledge for Development)

KIBABII UNIVERSITY

(KIBU)

MAIN CAMPUS

UNIVERSITY EXAMINATIONS

END OF SEMESTER EXAMINATION

2021/2022 ACADEMIC YEAR

FOURTH YEAR FIRST SEMESTER EXAMINATION

FOR THE DEGREE OF BACHELORS OF SCIENCE IN

(INFORMATION TECHNOLOGY)

COURSE CODE: BIT 416

COURSE TITLE: ENTERPRISE APPLICATION DEVELOPMENT

DATE: 24/05/2022   TIME: 2.00 P.M. – 4.00 P.M.   2HRS

INSTRUCTIONS TO CANDIDATES:

ANSWER QUESTION ONE AND ANY OTHER TWO.

QUESTION ONE [COMPULSORY] [30 MARKS]

a. 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]

b. Give four advantages of building a project organization on a small, mutually-interdependent team. [4marks]

c. Define Logical model as used in enterprise applications. [2marks]

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

e. Distinguish between functional teams and feature teams as used in enterprise application development team roles. [4marks]

f. Explain the fundamental principles of user interface design. [4marks]

g. Explain the functions of the following teams as used in enterprise application development: [8marks]
   i.   Logistics planning team
   ii. Program management team
   iii. Development team
   iv. User education team

QUESTION TWO [20 MARKS]

a. Define Business model as used in enterprise applications. [2marks]

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

c. Explain the three-tier architecture using enterprise application development goals. [4marks]

d. Describe the four main stages involved in project management. [8marks]

QUESTION THREE [20 MARKS]

a. Describe the general pattern for traversing the enterprise model during application design. [6marks]

b. Explain how the business model interacts with the technology model. [4marks]

c. Explain what you understand by scaling team roles as used in enterprise application development. [4marks]

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

QUESTION FOUR [20 MARKS]

a. To design an enterprise application you must consider and balance an enormous array of application requirements. Explain [10marks]

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

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

QUESTION FIVE [20 MARKS]

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

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

c. Explain the role of decomposition when designing complex software systems. [4marks]

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

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