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**KIRIRI WOMEN'S UNIVERSITY OF SCIENCE AND TECHNOLOGY**  
**UNIVERSITY EXAMINATION, 2023/2024 ACADEMIC YEAR**  
**FIRST YEAR, SECOND SEMESTER EXAMINATION**  
**FOR THE BACHELOR OF SCIENCE IN COMPUTER SCIENCE**  
**KCS 102 – OBJECT ORIENTED PROGRAMMING I**

Date: 11<sup>TH</sup> December 2023  
Time: 11:30AM – 1:30PM

**INSTRUCTIONS TO CANDIDATES**

**ANSWER QUESTION ONE (COMPULSORY) AND ANY OTHER TWO QUESTIONS**

**QUESTION ONE (30 MARKS)**

- a) Describe the following concepts used in Object oriented programming.
- i) Abstract (3 Marks)
  - ii) Interface (3 Marks)
  - iii) Encapsulation (3 Marks)
  - iv) Inheritance (3 Marks)
  - v) Polymorphism (3 Marks)
- b) Describe the importance of the statements in a C++ program:
- i) `#include<iostream>` (4 Marks)
  - ii) `Int main()` (3 Marks)
  - iii) `Cout<< "This is KWUST university\n";` (4 Marks)
  - iv) `Return 0;` (4 Marks)

**QUESTION TWO (20 MARKS)**

- a) Explain the major features of object-oriented programming languages. (6 Marks)
- b) Discuss the relationship between abstract classes and interfaces and highlight how you would choose one over the other in your OOP design? (4 Marks)
- c) Discuss three key components of an interface in OOP (6 Marks)
- d) Give Three example of a real-world use case where you would use an interface to define a contract in OOP (4 Marks)

**QUESTION THREE (20 MARKS)**

- a) Discuss Five the main pillars of OOP applications. (10 Marks)
- b) Write the C++ code used to perform the following activities:
- i) Get the sum of four numbers (3 Marks)
  - ii) Calculate the product of three numbers (3 Marks)
  - iii) Calculate the Area of a Rectangle. (4 Marks)

**QUESTION FOUR (20 MARKS)**

- a) Explain the Three role of interfaces in achieving code modularity and extensibility. (6 Marks)
- b) Discuss the control structures used in the implementation of logic in a C++ program. (4 Marks)
- c) Explain any FIVE benefits of OOP as used in programming. (10 Marks)

**QUESTION FIVE (20 MARKS)**

- a) Discuss any THREE main types of translators. (3 Marks)
- b) Define the term variable and explain any THREE rules of naming variables in C++. (3 Marks)
- c) Explain two types of comments used in C++. (4 Marks)
- d) Explain any Two benefits of high level languages over low level. (4 Marks)
- e) Discuss with relevant examples the major classifications of programming languages. (6 Marks)