



KIBABII UNIVERSITY COLLEGE

(A Constituent College of Masinde Muliro University of Science and Technology)

UNIVERSITY EXAMINATIONS 2013/2014 ACADEMIC YEAR

THIRD YEAR SECOND SEMESTER EXAMINATIONS

FOR THE DEGREE
OF
BSc in Computer Science

COURSE CODE: CSC366E

COURSE TITLE: Object Oriented Analysis and Design

DATE: April, 2014

TIME: 3 Hrs

INSTRUCTIONS

- Answer **QUESTION ONE** and **ANY OTHER TWO**.

Question #1:

- a) State the following characters of bad software design [6 Marks]
- i: Rigidity
 - ii: Fragility
 - iii: immobility)
- b) Describe the following software design principles and for each explain the characteristic of bad design that it addresses [24 Marks]
- i: Open Close Principle
 - ii: Dependency Inversion Principle
 - iii: Interface Segregation Principle
 - iv: Single Responsibility Principle

Question #2:

- a) What is a singleton? [2 Marks]
- b) Draw a UML class diagram of a singleton. [3 Marks]
- c) Write a class that has an operation which returns the factorial of a positive integer to its clients when the client pass it the integer. [5 marks]
- d) Modify the class in c) so that it is a singleton. [10 Marks]

Question #3:

- a) Explain how each of the following can be a problem and explain how to solve it.
- i: Shallow copy [10 Marks]
 - ii: Object slicing [10 Marks]

Question #4:

- a) Describe a situation that can give rise to the following pointers/reference [10 Marks]
- i: Dangling pointer/reference
 - ii: Wild pointer/reference
- b) Describe the problem known as memory leak and explain why it is not a problem in garbage collected languages. [10 Marks]

Question #5:

- a) Using real-life examples, explain how aggregation differs from composition. [10 Marks]
- b) Describe using examples how the following principles can be applied [10 Marks]
- i: Propagation Principle
 - ii: Delegation Principle