



UNIVERSITY EXAMINATIONS: 2025/2026
EXAMINATION FOR THE DEGREE OF BACHELOR OF SCIENCE IN
INFORMATION TECHNOLOGY
BSIT 302
OBJECT ORIENTED PROGRAMMING II
END TERM EXAMINATION

DATE: DECEMBER, 2025

TIME: 3 HOURS

INSTRUCTIONS: Question One is Compulsory, Choose Three Other Questions

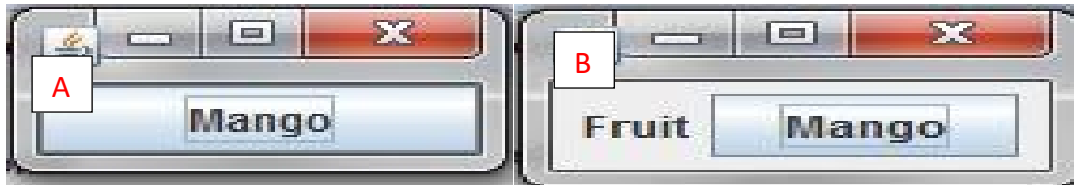
SECTION A (Answer ALL questions in this section)

QUESTION 1

- a) Explain TWO ways to implement abstraction in OOP (2 Marks)
- b) Distinguish a component from a container as used in object-oriented programming. (2 Marks)
- c) State the importance of using finally clause in exception handling (2 Marks)
- d) Explain the rationale for destructors in object-oriented programming (2 Marks)

- e) Austin writes a program with the intention of getting output **B**, but he gets output **A** instead. Write the code snippet that Austin should include to give him output **B**

(2 Marks)



SECTION B

(Answer any THREE (3) questions in this section)

QUESTION 2

- a) Explain how dynamic and static binding promote advanced programming

(4

Marks)

- b) Describe any THREE ways to manipulate a file in OOP

(6

Marks)

QUESTION 3

- a) Explain TWO reasons for use of methods in writing OOP programs. **(4 Marks)**
- b) Write a java program describing the application of at least TWO types of methods found in object-oriented programming

(6 marks)

QUESTION 4

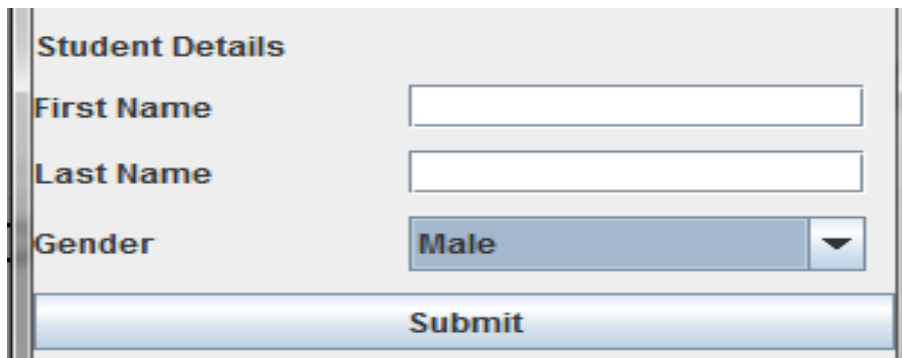
- a) Explain the significance of any TWO access specifiers found in OOP **(4 marks)**
- b) Write a java program that will allow you to enter length and width of a rectangle on JTextFields and enable you click on a JButton to compute the area of the rectangle. The program should then give the results through a JLabel**(6 marks)**

QUESTION 5

- a) Explain the OOP technique used to achieve the following GUI

(2

Marks)



Student Details

First Name

Last Name

Gender Male ▼

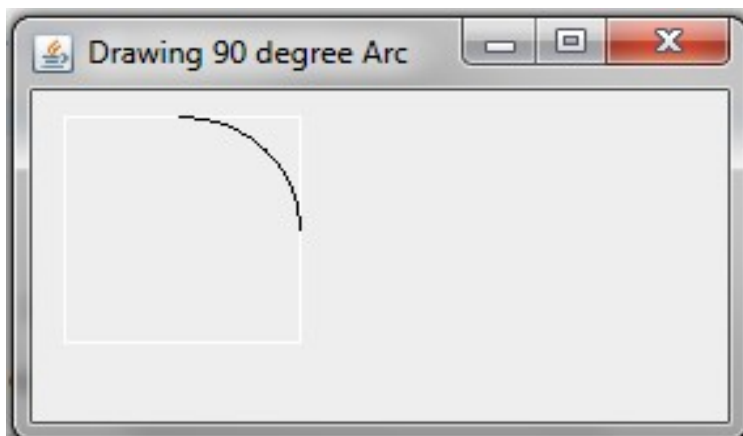
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b) Write a java program that would result to the GUI shown in a) above **(8 Marks)**

QUESTION 6

a) Explain any TWO parts that make up a GUI program. **(4 marks)**

b) Write a java program that would give the following GUI. **(6 marks)**



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