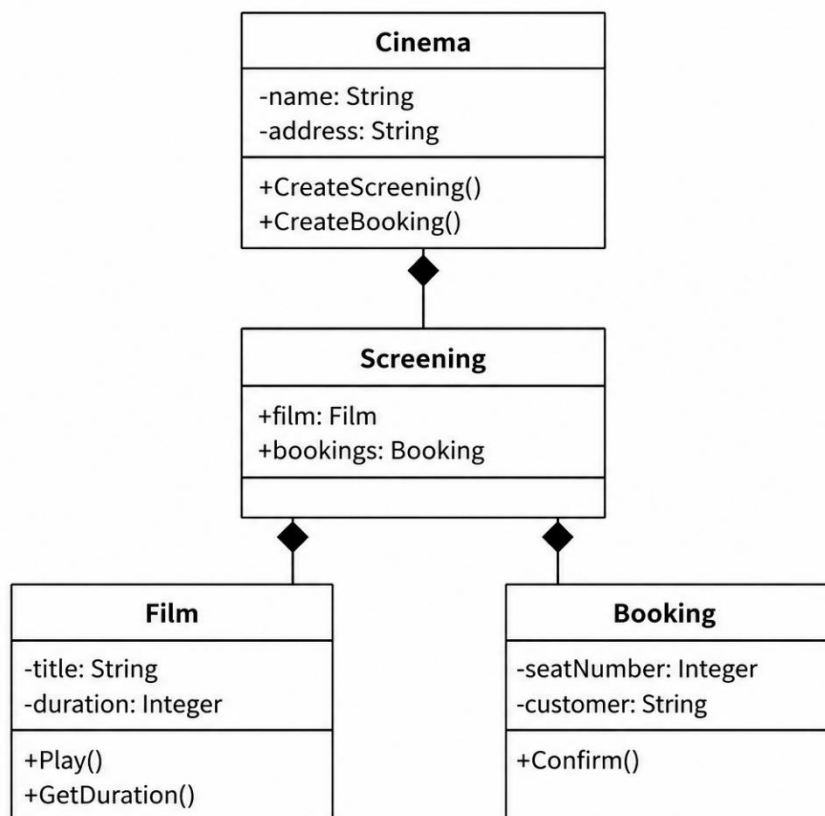




4.1.2 Programming Paradigms

- 1) The class diagram in **Figure 1** is a representation of relationships between some classes in a program.

Figure 1



- a) Write Yes or No in the cells in **Table 1** to identify if the given feature is present in the class diagram shown in **Figure 1**.

Table 1

Feature	Is present in Figure 1? (Yes/No)
Inheritance	No
Protected method	No
Private attribute	Yes

[3 marks]





- b) Aggregation and composition are two of the types of relationship that can exist between classes.

Which of these two types of relationships is **not** shown in **Figure 1**?

[1 mark]

- **Aggregation**

- c) Explain what the composition relationship between Cinema and Screening means.

[2 marks]

- **Cinema contains/owns a Screening object**
// a Cinema has a Screening;
- **If the Cinema is deleted, its Screening objects are also deleted**
// cannot exist independently;

- d) Explain the difference between a protected attribute and a private attribute.

[2 marks]

- **A protected attribute can be accessed within its class and by derived classes/subclasses;**
- **A private attribute can only be accessed within its class;**

- e) In the Film class there is an attribute duration and a method GetDuration.

Explain the need for the GetDuration method and explain why this approach is favoured in object-oriented programming.

[2 marks]

- **duration is a private attribute and is not accessible outside of the Film class;**
// GetDuration is a public method and is accessible outside of the Film class;
- **This means the way GetDuration is represented can be modified without having to change any other objects that interact with Film;**
// easier to reuse/inherit from the Film class;





2) A structured programming approach can be used in the production of a program.

a) Explain what is meant by a structured programming approach.

[2 marks]

- **Decomposition (of a problem/program) // use of top-down approach //**
Structured programming makes use of subroutines / modules;
- **Use of block structures / compound statements;**
- **Structured programming makes use of control structures; A. by example -**
sequence / selection / iteration;
- **Avoidance of use of goto statements;**

b) Explain **three** reasons for adopting the structured approach.

[3 marks]

- **Can get an overview of (the structure of) the program // code is easier to understand;**
 - **Can break problem down into sub-tasks;**
 - **Can re-use subroutines/modules; A. less duplication of code**
 - **Can distribute (implementation of) subroutines/modules among team;**
 - **Can test subroutines/modules independently // quicker/easier to debug/maintain //**
easier to locate errors;
-





3) In object-oriented programming:

a) What is meant by polymorphism?

[1 mark]

- A method shared (up and down the inheritance hierarchy chain) but with each class / method implementing it differently
// A single interface is provided to entities/objects of different classes / types
// Objects of different classes / types respond differently to the use of a common interface / the same usage
// Allowing different classes to be used with the same interface
// The ability to process objects differently depending on their class / type;

b) What is meant by overriding?

[1 mark]

- When a derived class / subclass has a different implementation for a method/function/subroutine to the class it inherits from/from the base class;

c) When a derived class overrides a method from a base class, the base class method could be either a virtual method or an abstract method.

Describe **two** differences between a virtual method and an abstract method.

[2 marks]

- Virtual methods can (but do not have to) be overridden by the derived class while abstract methods must be overridden by the derived class;
- Virtual methods have an implementation/body while abstract methods do not contain an implementation/body;
- Abstract methods can only be declared in abstract classes while virtual methods can be declared in abstract and non-abstract classes;

