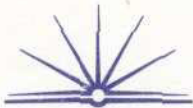


a) Fragment 1 is using a object orientated paradigm because it is using the object as a starting point for each line of the program to work from.

b) The emergence of object-orientated programming paradigm has come about because it is a high level programming language and uses objects or carriers to help perform its tasks.

It is also about simpler to use as it uses more to the point words other than binary or low level languages.

~~with~~ with the emergence of object-orientated programming it allows more people to create their own programs to their own needs.



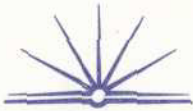
d) i)

on line 20 there is a while statement which is not given a variable as InstRectangle. ~~height~~ <sup>weight</sup> has no number so the statement can not be initialised to fix this replace a write and read line for InstRectangle. weight by for the while statement.

ii) 
$$\text{InstRectangle} \cdot \text{width} \times \text{InstRectangle} \cdot \text{height} = \text{InstRectangle} \cdot \text{area}$$

~~Answer~~

d) I would use an object orientated paradigm to perform this task because of its simplicity and it is to read in object data from the baggage. It is also to control how many states is needed by finding out how ~~many~~ <sup>many</sup> characters there are and using them and the objects to determine how many characters are ~~needed~~ <sup>needed</sup> and object orientated can continuously be updated as there are more objects entered. it is also easier to construct the



program as it is a high level programming language and if a low level one was used it would take the programmer years to program the hardware and software needed.

with ~~structured~~ object oriented programming it can be created by upgrading the old system instead of having to learn the old system's language.