

a) Fragment 1 is a logic / declarative programming paradigm. This paradigm uses rules and facts to make a conclusion or goal. We are provided with the rules and facts of each person's hair colour. These are the heuristics that govern any conclusions we make. Lastly, the program is asked the hair colour of Sally. From the rules and facts that form part of our knowledge base, we can conclude that Sally's hair is red.

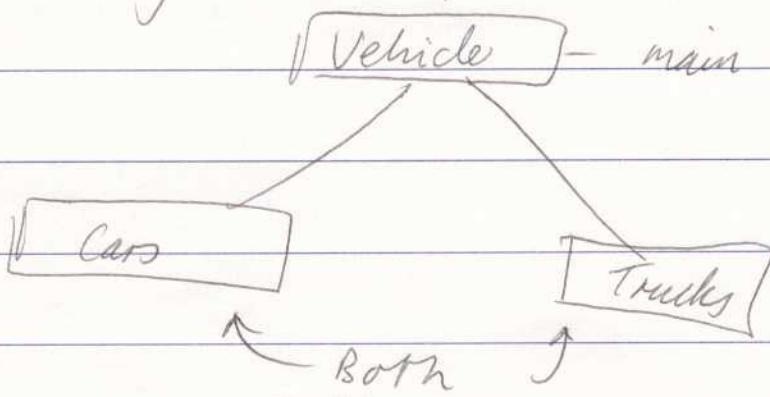
Fragment 2 is an object-oriented programming paradigm. It features classes ~~definitions~~ and instances. The first person is a class of its own as it has its own attributes and characteristics. The second person is another class that displays the colour of a person's hair. This person uses inheritance as it inherits the names of Sally, John and Sue so that it can function.

b) The development of programming paradigms has always been to increase programmer productivity. As such the more a language reflects the world we live in, the easier a programmer can relate to it and the better he can focus on solving the problem as efficiently as

possible.

The features of OO such as polymorphism allow it to easily represent our world:

polymorphism refers to the ability of a class to create similar subclasses that will perform a similar function. It's advantages ^{include} ~~are~~ that it can be called using a single method ~~as~~ examples:



Both contain the essence of a vehicle but have ~~tiny~~ small variations that define them as cars or trucks.

As a result of to get polymorphism, inheritance occurs, where the sub class 'inherits' all the data + methods from the class above it.

Encapsulation - All classes have set methods + data and can be treated independently. The info in a class is static and an instance of that class must be made to make changes. This results in more secure and non corrupt code.

Abstraction - This allows the programmer to treat the object or class as a 'black box' where the inputs + outputs matter, not the methods to produce them.

By nature OO languages are modularised + allow for great reuse of code. OO languages such as Java allow for multi-platform execution, making them highly efficient + distributable.

OO languages have ~~made~~ significantly reduced the time + effort to create a product. As such they are popular + will continue to be used.



c.(i) In line 20, the program begins a loop if the height of the rectangle isn't 0. However, this variable does not get its value from the user until within the loop, at line 23. Thus, the loop condition is not met, and the program will end without actually doing anything.

The method of correcting this is by inputting the height and width before the loop, so between lines 19 and 20. Thus, the input gets calculated and the program will run.

Another method is to change to a post-test repeater, using a REPEAT...UNTIL structure. Thus, the loop will be executed at least once, and will function as desired.

(ii) type

PTriangle = ^TTriangle;

TTriangle = object (TObject)

private

height, base : integer;

public

function area: integer;

end;



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function TTriangle.area : integer;

begin

area := (height * base / 2);

end;

var

InstTriangle : TTriangle;



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d) To develop this system, the logic programming paradigm would be chosen as it uses rules and facts, its heuristics, to determine a goal or resultant ~~statement~~ statement.

For this system the rules would be that only one chart per destination is allowed and that "compression rules" are used when the system thinks a bottleneck may occur.

The knowledge base is comprised of the number of passengers that are on the plane at each lift off, the number in each class and the amount of luggage they hold. An inference engine is used to determine the resultant statements as to what charters should be positioned to each plane and classes within the planes.

Through the use of these knowledge bases and resultant statements, the correct operation of the baggage system will result.



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