

UNQ- PROGRAMACIÓN INFORMÁTICA INGLÉSII

EXAMEN PARCIALNombre:...../ Fecha:.....

1) Read the text and complete with the words from the box (10 x 2 = 20p)

Object-oriented programming, or OOP, is an approach to problem solving where all computations are carried out using objects. An object is a component of a program thathow to perform certain actions and how to interact with other elements of the program. Objects are the basic units of object-oriented programming. A simple example of an object would be a person. Logically, you would expect a person to have a name. This would bea property of the person. You could also expect a person to be able to do something, such as walking or driving. This would be considered a method of the person.

Code in object-oriented programming isaround objects. Once you have your objects, they can interact with each other to make something happen. Let's say you want to have a program where a person gets into a car and drives it from A to B. You would start bythe objects, such as a person and car. That includes methods: a person knows how to drive a car and a car knows what it is like to be driven. Once you have your objects, you bring them together the person can get into the car and drive.

A class is a blueprint of an object. You can think of a class as a concept, and the object is the embodiment of that concept. You need to have a classyou can create an object. So, let's say you want to use a person in your program. You want to be able to describe the person and have the person do something. A class called 'person' woulda blueprint for what a person looks like and what a person can do. To actually use a person in your program you need to create an object. You use the person class to create an object of the type 'person.' Now you can describe this person and have it do something.

Classes are very useful in..... Consider the example of where you don't want to use just one person but 100 people. Rather than describing each one in detail from scratch, you can use the same person class to100 objects of the type 'person.' You still have to give each one a name and other properties the basic structure of what a person looks like is the same.

describing - create - provide - programming - before - so - but - knows -considered - organized

3) Write the text into appropriate Spanish(20p)

2) Listen to the audio and complete the exercises below (3 x 5 = 15p)

- What's the topic of the audio?.....
- Write the characteristics of the topic mentioned.....
- Write the two definitions provided.....
- Complete the blanks and write the paragraph into appropriate Spanish (10 x 1,5 = 15p).

Variables can be and change with the user's input or we can have variables that never change value once they've been Variables can be anything and if you think about your daily life, I'm sure you use these all the time.

The next item to note is the of assigning. To assign anything to a variable, the flow is right to left. Everything on the of the assignment operator or the equal sign is done

Then the data is from right to left. We could never say pizza equals x. Although that makes in our mind, in the computer, it only knows how to assign data in one The last item to note is that variables cannot be equations and will not be with a new value unless you reassign them.

f. Write these last paragraphs into appropriate Spanish(10 p)

5) Answer the following email in English(20p)

Dear Giovanni

Jane at headquarters gave me your name and said you will help me. I need some information about the upcoming trade fair in Milan.

- 1) Who is attending from the Milan office?
- 2) How many hotel rooms have you booked?
- 3) What time and where is the Tuesday night reception?

Send me the information immediately.

Regards

Martin

PS I want you to send me your extension number too. I can't find it on the international list.