SULIT

POLITEKNIK MALAYSIA

BAHAGIAN PEPERIKSAAN DAN PENILAIAN
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI
KEMENTERIAN PENDIDIKAN MALAYSIA

JABATAN TEKNOLOGI MAKLUMAT & KOMUNIKASI

PEPERIKSAAN AKHIR

SESI JUN 2019

DFT4024: OBJECT ORIENTED PROGRAMMING

TARIKH : 31 OKTOBER 2019
MASA : 8.30 PAGI - 10.30 PAGI (2 JAM)

Kertas ini mengandungi **DUA PULUH LAPAN (28)** halaman bercetak.
Bahagian A: Objektif (30 soalan)
Bahagian B: Struktur (2 soalan)
Dokumen sokongan yang disertakan : Tiada

JANGAN BUKA KERTAS SOALAN INI SEHINGGA DIARAHKAN

(CLO yang tertera hanya sebagai rujukan)

SULIT

SECTION A: 45 MARKS

BAHAGIAN A: 45 MARKAH

INSTRUCTION:
This section consists of **THIRTY (30)** objective questions. Mark your answers in the OMR form provided.

ARAHAN:
*Bahagian ini mengandungi **TIGA PULUH (30)** soalan objektif. Tandakan jawapan anda di dalam borang OMR yang disediakan.*

CLO1
C1

1. Object-oriented programming allows you to derive new classes from existing classes. State the OOP terminology that can be related to the statement above.

   Pengaturcaraan berorientasikan objek membenarkan kita untuk mencipta kelas baru dari kelas yang sedia ada. Nyatakan terminologi OOP yang boleh dikaitkan dengan penyataan di atas.

   A. Class
   B. Polymorphism
   C. Inheritance
   D. Abstraction

CLO1
C2

2. Select the **TRUE** statement regarding an object.
   *Pilih penyataan yang **BETUL** berkaitan dengan objek.*

   A. An object is an instantiated class
   Satu objek ialah kelas yang dijelmakan.

   B. An object is an instance of a class
   Satu objek ialah contoh bagi satu kelas

   C. An object is a variable
   Satu objek ialah satu pembolehubah

   D. An object is a reference to an attribute
   Satu objek ialah satu rujukan kepada satu atribut.

CLO1
C1

3. Identify the function of Java Virtual Machine (JVM).
Kenalpasti fungsi Java Virtual Machine (JVM).

A. To convert data to code
Untuk tukarkan data ke kod

B. To convert byte code to output in any platform
Untuk tukarkan kod bit untuk dipaparkan pada mana-mana platform.

C. To convert .class file to .java file
Untuk tukarkan fail .class kepada fail .java

D. To save byte code in any platform
Untuk menyimpan kod bit dalam mana-mana platform.

CLO1
C1

4. State the extension of java code files.
Nyatakan sambungan bagi fail kod java.

A. .class
B. .java
C. .txt
D. .js

CLO1
C1

5. Identify the keyword that is used to create a class.
Kenalpasti katakunci yang digunakan untuk mencipta kelas.

A. class
B. Struct
C. Int
D. none of above

CLO1
C1

6. Identify which of the following is **FALSE**.
*Kenalpasti yang manakah antara berikut adalah **SALAH**.*

A. A class is a blueprint or template of an object.
Kelas merupakan 'blueprint' bagi objek.

B. An object has attributes and methods.
Kelas mempunyai atribut dan kaedah.

C. An object is an instance of a class.
Objek merupakan terbitan bagi kelas.

D. A programmer must declare a constructor in every class.
Pengaturcara mesti mengisytihar konstruktor dalam setiap kelas.

CLO1 C2

7. Identify which of the following is **NOT** true based on the UML in Figure A7.
*Kenalpasti yang manakan antara berikut **TIDAK** betul dengan berpandukan UML dalam Rajah A7.*

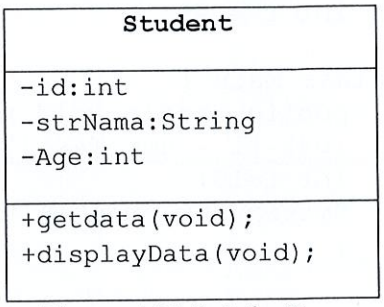

Figure A7/ *Rajah A7*

A. The class has THREE(3) data members.
Kelas mempunyai TIGA(3) data ahli.

B. The class name is Student.
Nama bagi kelas ialah Student.

C. The data members show the concept of abstraction in OOP.
Ahli data menunjukkan konsep 'abstraction' dalam OOP.

D. getData() and displayData() are methods in the class with no return type and can be accessible by any class.
getData() dan displayData() merupakan kaedah di dalam kelas yang tidak mempunyai jenis pemulangan data dana boleh dicapai oleh mana – mana kelas.

CLO2 C2

8. Select the declaration below to declare, construct, and initialize an array.
Pilih pengisyiharan di bawah untuk isytihar, membentuk, dan memberi nilai awal bagi array.

A. int [] myArray={3,6,9},{5,6,6};
B. int[] myArray=(6,7,8);
C. int myArray[] []= {2,4,6};
D. int myArray[]={2,3,4}

CLO2
C2

9. Identify the output when the code in Figure A9 is executed.
Kenalpasti output apabila kod dalam Rajah A9 dilaksanakan.

```
class Test {
  int t = 20;
}
class Main {
  public static void main(String args[]) {
  Test t1 = new Test();
  int t=10;
  System.out.println(t1.t);
  }
}
```

Figure A9/*Rajah A9*

A. 30
B. 20
C. 10
D. 0

CLO2
C3

10. Predict the output based on the looping code in Figure A10.
Ramalkan output berdasarkan kod pengulangan di dalam Rajah A10.

```
public static void main(String[] args) {

        for (int i=0; i<5; i++) {
              for (int j = 0;j < i;j++){
                    System.out.print(j);
              }
              System.out.println("");
        }
    }
```

Figure A10/*Rajah A10*

A. 0 01 012 0123

B. 0123 012 01 0

C. 0
01
012
0123

D. 0123
012
01
0

CLO2
C3

11. Determine an appropriate declaration of the object reference in the main function by using Book class as given in Figure A11 below.

Tentukan pengisytiharan yang sesuai bagi rujukan objek dalam fungsi utama dengan menggunakan kelas Book seperti yang diberikan di dalam Rajah A11 di bawah.

```
class Book{
  String id;
  String title;
Book(String strID, String strTitle){
  id=strID;
  title= strTitle;
  }
}
```

Figure A11/*Rajah A11*

A. book b1=new book();
B. Book b1=new Book();
C. Book b1 =new Book("001", "Java Programming");
D. book b1=new book;

Question 12 and 13 based on the Figure A12.
Soalan 12 dan 13 berpandukan Rajah *A12*

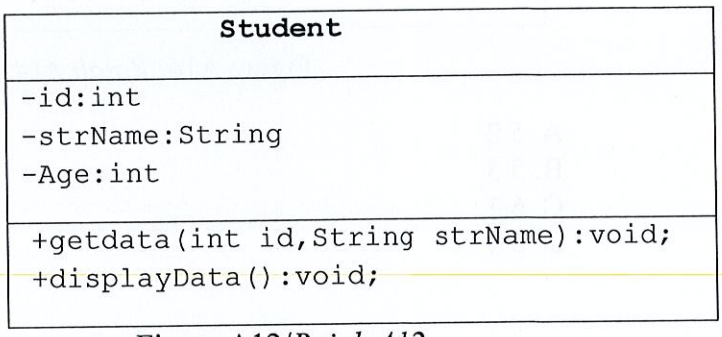

Figure A12/*Rajah A12*

CLO2
C3

12. Write the correct syntax to create header of parameterized constructor for the student class that accepts the value of ID and strName.

Tuliskan sintak yang betul untuk mencipta kepala bagi 'parameterized constructor' untuk kelas Student yang menerima nilai ID dan strName.

A. `Student S1(int id,String strName ){ }`
B. `Student(String strName, int id)new Student(){ }`
C. `Student(int id, string strName) { }`
D. `Student(int id, String strName) { }`

CLO2
C3

13. Construct the getData method for the Student class in Figure A12 using Java syntax.
Bentukkan kaedah getData bagi kelas Student dalam Rajah A12 menggunakan sintaks Java.

A. `public void getdata(string strName, int id){}`
B. `public void getdata(int id,String strName){}`
C. `public void getdata(Int id,String strName){};`
D. `getdata (id, strName):void{}`

CLO2
C3

14. Predict the output for the following program as shown in Figure A14.
Ramalkan output bagi aturcara berikut seperi Rajah A14.

```
class MyJava {
    public static void main(String [] args){
        int x= 0;
        int y= 0;
        for (int z = 0; z < 5; z++){
            if (( ++x > 2 ) && (++y > 2))
            {
                x++;
            }
        }
        System.out.println(x + " " + y);
    }
}
```

Figure A14/ *Rajah A14*

A. 5 2
B. 5 3
C. 6 3
D. 6 4

CLO3
C4

15. The following program is to apply one of the concepts in OOP shown in volume method as in Figure A15. Analyze the codes to calculate the output.

Program berikut ialah untuk mengaplikasikan satu konsep dalam OOP yang ditunjukkan dalam kaedah volume seperti dalam Rajah A15. Analisis kod tersebut untuk mengira output.

```
class Box{
    private int width;
    private int height;
    private int length;
    int volume;

    Box(int width,int height,int length){
        this.height=height;
        this.width=width;
        this.length=length;
    }
    void volume(){
         volume = width*height*length;
    }
    void volume(int H, int L, int W){
          volume = H*L*W;
    }
}
class Parmeterized_method{
     public static void main(String args[]){
          int height = 1;
          int length = 5;
          int width = 5;
          Box obj = new Box(height,length,width);

           obj.volume();
           System.out.println(obj.volume());
           obj.volume(3,2,1);
           System.out.println(obj.volume());
      }
}
```

Figure A15/*Rajah A15*

A. 25
25

B. 6
6

C. 6
25

D. 25
6

CLO1
C1

16. Select one of the access specifiers below that can be used for an interface.
Pilih salah satu capaian penentuan di bawah yang boleh digunakan untuk antaramuka.

A. `public`
B. `protected`
C. `private`
D. All of above

CLO1
C2

17. Select the correct way of inheriting class A by class B.
Pilih cara yang betul bagi mewariskan kelas A oleh kelas B.

A. `class B + class A {}`
B. `class B inherits class A {}`
C. `class B extends A {}`
D. `class B extends class A {}`

CLO2
C2

18. Identify the polymorphism behaviour in Figure A18 below.
Kenalpasti sifat polymorphism dalam Rajah A18 di bawah.

```
class Paint {
public void color(int x) {
}
public void color(int x, int y) {
}
public void color(int x, int y, int z) {
  }
}
```

Figure A18/*Rajah A18*

A. Method overloading
B. Constructor overloading
C. Method overriding
D. Run time polymorphism

CLO2 C3

19. Determine the correct interface syntax.
*Tentukan sintaks "*interface*" yang betul.*

A.
```
public interface A {
    public void print( )
  }
```

B.
```
public abstract interface A {
    public print( );
  }
```

C.
```
public abstract interface A {
    public abstract void print( ); { }
  }
```

D.
```
public interface A {
    public void print( );
  }
```

CLO2 C3

20. Produce the result of compiling and running class in Figure A20 below.
Hasilkan keputusan larian bagi kelas di Figure A20 di bawah.

```
class Mammal{
      void eat(){
            System.out.println("Mammal eats food");
      }
}
class Cattle extends Mammal{
      void eat(){
            System.out.println("Cattle eats hay");
      }
}
class Horse extends Cattle{
      void eat(){
            System.out.println("Horse eats hay");
      }
}
public class Test{
      public static void main(String[] args){
            Mammal h = new Horse();
            Cattle c = new Horse();
            c.eat();
      }
}
```

Figure A20/*Rajah A20*

A. prints Mammal eats food
cetak Mammal eats food

B. prints Cattle eats hay
cetak Cattle eats hay

C. prints Horse eats hay
cetak Horse eats hay

D. Class cast Exception thrown at runtime.
Kelas 'cast Exception' dilemparkan semasa masa larian

CLO2 C3

21. Figure A21 shows how to implement an interface in Java program. Write abstract method 'print' in X and implement 'table' interface in Y.

Rajah A21 menunjukkan bagaimana untuk melaksanakan antaramuka dalam program Java. Tuliskan kaedah abstrak 'print' di X dan laksanakan antaramuka 'table' di Y.

```
interface table{
        X
}
class A      Y       {
  public void print(){
       System.out.println("**My interface**");
  }
  public static void main(String args[]){
       A obj = new A();
       obj.print();
  }
}
```

Figure A21/*Rajah A21*

A. void print(); -X
implements table – Y

B. void print(){} – X
implements table – Y

C. void print(); - X
implement table - Y

D. void print(); - X
implements table() – Y

CLO2
C3

22. Based on Figure A22, predict whose "Car" will be called.
Berdasarkan Rajah A22, ramalkan 'Car' kepunyaan siapakah yang akan dipanggil.

```
class Father {
  public void car() {
    System.out.println("Father's Car");
  }
}
class Son extends Father {
  public void car() {
    System.out.println("Son's Car");
  }
}
public class Sample {
  public static void main(String[] args) {
    Son john = new Son();
    john.car();
  }
}
```

Figure A22/*Rajah A22*

A. Father's Car

B. Son's Car

C. There is an ambiguity, so no one Car
Terdapat kekeliruan, jadi tiada Kereta sesiapa

D. Compiler Error
Ralat pengkompil.

CLO2
C3

23. Change the ABC class to abstract class and firstMethod method to abstract in Figure A23.

Tukarkan kelas ABC kepada kelas abstrak dan kaedah firstMethod kepada abstrak dalam Rajah A23.

```
class ABC
{
    void firstMethod()
    {
        System.out.println("First Method");
    }

    void secondMethod()
    {
        System.out.println("Second Method");
    }
}
```

Figure A23/*Rajah A23*

A.
```
class abstract ABC{
    void abstract firstMethod(){
    System.out.println("First Method");
  }
```

B.
```
abstract class ABC{
    void firstMethod(){};
  }
```

C.
```
abstract class ABC{
    abstract void firstMethod();
  }
```

D.
```
abstract class ABC{
    abstract void firstMethod(){
    System.out.println("First Method");
    }
  }
```

CLO3
C3

24. Determine the output of the following code as shown in Figure A24.
Tentukan output bagi kod berikut seperti di dalam Rajah A24.

```
public class Student {
    public static void main(String[] args) {
        Bob b = new Bob();
        b.passValue(1234);
        b.passValue("Mohd Ali");
        System.out.println(" No is " + b.i);
    }
}
class Aca {
    int i;
    public void passValue(int i) {
        this.i = i+50;
    }
}
class Bob extends Aca {
    public void passValue(String s) {
        System.out.println("My Name:"+s);
    }
}
```

Figure A24/*Rajah A24*

A. My Name : Mohd Ali
No is : 1284

B. No is 1284
My Name : Mohd Ali

C. No is 1234

D. My Name : Mohd Ali
No is : 1234

CLO3
C3

25. Predict the output for the code as in Figure A25 below.
Ramalkan output bagi kod seperti di dalam Rajah A25 di bawah.

```
class Base {
    public void show() {
       System.out.println("Base::show() called");
    }
}
class Derived extends Base {
    public void show() {
       System.out.println("Derived::show() called");
    }
}
public class Main {
    public static void main(String[] args) {
        Base b = new Derived();
        b.show();
    }
}
```

Figure A25/*Rajah A25*

A. Derived::show() called

B. Base::show() called

C. Derived::show() called
Base::show() called

D. Base::show() called
Derived::show() called

CLO3
C3

26. Predict the result of compiling and running the following code as shown in Figure A26.

Ramalkan keputusan dari kod seperti di dalam Rajah A26 apabila ia dikompil dan dilarikan.

```
class Base{
  public Base(){
  System.out.print("Base");
  }
}
public class Derived() extends Base{
  public Derived(){
  This("Examveda");
  System.out.print("Derived");
  }
public Derived(String s){
  System.out.print(s);
}
public static void main(String[] args){
  new Derived();
}
}
```

Figure A26/*Rajah A26*

A. ExamvedaDerived

B. ExamvedaBaseDerived

C. BaseExamvedaDerived

D. ExamvedaDerivedBase

CLO3
C3

27. Show the output of running class C in Figure A27.
Tunjukkan output bagi larian kelas C di dalam Rajah A27.

```
class A {
  public A() {
    System.out.println("The default constructor of A is
invoked");
  }
}
class B extends A {
  public B() {
    System.out.println("The default constructor of B
is invoked");
  }
}
public class C  {
  public static void main(String[] args) {
    B b = new B();
  }
}
```

Figure A27/*Rajah A27*

A. Nothing displayed

B. The default constructor of B is invoked

C. The default constructor of B is invoked. The default constructor of A is invoked.

D. The default constructor of A is invoked. The default constructor of B is invoked

CLO3
C3

28. Predict the output of the following code as shown in Figure A28.
Ramalkan output bagi kod berikut seperti Rajah A28.

```
public class MyApp {
  public static void main(String[] args) {
    new Person().printPerson();
    new Student().printPerson();
  }
}
class Student extends Person {
  public String getInfo() {
    return "Student";
  }
}
class Person {
  public String getInfo() {
    return "Person";}
    public void printPerson() {
      System.out.println(getInfo());
    }
  }
}
```

Figure A28/*Rajah A28*

A. Person Person
B. Person Student
C. Student Student
D. Student Person

CLO1
C1

29. State the key words used for exception handling.
Nyatakan kata kunci yang digunakan untuk "exception handling".

A. generate, handled, conclude
B. generate, catch, finally
C. throw, catch, conclude
D. try, catch, finally

CLO2
C2

30. Identify the error in the following program as shown in Figure A30.
Kenalpasti kesalahan bagi aturcara berikut seperti Rajah A30.

```
class MyApp {
  public static void main (String[] args) {
    try {
      System.out.print("Hai I Like Java Very Much");
     }
  }
}
```

Figure A30/*Rajah A30*

A. You cannot have a try block without a catch block or a finally block.
Anda tidak boleh mempunyain blok 'try' tanpa blok 'catch' atau blok 'finally'.

B. You cannot have a try block without a catch block.
Anda tidak boleh mempunyai blok try tanpa blok'catch'

C. A method call that does not declare exceptions cannot be placed inside a try block.
Satu panggilan kaedah yang tidak diisytiharkan ralat tidak boleh diletakkan di dalam blok 'try'.

D. Nothing is wrong.
Tiada kesalahan.

SECTION B: 55 MARKS
BAHAGIAN B: 55 MARKAH

INSTRUCTION:
This section consists of **TWO (2)** structured questions. Answer **ALL** questions.

ARAHAN:
*Bahagian ini mengandungi **DUA (2)** soalan berstruktur. Jawab SEMUA soalan.*

QUESTION 1
SOALAN 1

CLO1
C1

a) List **TWO (2)** object oriented concepts.
*Senaraikan **DUA (2)** konsep berorientasikan objek.*

[2 marks]
[2 *markah*]

CLO1
C2

b) Given a class named Bag. Draw UML class diagram of the class with two attributes (brand-String, color-String) and one operation (getData -public with no return type and no passing parameter).
Diberi satu kelas bernama Bag. Lukiskan rajah kelas UML bagi kelas tersebut dengan dua attribute (brand-String, color-String) dan satu operasi(getData-public dengan tiada pulangan jenis dan tiada penghantaran parameter).

[2 marks]
[*2 markah*]

CLO1
C1

c) List **THREE (3)** features of Java programming language.
*Senaraikan **TIGA (3)** ciri bahasa pengaturcaraan Java.*

[3 marks]
[*3 markah*]

CLO1
C1

d) State one difference between class and object.
Nyatakan satu perbezaan antara kelas dan objek.

[2 marks]
[*2 markah*]

CLO1
C2

e) You are given a class as shown in Figure B1e.

Anda diberi kelas seperti ditunjukan di Rajah B1e.

```
class Furniture {
     String type;
     double price;

     void displayFur(){
        System.out.println("Type:"+type);
        System.out.println("Price:"+price);
     }
     public static void main(String args[]){
        Furniture x=new Furniture();
        x.type="Coffee Table";
        x.price=345.00;
        x.displayFur();
     }
}
```

Figure B1e

i) Explain the function of the underlined code statement.

Terangkan apakah fungsi bagi kenyataan yang digariskan.

ii) Identify method in the class.

Kenalpasti metod di dalam kelas

[2 marks]

[*2 markah*]

CLO2
C2

f) Show the declaration of an array of integer with **THREE (3)** elements then assign any value to the array. Then, write the line of code to print the second element of the array.

*Tunjukkan pengisytiharan bagi satu rentetan berjenis integer dengan **TIGA (3)** elemen kemudian umpukkan sebarang nilai kepada rentetan tersebut. Kemudian, tulis baris kod untuk memaparkan elemen yang kedua di dalam rentetan tersebut.*

[2 marks]

[*2 markah*]

CLO2
C3

g) Write Java code syntax based on the UML class in Figure B1g below.
Tulis sintak kod Java berpandukan kelas UML dalam Rajah B1g di bawah.

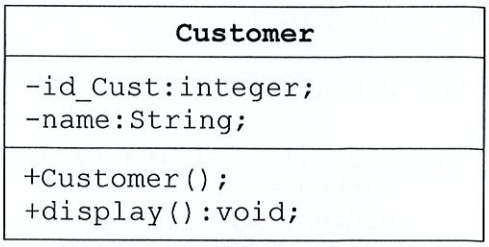

Figure B1g */Rajah B1g*

[5 marks]
[5 markah]

CLO3
C4

h) Analyse the following code as shown in Figure B1h below.

Analisa kod berikut seperti ditunjukkan pada Rajah B1h di bawah.

```
class Rectangle {
    int length;
    int width;

    Rectangle(int l, int b) {
        length = l;
        width = b;
    }
    void area(){
        int areaOfRectangle = length * width;
       System.out.println("Area of Rectangle : "
                          + areaOfRectangle);
    }
    void area(Rectangle r1) {
        int areaOfRectangle = r1.length * r1.width;
        System.out.println("Area of Rectangle : "
                           + areaOfRectangle);
    }
}
class RectangleDemo {
    public static void main(String args[]) {
        Rectangle r1 = new Rectangle(12, 10);.....X
        r1.area(r1);.....R
        r1.area();.....S
    }
}
```

Figure B1h/*Rajah B1h*

i. Explain in your own word, what X does.

Terangkan apakah yang dilaksanakan oleh X.

ii. Differentiate between method call in R and S.

Bezakan kaedah panggilan untuk R dan S.

[5 marks]
[*5 markah*]

QUESTION 2
SOALAN 2

CLO1 C1

a) List **TWO (2)** types of inheritance in object oriented programming.
*Senaraikan **DUA (2)** pewarisan di dalam pengaturcaraan berasaskan objek.*

[2 marks]
[2 *markah*]

CLO1 C2

b) Show a new class B based on the superclass A.
Tunjukkan kelas baru B yang diwariskan daripada kelas super A.

[2 marks]
[2 *markah*]

CLO1 C3

c) Illustrate a diagram for **THREE (3)** types of inheritance.
*Lukiskan rajah bagi **TIGA (3)** jenis perwarisan.*

[6 marks]
[6 *markah*]

CLO2 C2

d) Ali has written the code as in Figure B2d below. But, it is showing compile time error. Identify the mistake Ali has done.
Ali telah menulis kod seperti Rajah B2d di bawah. Tetapi kod mempunyai kesalahan semasa proses kompilasi. Kenalpasti kesalahan yang telah dilakukan oleh Ali.

```
class X
{
    //Class X Members
}

class Y
{
    //Class Y Members
}

class Z extends X, Y
{
    //Class Z Members
}
```

Figure B2d/*Rajah B2d*

[2 marks]
[2 *markah*]

CLO2
C3

e) Based on the UML class diagram in Figure B2e below, write a program to create superclass and subclass.
Berdasarkan rajah kelas UML dalam Rajah B2e di bawah, tuliskan program untuk mencipta 'superclass' dan 'subclass'.

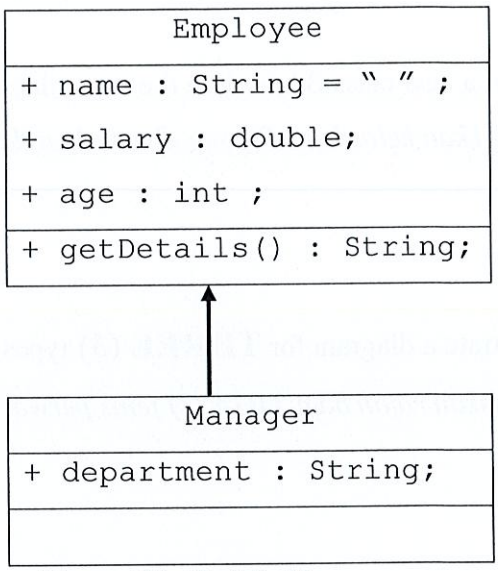

Figure B2e/*Rajah B2e*

[6 marks]
[*6 markah*]

CLO3
C3

f) Based on UML model in Figure B2f, write a program to create Vehicle class. Vehicle is an abstract class with two public abstract methods.
Berdasarkan model UML dalam Rajah B2f, tuliskan program untuk mencipta 'Vehicle class'. 'Vehicle' adalah 'abstract class' dengan dua 'abstract method' umum.

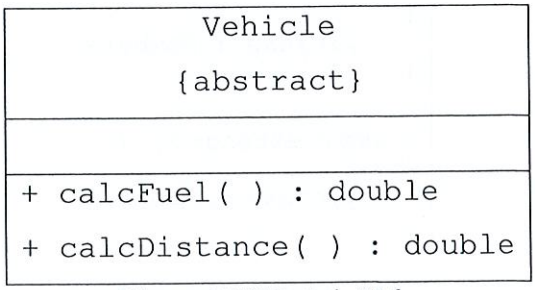

Figure B2f/*Rajah B2f*

[6 marks]
[*6 markah*]

CLO2 C1 g) i) State **TWO (2)** differences between Process and Thread in Java.

*Nyatakan **DUA (2)** perbezaan antara Process dan Thread di dalam Java.*

[2 marks]
[*2 markah*]

ii) List **TWO (2)** types of Thread in Java.

*Senarai **DUA (2)** jenis Thread di dalam Java.*

[2 marks]
[*2 markah*]

CLO3 C3 h) i) Predict the output of following Java Program in Figure B2h(i).

Ramalkan apakah output bagi program Java dalam Rajah B2h(i).

```
class Main {
   public static void main(String args[]) {
      try {
         throw 10;
      }
      catch(int e) {
         System.out.println("Got the  Exception " + e);
      }
  }
}
```

Figure B2h(i)

[1 mark]
[*1 markah]*

ii) Predict the output of the following Java program as shown in Figure B2h(ii).

Ramalkan output bagi program Java seperti di dalam Rajah B2h(ii).

```
class Test extends Exception { }

class Main {
   public static void main(String args[]) {
      try {
         throw new Test();
      }
      catch(Test t) {
         System.out.println("Got the Test Exception");
      }
      finally {
         System.out.println("Inside finally block ");
      }
   }
}
```

Figure B2h(ii)/*Rajah B2h(ii)*

[1 mark]
[*1 markah*]

iii) Predict the output of following Java Program in Figure B2h(iii) below.

Ramalkan apakah output bagi program Java dalam Rajah B2h(iii) *bawah.*

```
class Main {
   public static void main(String args[]) {
      int x = 0;
      int y = 10;
      int z = y/x;
   }
}
```

Figure B2h(iii)/*Rajah B2h(iii)*

[1 mark]
[*1 markah*]

iv) Predict what will happen in try and catch block if the user enter the string character into the calculation statement.

Ramalkan apa yang akan berlaku di dalam blok "try" dan "catch" sekiranya pengguna memasukkan karakter string di dalam pernyataan pengiraan.

[1 mark]
[*1 markah*]

SOALAN TAMAT