

24)

a) Fragment 1 is imparitive as ~~the~~ fragment 1 is systematic eg. hair (sally, red) hair (John, brown) which is imparitives.

Fragment 2 is funtional as there are "nests" within the Fragment eg. (setq friends' ((sally red)(John brown)(sue black))) which is nests of brackets over each other.

b) ~~The~~ The reasons for the emergences of the ~~object-oriented~~ object-oriented programming paradigm is that object-oriented was reliable and ~~reusable~~ <sup>reusable</sup> therefore making productivity high and quick, thus resulting in the great use of object-oriented.

c)

i) The two logic errors are the  $<$  less than sign as there cannot be a negative and the other is there is no multiplication of the width and ~~base~~ height. Two methods in ~~part~~ ~~the~~ correcting this error is by removing ~~the~~ the  $<$  less than sign and by adding the multiplications of height and width.

ii)

Begin

write ('Enter height');

readin (~~the~~ Triangle.height)

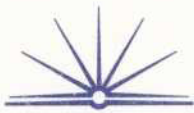
write ('Enter base')

readin ('Triangle.base')

Triangle<sup>area</sup> = ~~Triangle~~.height \*  $\frac{1}{2}$  \* Triangle.base \* ~~Triangle~~.height

writeh ('The area is' = Triangle.area)

End



d) The programming paradigm I would choose to develop the system would be imperative as imperative would be systematic and is controlled by ~~the~~ a computer and therefore control the ~~the~~ system ~~the~~ systematically eg. ~~the~~ the system, <sup>flight</sup> schedule will be loaded into the system and the chutes required for each ~~flight~~ flight determined using the default" this shows that ~~the~~ the system used is doing things step by step and thus is imperative.