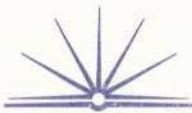a)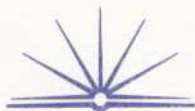 Fragment 1 is a logical paradigm using the language Prolog, because prolog language uses brackets and commars between statements.

Fragment 2 is of a functional paradigm using language of Lisp because brackets and pro-nomemal are used with also spaces after where as logical paradigm does not use any spaces.
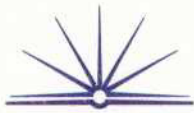
b) Object oriented program is usefull in a number of situations. Object oriented languages are event driven, therefore the code doesn't have to be run through in a strict order and may have multiple start and finish points. Object oriented languages are best suited for programs ~~with~~ which need to something using functions. utilise a graphical user interface (GUI). This makes them ~~preferential~~ preferable for ~~applicat~~ applications such as touch screen terminals and games.

c) i) No initiation of InstRectangle. height
Code a random initialisation value
or make the user input his/her
own value.

ii) function TTriangle. area:integer
begin
      area := (0.5 * base * height)

end;

⑤

d) the programming paradigm that I
would choose to use is a declarative
~~pro~~ language.
This is because declarative languages
incorporate Artificial Intelligence and
this system can be optimised if this
is used. Since the system will
determine where bottlenecks are
and make decisions to whether the
~~chutes~~ chutes ~~are~~ required can be
compressed AI can be used in order
to make those decisions. Since
"Automatic Compression Rules" are
used then ~~the~~ the Declarative language
Paradigm can be used since
the ~~can~~ program will tells ~~the~~ the
computer what to do, but not
how to do it. The Chute Assignments
can be automatically changed by the
system which uses AI.