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Message loop ends when the GetMessage() function removes the following message from the message queue:

- WM_SETFOCUS
- WM_PAINT
- WM_SYSCOMMAND
- WM_QUIT
- All of the given options

Which one of the following messages has lowest priority?

- WM_SYSCOMMAND
- WM_PAINT
- WM_QUIT
- WM_COMMAND
- All have same priority



We can display symbolic constants instead of numeric values using:

- Structures
- Enumeration
- Unions
- Typedef
- Typecasting

We want to declare a variable in a function such that whenever the function is called, the variable is not reinitialized. The storage class of the variable must be:

- Auto
- Static
- Extern
- All of the given options
- None of the given options

Which one of the following is not a nonqueued message?

- WM_ACTIVATE
- WM_SETFOCUS
- WM_SETCURSOR
- WM_WINDOWPOSCHANGED
- None of the given options

Consider the following code snippet

```
char x = 'Z';  
float y = 8;
```

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```
char *xPtr = &x;  
float *yPtr = &y;  
xPtr++; //1  
yPtr++; // 2
```

What will be the address of xptr and yptr respectively after the execution of statement 1 and statement 2 (assuming xPtr has the address of 105 and yptr has the address of 102 initially)

- 106, 106
- 107, 107
- 107, 106
- 106, 107
- None of the above

What is a function pointer?

- A pointer that passes as an argument to the function
- A pointer that is declared inside the function
- Some returning pointer
- A pointer that takes return value of some other function
- A pointer that points to the starting address of the function

How many parameters do WinMain function contains

- 1
- 2
- 3
- 4**
- 5

Which of the following class of window is pre-registered?

- main window
- pop-up window
- system window
- ochild window
- parent window

Which of the following is not a user defined data type?

- Structures
- Enumerations

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Unions
Typedefs
None of the above

Which of the following is not a feature of windows programming?

- Resource sharing
- Device independent programming
- Multitasking
- Single path of execution
- GDI (Graphics Device interface)

----- is a subsystem responsible for displaying text and images on display devices and printers.

Brushes
Pens
GDI (Graphics Device Interface)
Kernel
Operating system



```
Union person{
Char name[30];
Int age;
Float height;
};
void main(){
person abc;
}
```

How many bytes will be allocated to abc;

42
30
38
36
28

__Line__ convert the current _____ in program.

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Line No

File No

Page No

None of given

can undefine already defined preprocessor directive using _____ We



#undef

#unifdef

#unenddef

None of given

Question No: 9 (Marks: 1) - Please choose one

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Identifier is not replaced if it appears

- In a comment
- With in a string
- As a part of a long identifier
- All of given



Question No: 10 (Marks: 1) - Please choose one

Union Person

```
{  
char name[30];      //30 bytes  
  
int age;  
  
float height;  
  
};
```

How many bytes will skip after executing ptr = ptr +1.

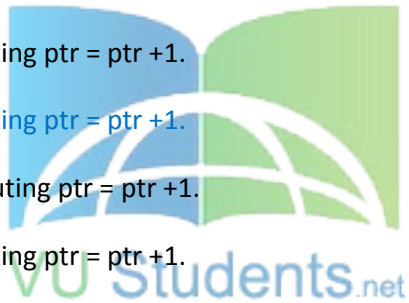
Union Person abc, *ptr;

Ptr = &abc;

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```
ptr = ptr +1;
```

- 30 bytes will skip after executing `ptr = ptr +1.`
- 31 bytes will skip after executing `ptr = ptr +1.`
- 32 bytes will skip after executing `ptr = ptr +1.`
- 38 bytes will skip after executing `ptr = ptr +1.`



Question No: 11 (Marks: 1) - Please choose one

language is an extensible language. C

True

False

Question No: 12 (Marks: 1) - Please choose one

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_____ is/are the type(s) of Logical Brushes.

- Solid
- Hatched
- Patched
- All of the given

Question No: 13 (Marks: 1) - Please choose one

_____ is/are type(s) of macro.

- Object-like macro
- Function-like macro
- All of the given
- None of the given



Question No: 14 (Marks: 1) - Please choose one

_____ macro expands to the constant 1, to signify that this compiler conforms to ISO standard C.

- ▶ `_STD_`
- ▶ `_STDC_`
- ▶ `_STDC_HOSTED_`
- ▶ `_STDC_VERSION_`

Question No: 15 (Marks: 1) - Please choose one

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`(*ptrString)[4][2];` char

How many bytes will be skipped by the statement `ptrString += 2`?

16

1

4

8

Question No: 16 (Marks: 1) - Please choose one

destroy owner window then _____ if we

Only owner window will be destroyed

Only its owned window will be destroyed

Both owner and owned window will be destroyed

The application will be crashed

1 - Choose Command line user interface

1. MS DOS
2. MS Windows
3. MS Word
4. MS Visio

Correct Choice : 1 From Lectuer # 1

2 - Which of the following is not a feature of windows programming?

1. Resource sharing
2. Device independent programming
3. Multitasking
4. Single path of execution

Correct Choice : 4 From Lectuer # 1

4 - Window Operating System Do not give us

1. Direct memory access
2. Direct access video ports

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3. Direct memory interrupt
4. All of the given

Correct Choice : 4 From Lectuer # 2

5 - $*(a+i)$ can also be written as _____

1. $a[i]$
2. $a[i+1]$
3. $*a$
4. $*a+1$

Correct Choice : 1 From Lectuer # 3

6 - `char (*ptrString)[4][2];` How many bytes will be skipped by the statement `ptrString += 2?`

- 1.
- 2.
- 3.
- 4.

Correct Choice : 4 From Lectuer # 3

7 - Name of Two dimensional array is the address of _____

1. First Column
2. First Row
3. Last Row
4. Last Column

Correct Choice : 2 From Lectuer # 3

8 - What is a function pointer?

1. A pointer that passes as an argument to the function
2. A pointer that is declared inside the function
3. A pointer that points to the starting address of the function
4. A pointer that takes return value of some other function

Correct Choice : 3 From Lectuer # 3

9 - Union Person { char name[30]; //30 bytes int age; float height; }; How many bytes will skip after executing `ptr = ptr + 1`. Union Person abc, *ptr; Ptr = &abc; ptr = ptr + 1;

1. 30 bytes will skip after executing `ptr = ptr + 1`
2. 31 bytes will skip after executing `ptr = ptr + 1`.
3. 32 bytes will skip after executing `ptr = ptr + 1`.
4. 38 bytes will skip after executing `ptr = ptr + 1`.

Correct Choice : 1 From Lectuer # 4

10 - How many bytes will be allocated to abc; Union person{ Char name[30]; Int age; Float height; }; void main(){ person abc; }

- 1.
- 2.
- 3.
- 4.

Correct Choice : 3 From Lectuer # 4

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11 - We can display symbolic constants instead of numeric values using:

1. Structures
2. Enumeration
3. Unions
4. Typedef

Correct Choice : 2 From Lectuer # 4

13 - -----macro expands to the constant 1, to signify that this compiler conforms to ISO Standard C

1. `__STDC__`
2. `__STDC_VERSION__`
3. `__STDC_HOSTED__`
4. None of the given

Correct Choice : 1 From Lectuer # 5

14 - Identifier is not replaced if it appears

1. In a comment
2. With in a string
3. As a part of a long identifier
4. All of given

Correct Choice : 4 From Lectuer # 5

15 - Preprocessor directive starts with _____ symbol.

1. #
2. &
3. *
4. %

Correct Choice : 1 From Lectuer # 5

16 - We can undefine already defined preprocessor directive using

1. `#undef`
2. `#unifdef`
3. `#unenddef`
4. None of given

Correct Choice : 1 From Lectuer # 5

19 - _____ is used to check the predefined identifiers.

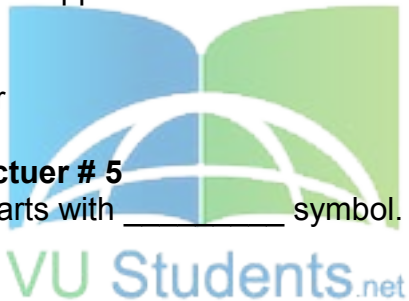
1. `#include`
2. `#ifdef`
3. `#def`
4. `#elif`

Correct Choice : 2 From Lectuer # 5

20 - _____ is/are type(s) of macro

1. Object-like macro
2. Function-like macro
3. Both of the Given
4. None of the given

Correct Choice : 3 From Lectuer # 5



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21 - Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)

1. OR(|)
2. XOR

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3. AND(&)
4. NOR

Correct Choice : 3 From Lectuer # 6

22 - Specific memory areas where parameters are copied are _____

1. Stacks
2. Arrays
3. Queues
4. Lists

Correct Choice : 1 From Lectuer # 6

24 - Static variables are made on _____ memory location

1. Fixed
2. Stack
3. Pointer
4. Variables

Correct Choice : 1 From Lectuer # 7

25 - We want to declare a variable in a function such that whenever the function is called,

the variable is not reinitialized. The storage class of the variable must be:

1. Static
2. Auto
3. Extern
4. All of the given options

Correct Choice : 3 From Lectuer # 7

26 - _____ is responsible for Stack Rewinding when called-function returns.

1. Function
2. Pointer
3. called function
4. Caller function

Correct Choice : 4 From Lectuer # 7

27 - DOS boxes are also called _____

1. Main window
2. Consol window
3. dialogue box
4. Arrays

Correct Choice : 2 From Lectuer # 8

28 - GDI is implemented through _____

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1. GDI.dll
2. win32.dll
3. GDI32.dll
4. Kernel.dll

Correct Choice : 3 From Lectuer # 8

30 - GDI stands for _____

1. Graphics Driver Interface
2. Graphics Device Interface
3. Graphics Direct Interface
4. None of the given options

Correct Choice : 2 From Lectuer # 8

31 - How many parameters do WinMain function contains

- 1.
- 2.
- 3.
- 4.

Correct Choice : 3 From Lectuer # 8

32 - Pump the blood in the whole body of a human being. This work done by the heart but

what will be the heart of an operation system.

1. Kernel
2. Win32
3. Virtual Memory
4. ROM

Correct Choice : 1 From Lectuer # 8

33 - What kind of messages can be display using messagebox function?

1. Long Messages
2. Short Messages
3. Null Messages
4. None of Given

Correct Choice : 2 From Lectuer # 8

34 - What will be the entry point to a Windows program?

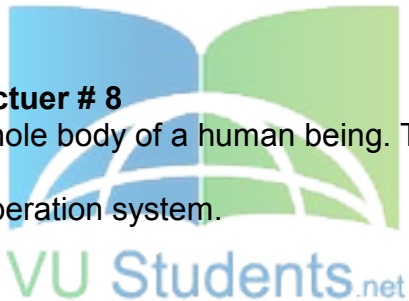
1. WinMain
2. Main
3. Java.main
4. System.main

Correct Choice : 1 From Lectuer # 8

35 - _____ is/are the type(s) of Logical Brushes.

1. Solid
2. Hatched
3. Pattern
4. All of the given

Correct Choice : 4 From Lectuer # 8



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37 - Message loop ends when the GetMessage() function removes the following message

from the message queue:

1. WM_QUIT
2. WM_SETFOCUS
3. WM_PAINT
4. WM_SYSCOMMAND

Correct Choice : 1 From Lectuer # 10

38 - Which one of the following is not a nonqueued message?

1. WM_ACTIVATE
2. WM_SETFOCUS
3. WM_WINDOWPOSCHANGED
4. WM_SETCURSOR

Correct Choice : 3 From Lectuer # 10

39 - A thread can not share all of the its resources

- 1.
- 2.
- 3.
- 4.

Correct Choice : 2 From Lectuer # 11

40 - A _____ is commonly used to handle background tasks

1. Worker thread
2. User Interface thread
3. Parent thread
4. Process thread

Correct Choice : 1 From Lectuer # 11

41 - If we destroy owner window then _____.

1. Only owner window will be destroyed
2. Only its owned window will be destroyed
3. Both owner and owned window will be destroyed
4. The application will be crashed

Correct Choice : 3 From Lectuer # 11

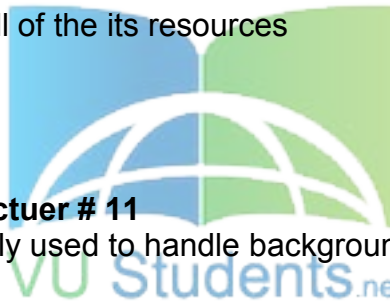
43 - The basic building block for displaying information in the "Microsoft Windows" graphical environment is _____

1. Message Queue
2. WinMain
3. Message Loop
4. Window

Correct Choice : 4 From Lectuer # 11

44 - _____ is one of user interface elements

1. Accelerator
2. Message Loop
3. WinProc



4. None of given options

Correct Choice : 1 From Lectuer # 11

45 - _____ determines that, which threads should run and when they should run?

1. Scheduler
2. Thread itself
3. Messages
4. None of the given options

Correct Choice : 1 From Lectuer # 11

46 - _____ handles user inputs and responds to user events independently.

1. User-Interface Thread
2. Worker Thread
3. Kernel Thread
4. None of given options

Correct Choice : 1 From Lectuer # 11

47 - _____ provides the functionality to create and manage screen windows and most basic controls.

1. GDI
2. Common Dialog Box
3. Common Control library
4. User Interface

Correct Choice : 4 From Lectuer # 11

48 - For whom system registers the system class

1. Window class
2. Register class
3. Process
4. None of given

Correct Choice : 3 From Lectuer # 12

49 - The first step in creating a window is registering a window class by _____

1. Using DispatchMessage API
2. Filling a WNDCLASS structure and calling RegisterClass
3. Getting Window Handle
4. None of given options

Correct Choice : 2 From Lectuer # 12

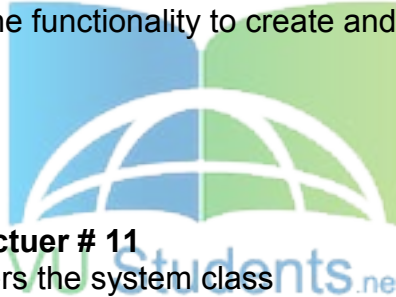
50 - Two types of Subclassing are:

1. Automated Subclassing and Manual Subclassing
2. Static Subclassing and Dynamic Subclassing
3. Local Subclassing and Global Subclassing
4. Instance Subclassing and Global Subclassing

Correct Choice : 4 From Lectuer # 12

51 - Which of the following class of window is pre-registered?

1. main window
2. pop-up window
3. system window



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4. child window

Correct Choice : 3 From Lectuer # 12

52 - GDI presents _____

1. Device-independent view
2. Device-dependent view
3. Monitor-dependent view
4. None of given

Correct Choice : 1 From Lectuer # 13

53 - Graphical device interface communicates between application and _____ driver

1. Port
2. Operating System
3. Device
4. Kernel

Correct Choice : 3 From Lectuer # 13

54 - If we pass NULL value to "GetDC" function, it retrieves the DC for the:

1. Entire Screen
2. Parent Window
3. Client Window
4. It does not retrieves DC

Correct Choice : 1 From Lectuer # 13

55 - The ___ function retrieves a handle to a display device context (DC) for the client area

of a specified window or for the entire screen.

1. GetHwnd
2. GetDC
3. GetGDI
4. GetStockObject

Correct Choice : 2 From Lectuer # 13

56 - The _____ function writes a character string at the specified location, using the currently selected font, background color, and text color

1. printf(...)
2. PrintText(...)
3. TextOut(...)
4. cout

58 - WM_PAINT message may be sent when a drop down menu disappear

- 1.
- 2.
- 3.
- 4.

Correct Choice : 2 From Lectuer # 13

59 - _____ acts as a buffer between applications and output devices.

1. GDI
2. Kernel32

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3. OS
4. CPU

Correct Choice : 1 From Lectuer # 13

60 - _____ is the smallest rectangle enclosing the portion of a window or client area

affected by recent drawing operations

1. Invalid Rectangle
2. Accumulated Bounding Rectangle
3. Accumulated Client Rect
4. All of the given options

Correct Choice : 2 From Lectuer # 13

61 - A _____ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.

1. Kernel
2. Pen
3. Bitmap
4. Device Context

Correct Choice : 4 From Lectuer # 14

62 - Condition(s) in which WM_PAINT message may be sent is/are _____

1. A dialog box is maximized
2. A drop-down menu disappears
3. A tool tip is displayed and then it hides
4. All of the given options

Correct Choice : 4 From Lectuer # 14

65 - Device-independed value represents

1. Virtual key code
2. Key code
3. READOnly code
4. None of Given

Correct Choice : 1 From Lectuer # 16

66 - An accelerator, not always needs to correspond to a menu command.

- 1.
- 2.
- 3.
- 4.

Correct Choice : 1 From Lectuer # 17

67 - In which parameter of "CreateWindow" function, we can specify the Menu.

1. hInstance
2. hmenu
3. hWin
4. dialoge box

Correct Choice : 2 From Lectuer # 18

68 - Which function loads the specified menu resource from the executable (.exe) file

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associated with an application instance.

1. LoadMenu()
2. Load_Menu()
3. Load_M()
4. non of given

Correct Choice : 4 From Lectuer # 18

Which message is generated by the system only when any part of application window becomes invalid?

- ▶ WM_BRUSH
- ▶ WM_PAINT
- ▶ WM_COLOR
- ▶ WM_CANVAS

Which GDI environmental space has limited colors?

- ▶ Logical space
- ▶ Physical Space
- ▶ Virtual Space
- ▶ Default Space



For whom system registers the system class.

- ▶ Window class
- ▶ Register class
- ▶ Process
- ▶ None of given

Choose Command line user interface

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▶ **MS DOS**

- ▶ MS Windows
- ▶ MS Word
- ▶ MS Visio

Pump the blood in the whole body of a human being. This work done by the heart but what will be the heart of an operation system.

▶ **Kernel**

- ▶ Win32
- ▶ Virtual Memory
- ▶ ROM



If we destroy owner window then _____.

- ▶ Only owner window will be destroyed
- ▶ Only its owned window will be destroyed
- ▶ **Both owner and owned window will be destroyed**
- ▶ The application will be crashed

To maximize the flexibility of the process's memory management system can moves pages of physical memory to and from a paging file on the disk.

- **True**
- False

The pages size in x86 Computers is _____.

- 4 bits
- 4 bytes
- **4 Kilobytes**
- 4 Mega Bytes
- 4 Giga Bytes

The size of pages depends on the host computer.

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- True
- False

Physical Storage and the **Virtual** Address Space of each process is organized in _____.

- Pages
- Page Map
- paging file
- Process Map

A disk file used to increase the amount of **physical** storage is known as _____.

Fiber

page map

paging file

pages



_____ is a reserve word in resource file.

Statement

Cursor

Bitmap

Icon.

_____ function is used to invalidate a window or part of it.

BeginPaint

InvalidateRect

EndPaint

DefWindowProc

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If bind function fails then what kind of error it will return.

SOCKET_ERROR

SOCKET_FAILED

SOCKET_FAILED

None of the given

Question No: 1 (Marks: 1) - Please choose one

Consider the following statements written in a DLL:

```
__declspec (dllexport) int Factorial(int);
```

```
int Average(int, int);
```

Which of the following statements is true about the above statements?

- ▶ Factorial() and Average() are 2 public functions of the DLL
- ▶ Average() is the only public functions of the DLL
- ▶ Factorial() is the only public functions of the DLL
- ▶ This DLL does not have any public functions

Question No: 2 (Marks: 1) - Please choose one

Which one of the following operations is common to both client and server sockets:

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- ▶ Bind
- ▶ Listen
- ▶ Accept
- ▶ **Send**

Question No: 3 (Marks: 1) - Please choose one

What will happen if we use PostThreadMessage for a thread that does not have the message queue?



- ▶ Nothing will happen
- ▶ It will cause a run time error
- ▶ Thread will resume processing
- ▶ **Its message queue will be created**

Question No: 4 (Marks: 1) - Please choose one

To create semaphore objects which function use by thread?

- ▶ **CreateSemaphore()**
- ▶ CreateSemaobject()

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▶ CreateObject()

▶ Create()

Question No: 5 (Marks: 1) - Please choose one

RFC stands for

▶ Request for comments

▶ Request of connects

▶ Reference for connect

▶ Request for cancels



Consider the following statements written in a DLL:

```
__declspec (dllexport) int Factorial(int);
```

```
int Average(int, int);
```

Which of the following statements is true about the above statements?

▶ Factorial() and Average() are 2 public functions of the DLL

▶ Average() is the only public functions of the DLL

▶ Factorial() is the only public functions of the DLL

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▶ This DLL does not have any public functions

Question No: 2 (Marks: 1) - Please choose one

Which one of the following operations is common to both client and server sockets:

- ▶ Bind
- ▶ Listen
- ▶ Accept
- ▶ Send



Question No: 3 (Marks: 1) - Please choose one

What will happen if we use PostThreadMessage for a thread that does not have the message queue?

- ▶ Nothing will happen
- ▶ It will cause a run time error
- ▶ Thread will resume processing
- ▶ Its message queue will be created

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Question No: 4 (Marks: 1) - Please choose one

To create semaphore objects which function use by thread?

- ▶ **CreateSemaphore()**
- ▶ CreateSemaobject()
- ▶ CreateObject()
- ▶ Create()



Question No: 5 (Marks: 1) - Please choose one

RFC stands for

- ▶ **Request for comments**
- ▶ Request of connects
- ▶ Reference for connect
- ▶ Request for cancels

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Question No: 6 (Marks: 1) - Please choose one

When every any GDI function call is made or send message or post message function calls are made then which queuing will create?

▶ Message Queuing

▶ Function Queuing

▶ Process Queuing

▶ None of the given



Question No: 7 (Marks: 1) - Please choose one

Copy-on-write protection is an optimization that allows multiple processes to map their virtual address spaces such that they share a physical page until one of the processes modifies the page. This definition belongs to which technique.

▶ Lazy evaluation

▶ Fast evaluation

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▶ Process evaluation

▶ None of the given

Question No: 8 (Marks: 1) - Please choose one

If the dialog box procedure returns FALSE, then which message handling will be performed?

▶ Default

▶ Instance

▶ Object

▶ None of the given



Question No: 9 (Marks: 1) - Please choose one

How many parameters take the dialog box procedure?

▶ 1

▶ 0

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▶ 6

▶ 4

Question No: 10 (Marks: 1) - Please choose one

What does hmenu mean?

▶ Handle to window

▶ Handle to the menu

▶ Handle to child window

▶ Handle to highest menu



Question No: 11 (Marks: 1) - Please choose one

When the system sends the item's identifier to the owner window?

▶ When the user chooses a command item from a menu

▶ When the system chooses a command item from a menu

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- ▶ When the user click on any window area
- ▶ When the system de-select the item menu

Question No: 12 (Marks: 1) - Please choose one

If the load menu function fails so what will be the return value.

- ▶ 0
- ▶ False
- ▶ **Null**
- ▶ 1



Question No: 13 (Marks: 1) - Please choose one

Who generate a unique handle for each menu?

- ▶ **System**

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▶ User

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▶ Dialog box

▶ Menu Items

Question No: 14 (Marks: 1) - Please choose one

Which message function determined where to send message.



None of the given

▶ DispatchMessage

▶ MessageDispatch

▶ GetMessage

▶ None of the given

Question No: 15 (Marks: 1) - Please choose one

In 32-bit windows programming, we are freed from the curse of 64k segments.

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▶ True

▶ False

Question No: 16 (Marks: 1) - Please choose one

Which function we use to register windows classes in window?

▶ RegisterClass();

▶ RegistersClass();

▶ RegisterWin();

▶ WinReg();



Question No: 17 (Marks: 1) - Please choose one

Which operator manipulates individual bits?

▶ Individual Bits

▶ Linked Bits

▶ Individual Bytes

▶ Linked Bytes

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Question No: 18 (Marks: 1) - Please choose one

Union Person

{

char name[30]; //30 bytes

int age;

float height;

};

How many bytes will skip after executing ptr = ptr +1.

Union Person abc, *ptr;

Ptr = &abc;

ptr = ptr +1;



- ▶ 30 bytes will skip after executing ptr = ptr +1.
- ▶ 31 bytes will skip after executing ptr = ptr +1.
- ▶ 32 bytes will skip after executing ptr = ptr +1.

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▶ 38 bytes will skip after executing `ptr = ptr +1`.

Question No: 19 (Marks: 1) - Please choose one

double *ptr is pointer variable which stores double type address.

▶ True

▶ False



Question No: 20 (Marks: 1) - Please choose one

_____ is/are type(s) of macro.

▶ Object-like macro

▶ Function-like macro

▶ All of the given

▶ None of the given

Question No: 21 (Marks: 1) - Please choose one

Which of the following is not true about HTTP?

▶ It is a protocol

▶ It is stateless

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▶ It is more difficult to implement than state-aware protocols

▶ A web browser is HTTP client

Question No: 22 (Marks: 1) - Please choose one

For TCP/IP, if the port is specified as zero, the service provider assigns a unique port to the application with a value between _____.

▶ 1 and 1024

▶ 1 and 4000

▶ 1024 and 5000

▶ 1024 and 10240



Question No: 23 (Marks: 1) - Please choose one

All bits in high word of a 32-bit pointer are _____.

▶ Non-zero

▶ Zero

▶ Two

▶ None of the given

Question No: 24 (Marks: 1) - Please choose one

An accelerator _____ to correspond to a menu command.

▶ Needs

▶ Needs not

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- ▶ Is essential
- ▶ Is necessary

Question No: 25 (Marks: 1) - Please choose one

CGI stands for:

- ▶ Control Graphics Interface
- ▶ Common Graphics Interface
- ▶ Control Gateway Interface
- ▶ Common Gateway Interface



Question No: 26 (Marks: 1) - Please choose one

Which one of the following operations is common to both client and server sockets:

- ▶ Send
- ▶ Connect
- ▶ Accept
- ▶ Bind

Question No: 27 (Marks: 1) - Please choose one

DLU is:

- ▶ Handle of a dialog
- ▶ Handle of a modal dialog only
- ▶ Measure of distance within a dialog box

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- ▶ Name of a dialog

Question No: 28 (Marks: 1) - Please choose one

Neither the user nor the application can make the owner window active until the _____ is destroyed.

- ▶ Modeless dialog box
- ▶ Modal dialog box
- ▶ Child control
- ▶ All of the given



Question No: 29 (Marks: 1) - Please choose one

When a menu item is clicked, _____ message is sent.

- ▶ WM_MENUITEMCLICKED
- ▶ WM_MENUCLICKED
- ▶ WM_COMMAND
- ▶ WM_PAINT

Question No: 30 (Marks: 1) - Please choose one

How many WM_CHAR messages will be generated when Shift+A key combination is pressed from keyboard and we haven't called TranslateMessage() before calling DispatchMessage() function?

- ▶ 0
- ▶ 1

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▶ 2

▶ 3

The total amount of storage available to all executing processes is the sum of the physical memory and the free space on disk available to the paging file.

True

False

The Virtual Address Space of each process is much _____ than Physical memory.

lower

smaller

little

larger

The Virtual Address Space of size _____ GB is used by process and _____ GB is used by the System.

1

2

3

4

The System uses the Virtual Address Space From _____ to _____.

0x00000000x00000000

0x80000000xFFFFFFFF

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0x7FFFFFFF0xFFFFFFFF

0x00000000x7FFFFFFF

The process can use a space from _____ to _____.

0x00000000x00000000

0x00000000xFFFFFFFF

0x7FFFFFFF0xFFFFFFFF

0x00000000x7FFFFFFF



The Virtual **Address Space** is divided into ____ partitions.

- 2
- 3
- 4
- 5

The _____ translates the Virtual Address to Physical Address.

- Process
- Processor
- Operating System
- Virtual System

A _____ is an internal data structure used to translate virtual address into corresponding physical addresses.

- Fiber
- Page Map
- paging file
- pages

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VUStudent The Virtual Address used by a process represents the actual physical location of an object in memory.

- True
- False

In 32bit MS Windows each _____ have its own Virtual Address Space.

- Process
- Thread
- Fiber
- None of the Above

A thread can access only the virtual address space of a process that belongs to it.

- True
- False

A process in a 32bit MS Windows can have addressing up to _____ of memory.

- 1
- 2
- 3
- 4

A _____ runs in the context of a thread.

- Process
- Thread
- Fiber
- None of the Above

A _____ runs in the context of a process.

- Sub Process
- Thread
- Fiber

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- None of the Above

A _____ is a unit of execution that must be manually scheduled by the application.

- Process
- Thread
- **Fiber**
- None of the Above

A _____ is the basic unit to which operating system allocates the processor time.

- Process
- Thread
- Fiber
- None of the Above

The Operating System allocates the processor time to _____.

- Process
- Thread
- Fiber
- None of the Above

One or more _____ can be run in the context of a process.

- Process
- Thread
- Fiber
- None of the Above

A _____ is an executing program.

- Process
- Thread
- Fiber

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- None of the Above

To maximize the flexibility of the process's memory management system can moves pages of physical memory to and from a paging file on the disk.

- True
- False

The pages size in x86 Computers is _____.

- 4 bits
- 4 bytes
- 4 Kilobytes
- 4 Mega Bytes
- 4 Giga Bytes

The size of pages depends on the host computer.

- True
- False

Physical Storage and the Virtual Address Space of each process is organized in _____.

- Pages
- Page Map
- paging file
- Process Map

A disk file used to increase the amount of physical storage is known as _____.

- Fiber
- page map
- **paging file**
- pages

The total amount of storage available to all executing processes is the sum of the physical memory and the free space on disk available to the paging file.

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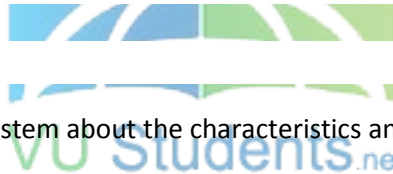
- True
- False

The Virtual Address Space of each process is much _____ than Physical memory.

- lower
- smaller
- little
- larger

The Virtual Address Space of size _____ GB is used by process and _____ GB is used by the System.

- 1
- 2
- 3
- 4



_____ tell the operating system about the characteristics and physical layout of its windows.

Select correct option:

- Register Class
- Object Class
- Window Class**
- Common Class

There cannot be multiple _____ messages in message queue.

Select correct option:

- WM_PAINT**
- WM_TIMER
- WM_QUIT
- WParam

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Question # 4 of 10 (Start time: 06:57:31 PM) Total Marks: 1

*(a+i) can also be written as _____

Select correct option:

a [i]

a[i+1]

*a

*a+1

a[i] can also be written as *(a + i)

In Windows every running application is a _____

Select correct option:

Pointer

Process

Array

List

What will be the entry point to a Windows program?

Select correct option:

WinMain

Main

Java.main

System.main



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Specific memory areas where parameters are copied are _____

Select correct option:

Stacks

Arrays

Queues

Lists

Name of Two dimensional array is the address of _____

Select correct option:

First Column

First Row

Last Row

Last Column



_____ is the handle to icon associated with Window Class.

Select correct option:

hIcon

hCursor

HINSTANCE

UINT

GDI is implemented through _____

Select correct option:

GDI.dll

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Win32.dll

GDI32.dll

Kernel

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_____ is unique identifier of the registered window class return by Registeredclass ()

Handle

Cursor

Object

ATOM

Static variables are made on _____ memory location

Fixed

Stack

Pointer

Variable



responsible for Stack Rewinding when called-function returns.

Function

Pointer

Called function

Caller function

Ptr -> age is equivalent to _____

*ptr.age

ptr.age

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(ptr).age

(*ptr).age

Right side walay Correct hain....

_____ inserts a WM_QUIT message in the program's message queue.

Select correct option:

- PostQuitMessage (0)
- WM_TIMER
- KillTimer ()
- DispatchMessage ()

_____ is used to check the predefined identifiers.

Select correct option:

- #include
- #ifdef

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#def

#elif

 [Click here to Save Answer & Move to Next Question](#)

_____ provides the functionality to create and manage screen windows and most basic controls

 **Select correct option:**


GDI

Common Dialog Box

We can create a window using _____
Select correct option:
RegisterClass ()

User Interface

_____ is responsible for Stack Rewinding when called-function returns.

 **Select correct option:**

Function


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Pointer

Called function

Caller function

 [Click here to Save Answer & Move to Next Question](#)

We can create a window using _____


 **Select correct option:**

RegisterClass ()

WNDClass

CreateWindow ()

DestroyWinndow()

 [Click here to Save Answer & Move to Next Question](#)

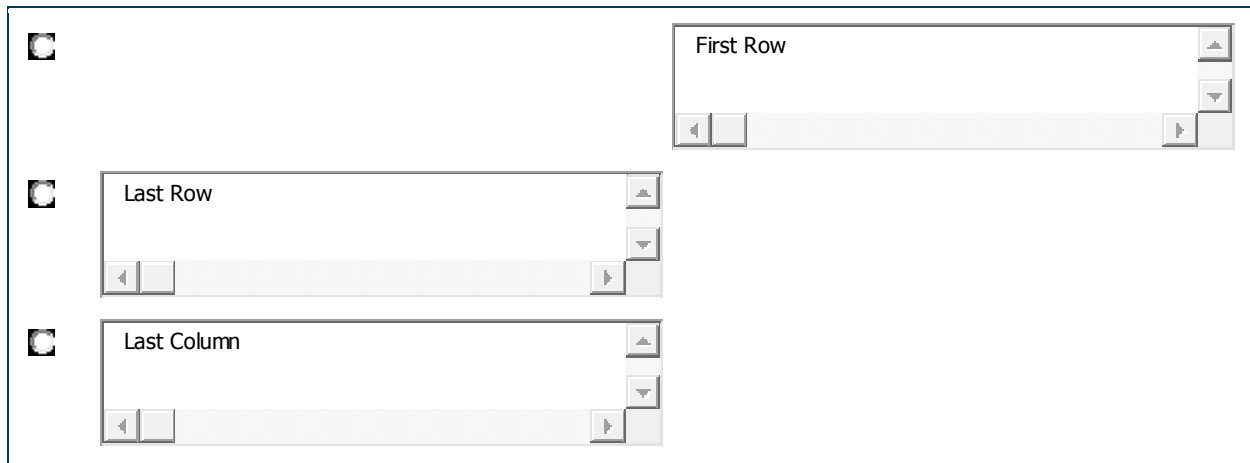
Name of Two dimensional array is the address of _____

 **Select correct option:**

First Column

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[Click here to Save Answer & Move to Next Question](#)



what is a process???

what is Semaphore Object???

difference between short cut menu and main menu???

what is difference between windows procedure and dialogue procedure? 5 marks

what is modal and modal less dialogue? 3

what is spread sheet

what is function of hot key

mcqs were moslty from previous papers

Session 13-02-2011 5:00 PM (Final Term)

Toal Time 120 Minutes

Total 52 Qestion, 40 MCQ remaining of 2, 3 and two Questions of 5 marks

Other than MCQ following were:

what is socket and name its differnt operations?	5 Marks
windows menu and Shortcut menu?	5 Marks
Diffrentiate between desktop window and applicatoin window?	3 Marks
what is http, what is pager and list view?	3 Marks
Define window menu	3 marks
what is property sheet	3 Marks
Dos and windows	2 Marks
Types of Brush	2 Marks
Define rebar	2 Marks
deleteObject(hBrush) what will it do?	2 Marks

Session 14-02-2011 7:30 AM (Final Term)

What are the System and non system keystrokes?	5 Marks
what are the basic Sockets Operations?	5 Marks
What are the tree parts of internet address	5 Marks
what happen if stack overflow message appear,which part will to deal to it?	5 Marks
why do we use #define directives?	3 Marks
write 2 advanatage of threads?	2 Marks
what are the two types of Implicit type casting ?	

1. 1 question is about to write a program with DLL export function which prints a message "Hello, DLL exported...(5 marks)
2. 1 is about a mouse center button, and how we check is there any mouse attached to system....(5 marks)
3. What is Virtual Directory? and explain...(5 marks);
4. 3 steps of resource file....(3 marks)
5. What is HTTP? (2 marks)
6. What is a message?(3 marks)

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7. What is ***** box(3 marks)
8. What is list box (2 marks)
1. What is a process 2marks
2. What is a window menu briefly explain?2marks
3. What is a bind?2marks
4. Difference between simple program and dynamic linking library 3marks
5. Difference between shout cut menu and window menu 5marks
6. Briefly explain DNS?5marks
7. One question based on scenario 5marks
8. What is dialogue box menu 3marks



Reply by [Muhammad Awais](#) on July 18, 2011 at 7:29pm

1. 1 question is about to write a program with DLL export function which prints a message "Hello, DLL exported...(5 marks)
2. 1 is about a mouse center button, and how we check is there any mouse attached to system....(5 marks)
3. What is Virtual Directory? and explain...(5 marks);
4. 3 steps of resource file....(3 marks)
5. What is HTTP? (2 marks)
6. What is a message?(3 marks)

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7. What is ***** box(3 marks)

8. What is list box (2 marks)



Reply by [Muhammad Awais](#) on July 18, 2011 at 7:30pm

1. Briefly explain Message Box.

2. What are the uses of Dialogues.

3. Thread Synchronization?

4. What is MIME?

5. What is HTTP?

6. Any two advantages of threads?

7. Difference between a program and dynamic link library?

What will be the type of ptr_b?

```
int *ptr, ptr_b;
```

Question No: 18 (Marks: 1)

How many kinds of macros are there?

Question No: 19 (Marks: 2)

What are the GDI environment working space names?

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Question No: 20 (Marks: 3)

List down three Pre-Defined GDI objects in window

Question No: 21 (Marks: 5)

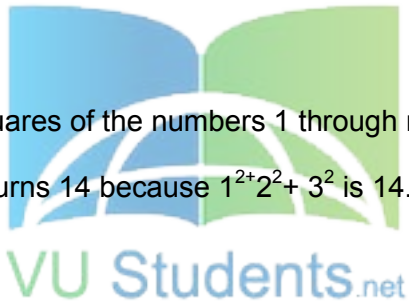
write a recursive function definition for the following function:

```
int squares(int n);
```

```
// Precondition: n>=1
```

```
// Returns the sum of the squares of the numbers 1 through n.
```

```
For Example, squares(3) returns 14 because  $1^2+2^2+3^2$  is 14.
```



Question No: 22 (Marks: 10)

what are macros and its types? Explain it with example.

What is a process?

Question No: 32 (Marks: 2)

What is HTTP?

Question No: 33 (Marks: 2)

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Briefly define Modal Loop?

Question No: 34 (Marks: 3)

Define briefly Group Box?

Question No: 35 (Marks: 3)

Which are the three parts of name when using internet address family?

Question No: 36 (Marks: 3)

Define the names of resource-definition statements' categories?

Question No: 37 (Marks: 5)

State three differences between a Window Procedure and a Dialog Procedure?

Question No: 38 (Marks: 5)

Define the purpose of connect function with syntax. What does it return?

Question No: 39 (Marks: 10)

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Define Dynamic Link Libraries in detail? Also explain its relation with memory management?

Question No: 40 (Marks: 10)

Show the flow of server and client socket calls using block diagram?

Windows common controls are implemented in

Kernel32.dll
Comctl32.dll
User32.dll
Gdi32.dll



The application can load its resources when
res file is compiled
[res file is linked to the executable file](#)
rc file is compiled and but not linked yet
resource.h file is included
None of the above

is not possible to define our own window messages.

True
[False](#)

What information about the resources is placed in resource.h?

[Definitions](#)
Data structures
Identifiers
Editors
Size

Child window is confined to its parent's client area only.

[True](#)

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False

Explain the basic difference(s) between a message box and a dialog box.

A message box is a modal dialog box and the system creates it by using the same internal functions that DialogBox uses

WM_INITDIALOG message is sent by the system:

Before creating the dialog

Before creating dialog and after displaying it

After creating and displaying the dialog

After creating the dialog and before making it visible

None of the above

What is the first step the application should do to draw, in a window without using WM_PAINT message?

Quit device context

Release device context

Retrieve device context

Outline the shape to be drawn

Set the background color of the window



Explain why all the application related messages come directly to the modal dialog box if it is active and not through its owner window's window procedure?

Identify the function which is used to change an existing item of the menu at run time

AppendMenu

InsertMenu

SetMenuItemInfo

ChangeMenu

AddMenuItemInfo

What are the benefit(s) of declaring a resource as DISCARDABLE?

When a dialog box is created which one of the following messages is generated?

▶ WM_CREATE

▶ WM_DIALOGCREATE

▶ WM_INITDIALOG

▶ WM_COMMAND

▶ WM_DIALOGCOMMAND

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TreeView control is created using:

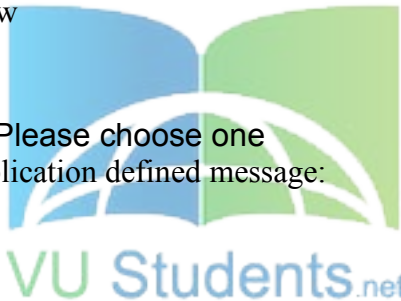
- ▶ CreateWindow function
- ▶ CreateWindowEx function
- ▶ CreateControl function
- ▶ None of the given options
- ▶ CreatTreeView function

Question No: 4 (Marks: 2) - Please choose one
Menu resource should be associated with a window while:

- ▶ **Creating window (not confirm)**
- ▶ Registering window
- ▶ Repainting window
- ▶ Creating or registering window
- ▶ Destroying window

Question No: 5 (Marks: 2) - Please choose one
Which of the following is an application defined message:

- ▶ WM_COMMAND
- ▶ WM_SYSCOMMAND
- ▶ WM_CREATE
- ▶ WM_QUIT
- ▶ **WM_USER**



*When a menu item is clicked, WM_COMMAND message is send and ID of this menu item is sent in:

- *wParam
- ***IParam**
- *hInstance
- *HWND

*Device-independed value represents

- *Virtual key code
- ***Key code**
- *READOnly code

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*When we keep some key pressed for a long time, which one of the following technique keeps the message queue concise

*Older messages are discarded

*Call the GetKeyState() function

*Repeat Count contains how many times WM_KEYDOWN message was sent
*

How many WM_CHAR messages will be generated when Shift+A key combination is pressed from keyboard and we haven't called

TranslateMessage() before calling DispatchMessage() function?

*Which function is not used to handle a caret?

*If we press an extended key from keyboard, the number of byte(s) sent to keyboard buffer is (are):

*We cannot convert the VU into Students.net

*Screen co-ordinates, client area co-ordinates

*Client area co-ordinates, screen co-ordinates

*Non-Client area co-ordinates, screen co-ordinates

*Screen co-ordinates, non-client area co-ordinates

*Which one of the following controls cannot receive input focus?

*Which function is not used to handle a caret?

*Which of the following is compulsory about a keyboard accelerator?

*Identifier of Keyboard accelerator must start with "ID_".

*Accelerator and corresponding menu item must have identical identifiers.

*You must not write DISCARDABLE in the resource script of accelerator.

*all of given

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*What will be the icon of shortcut of executable file of an application that has no icon resource?

*Default Window .exe file icon

*Each application must have at least **one icon**

*No icon

*Visual C++ icon

*What is the file extension of the resource file?

*.txt

*.cr

***.rc**

*.ico

*If the load menu function fails so what will be the return value.

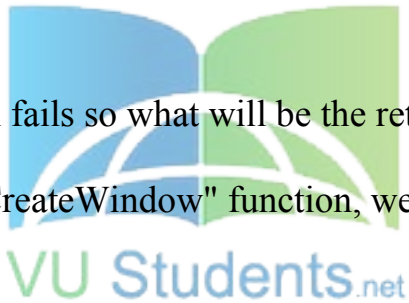
*In which parameter of "CreateWindow" function, we can specify the Menu.

*hInstance

*hmenu

***hWin**

*dialoge box



Solved First Quiz CS410 Fall 2010

Question # 1 of 10 (Start time: 12:25:31 PM)

Total Marks: 1

A window receives this message when the user chooses a command from the window menu

Select correct option:

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WM_MENUSELECT

WM_MENUDRAW

WM_MENUNOTIFY

WM_SYSCOMMAND

Answer: WM_SYSCOMMAND

Question # 2 of 10 (Start time: 12:26:15 PM)

Total Marks: 1

All threads share the

 Select correct option:

Virtual Address space

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Global variables

Operating system resources of their respective proc

All of given options

Answer: All of the given options



Question # 3 of 10 (Start time: 12:26:34 PM)

Total Marks: 1

A _____ is commonly used to handle background tasks

Select correct option:

Worker thread

User Interface thread

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Parent thread

Process thread

Answer: Worker Thread



Click here to Save Answer & Move to Next Question



Question # 4 of 10 (Start time: 12:27:24 PM)

Total Marks: 1

What will be the entry point to a Windows program?

Select correct option:

WinMain

Main

Java.main

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Answer: WinMain

Not Sure



Question # 5 of 10 (Start time: 12:28:20 PM)

Total Marks: 1

On which machines the scheduler can move individual threads to different processors to “balance” the CPU load.

 Select correct option:

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Answer: Multiprocessor

Question # 6 of 10 (Start time: 12:29:08 PM)

Total Marks: 1

_____ is one of user interface elements

Select correct option:



Accelerator



Message Loop



WinProc



None of given options

Answer: Accelerator

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Question # 7 of 10 (Start time: 12:30:37 PM)

Total Marks: 1

_____ handles user inputs and responds to user events independently.

Select correct option:

User-Interface Thread

Worker Thread

Kernel Thread

None of given options

Answer: User-Interface Thread

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Question # 8 of 10 (Start time: 12:31:32 PM)

Total Marks: 1

If a window owns child Windows, and we destroy owner Window then _____.

Select correct option:

Only owner window will be destroyed

Only its owned window will be destroyed

Both owner and owned Windows will be destroyed

The application will be crashed

Answer: Both owner and owned Windows will be destroyed

Question # 9 of 10 (Start time: 12:31:55 PM)

Total Marks: 1

A process consists of _____

Select correct option:

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Answer: all of given options

Question # 10 of 10 (**Start time: 12:32:08 PM**)

Total Marks: 1

_____ determines that, which threads should run and when they should run?

Select correct option:

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Scheduler

Thread itself

Messages

None of the given options

Answer: Scheduler

C language is an extensible language.

- ▶ True
- ▶ False

Question No: 5 (Marks: 1) - Please choose one
Union Person

```
{  
char name[30]; //30 bytes  
int age;  
float height;  
};
```

How many bytes will skip after executing ptr = ptr +1.

Union Person abc, *ptr;

Ptr = &abc;

ptr = ptr +1;

- ▶ 30 bytes will skip after executing ptr = ptr +1.
- ▶ **31 bytes will skip after executing ptr = ptr +1.**
- ▶ 32 bytes will skip after executing ptr = ptr +1.
- ▶ 38 bytes will skip after executing ptr = ptr +1.

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Question No: 6 (Marks: 1) - Please choose one

GDI presents a?

- ▶ **device-independent view**
- ▶ device-dependent view

Question No: 2 (Marks: 1) - Please choose one

Identifier is not replaced if it appears

- ▶ In a comment
- ▶ With in a string
- ▶ **As a part of a long identifier**
- ▶ All of given

Before you create an application window, you must register a window class by calling RegisterClass. This function requires a single parameter. What is that parameter and how will be the syntax of the structure?

Answer:

The function requires a structure of type WNDCLASS as parameter. This structure includes two fields that are pointers to character strings, so the structure is defined two different ways in the WINUSER.H header file. First, there's the ASCII version, WNDCLASSA:

```
typedef struct tagWNDCLASSA
{
  UINT style ;
  WNDPROC lpfnWndProc ;
  int cbClsExtra ;
  int cbWndExtra ;
  HINSTANCE hInstance ;
  HICON hIcon ;
  HCURSOR hCursor ;
  HBRUSH hbrBackground ;
  LPCSTR lpszMenuName ;
```

```
LPCSTR lpszClassName ;  
}  
WNDCLASSA, * PWNDCLASSA, NEAR * NPWNDCLASSA, FAR *  
LPWNDCLASSA ;
```

total 40 marks

20 objective

20 subjective

q1 2Marks

3 types of assertion and name them

q2 2Marks

write the complete syntax or "get parent function"

q3 3 Marks

if your program produces an error message that "stack overflow"

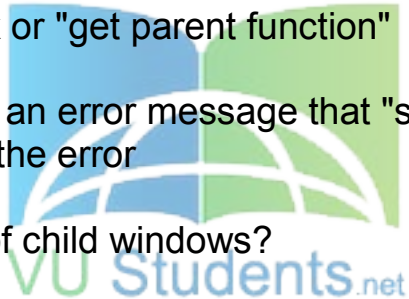
what is a likely source of the error

q4 3 Marks

write the characteristics of child windows?

q5 5Marks

explain "pointer to constant" and "constant pointer" using code..



1: Instance is related to.....

Instance handling

2: Value of structure

3: variable pointer

4: Wipe window function used for destroy window

5: implicit and explicit typecasting

6: GDI provides developers

7: GUI stands for (Graphical user interface)

8: To draw text in windows command is used (drawtext)

9: which of the following is related to command line (MS DOS)

10: auto variable automatic initialize by zero

11: GDI environmenthas limited colors (virtual, physical, logical, default)

12: stack reverse command do the following with stack (wash, update, insert, replace)

13: OS has many type of windows.....(classes, array, queue, pointers)

14: A window can have many children and may or may not have one (thread, process, parent, subprocess)

15: Function finds window with given class name or window name (find window)

16: int *ptr (integer value)

17: we can use as an alternative method of commanding out code (#elif)

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- 18: To show window on screen API is used (Display window)
19: All share virtual address space (function, local variable , process. Threads,)
20: is used normally in word processing applications (Multicasting, Single threading, single casting, Multithreading)
21: Every application has its own message queue (Describe ?)
21: In GDI two working space . just give name
Client area
Nonclient area
23: What will happen if GetUpdateRect returns zero?
24: Define Client area?
25: WIN MAIN describe with detail
26: Write syntex of GetParent ?

- Stdcall and _cdecl call convention(5)
Properties of child window(5)
Message queues of each application(2)
infinite recursion(3)
Paint function usage(3)

- Diff. b/w Desktop Window and Application Window.....(5)
show the implementation of _cdecl calling convolution with respect to (5)
1: Argument passing order.
2: stack maintenance responsibility.
3: name decoration convention.

What happened if GetUpdateWn returns zero.....(3)

If GetUpdateRect returns zero, the application should not call the BeginPaint and EndPaint functions.

A window may have more than one windows inside it explain the line...(2)
What is the funtion of ws_paint in Windows class.....(3)

WM_PAINT tells the window procedure that the window's client area has changed and must be repainted.

- * Stack 2 marks
- * Message queuing 2 marks

Message Queue is created when every any GDI function call is made or sendmessage or post message function calls are made. Message Queue can be attached to every thread either it is User interface thread or worker threads. User Interface threads always a message queue

- * Kernal tasks 3marks

Kernel is the heart of Operating system

- * _Stdcall and _cdcel call 5 marks

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`cdecl` and `__stdcall` just tells the compiler whether the called function or the calling function cleans up the stack. In `__stdcall` calling convention, the called function cleans up the stack when it is about to return. So if it is called in a bunch of different places, all of those calls do not need to extra code to clean up the stack after the function call.

In `__cdecl` calling convention, it is the caller function that is responsible for cleaning the stack, so every function call must also need to include extra code to clean up the stack after the function call.

- * erase window function explanation 5marks
- * Clipboard Working 3marks

We can use it for copying the data from one file to the other in same format.e.g from notepad to MS Word.

Q2: write down complete syntax of "getDC" function?(2)

The system retrieves a device context from the cache whenever an application calls the `GetDC` or `BeginPaint` function; the system returns the DC to the cache when the application subsequently calls the `ReleaseDC` or `EndPaint` function.

Diff. b/w Desktop Window and Application Window.....(5)

show the implementation of `__cdecl` calling convention with respect to (5)

- 1: Argument passing order.
- 2: stack maintenance responsibility.
- 3: name decoration convention.

What happened if `GetUpdateWn` returns zero.....(3)

A window may have more than one windows inside it explain the line...(2)

What is the function of `ws_paint` in Windows class.....(3)

`Stdcall` and `__cdecl` call convention(5)

Properties of child window(5)

Message queues of each application(2)

infinite recursion(3)

Paint function usage(3)

Q1: what is stack?(2)

Q2: write down complete syntax of "getDC" function?(2)

Q3:what is extern storage class?3()

Q4:an application can set up for itself any logical coordinates system, using API. write down any two.(3)

Q5: what happened if an application does not process `WM_ErasebkGrd` message but pass it `defWindowProcs`.(5)

Q6: show the implementation of `__cdecl` calling convention with respect to (5)

- 1: Argument passing order.
- 2: stack maintenance responsibility.

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Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)

OR (|)

XOR

AND (&)

NOR

_____ inserts a WM_QUIT message in the program's message queue.

PostQuitMessage (0)

WM_TIMER

KillTimer ()

DispatchMessage ()

Specific memory areas where parameters are copied are _____

Stacks

Arrays

Queues

Lists

_____ is responsible for Stack Rewinding when called-function returns.

Function

Pointer

Called function

Caller function (not sure)



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DOS boxes are also called _____

Select correct option:

Main Window

[Console Window](#)

Dialogue Box

Arrays

: In Windows every running application is a _____

Select correct option:

Pointer

[Process](#)

Array

List

Quiz

The _____ function establishes a connection to a specified socket.

Select correct option:

[connect](#)

attach

connectsocket

attachsocket

HTTP is a _____

Select correct option:

Text Translation Protocol

[Text Transport Protocol](#)

Text Transformation Protocol

None of given options



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Winsock follows the _____ model

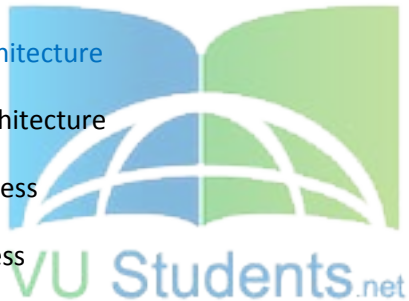
Select correct option:

Windows open System Architecture

Windows Open Service Architecture

Windows Open System Access

Window Open Service Access



DNS is an industry-standard protocol used to locate computers on an IP-based networks

Select correct option:

TRUE

FALSE

HTTP status code "400" (Bad Request) means:

Select correct option:

Request message not understood by server

Requested document not found on this server

Requested document has been moved to some other location

All of given options

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Which character is NOT permitted in a URL

Select correct option:

Space

Underscore (_)

Dot (.)

Digits (0 to 9)



The _____ function permits an incoming connection attempt on a socket.

Select correct option:

accept

receive

acknowledge

none of given options

The _____ function receives data from a connected or bound socket.

Select correct option:

recv

receive

get

collect

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If no error occurs, "bind" function returns zero.

Select correct option:

TRUE

FALSE

_____ handles user inputs and responds to user events independently.

Select correct option:

User-Interface Thread

Worker Thread

Kernel Thread

None of given options



_____ is the smallest rectangle enclosing the portion of a window or client area affected by recent drawing operations

Select correct option:

Invalid Rectangle

Accumulated Bounding Rectangle

Accumulated Client Rect

All of the given options

The _____ function writes a character string at the specified location, using the currently selected font, background color, and text color

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Select correct option:

printf(...)

PrintText(...)

TextOut(...)

cout<<

Whenever a window is resized, system sends "WM_SIZING" message to the application that owns the window

Select correct option:

TRUE

FALSE



A _____ is commonly used to handle background tasks

Select correct option:

Worker thread

User Interface thread

Parent thread

Process thread

The _____ function draws a rectangle

Select correct option:

SetRectCoords(...)

ShowRectangle(...)

DrawRectangle(...)

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Rectangle(...)

In the GDI environment there are two working spaces:

Select correct option:

Logical and the Physical

Local and the Global

Static and the Dynamic

Direct and the Indirect

The _____ function retrieves a handle to one of the stock pens, brushes, fonts, or palettes

Select correct option:

GetStockGDI

GetStockDC

GetStockObject

None of the given options

_____ defines a class that adds new functionality to a predefined Window class

Select correct option:

Sub-Classing

Coupling

Super-Classing

None of given options



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The system paints the background for a window or gives the window, the opportunity to do so by sending it a _____ message

Select correct option:

WM_FILLBKGD

WM_ERASEBKGD

WM_SYSCOMMAND

WM_OVERLAPP

<http://www.vustudents.net>

