

CS410 Visual Programming Solved Objective

For Final Term Exam Preparation by Virtualians Social Network

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 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

Consider the following code snippet

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

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

What is a function pointer?

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

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

- o main window
- o pop-up window
- o system window
- o child window
- o parent window

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

- Structures
- Enumerations
- Unions
- Typedefs
- None of the above

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

- o Resource sharing
- o Device independent programming
- o Multitasking
- o Single path of execution
- o 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.

▶ Line No

▶ File No

▶ Page No

▶ **None of given**

We can undefine already defined preprocessor directive using

▶ **#undef**

▶ #unifdef

▶ #unenddef

▶ None of given

Identifier is not replaced if it appears

▶ In a comment

▶ With in a string

▶ **As a part of a long identifier**

▶ All of given

C language is an extensible language.

- ▶ True
- ▶ False

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

- ▶ Solid
- ▶ Hatched
- ▶ Patched
- ▶ All of the given

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

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

char

(*ptrString)[4][2];

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

- ▶ 16
- ▶ 1
- ▶ 4
- ▶ 8

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

1 - Choose Command line user interface

1. MS DOS

2. MS Windows

3. MS Word

4. MS Visio

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

4 - Window Operating System Do not give us

1. Direct memory access
2. Direct access video ports
3. Direct memory interrupt
4. All of the given

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

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

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

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

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

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

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

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

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**

15 - Preprocessor directive starts with _____ symbol.

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

16 - We can undefine already defined preprocessor directive using

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

19 - _____ is used to check the predefined identifiers.

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

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

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

1. OR(|)

2. XOR

3. AND(&)

4. NOR

22 - Specific memory areas where parameters are copied are _____

1. Stacks

2. Arrays

3. Queues

4. Lists

24 - Static variables are made on _____ memory location

1. Fixed

2. Stack

3. Pointer

4. Variables

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

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

1. Function

2. Pointer

3. called function

4. Caller function

27 - DOS boxes are also called _____

1. Main window

2. Consol window

3. dialogue box

4. Arrays

28 - GDI is implemented through _____

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

30 - GDI stands for _____

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

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

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

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

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

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

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

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

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

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

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

40 - A _____ is commonly used to handle background tasks

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

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

44 - _____ is one of user interface elements

1. Accelerator
2. Message Loop
3. WinProc
4. None of given options

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

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

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

48 - For whom system registers the system class

1. Window class

2. Register class

3. Process

4. None of given

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

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

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

1. main window

2. pop-up window

3. system window

4. child window

52 - GDI presents _____

1. Device-independent view

2. Device-dependent view

- 3. Monitor-dependent view
- 4. None of given

53 - Graphical device interface communicates between application and _____ driver

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

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

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

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

- 1. GDI
- 2. Kernel32
- 3. OS
- 4. CPU

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

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

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

65 - Device-independed value represents

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

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

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

68 - Which function loads the specified menu resource from the executable (.exe) file associated with an application instance.

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

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

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

_____ 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

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

SOCKET_ERROR

SOCKET_FAILED

SOCKET_FAILED

None of the given

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**

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

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 ____ then 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

0x7FFFFFFFF0xFFFFFFFF

0x00000000x7FFFFFFFF

The process can use a space from ____ to ____.

0x00000000x00000000

0x00000000xFFFFFFFF

0x7FFFFFFFF0xFFFFFFFF

☒ 0x00000000x7FFFFFFFF

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

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

☐ ☐ 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

☐ ☐ 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.

☒ ☒ True

☐ ☐ False

The Virtual Address Space of each process is much ____ then 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

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

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

Win32.dll

GDI32.dll

Kernel

_____ 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

(ptr).age

(*ptr).age

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

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 Dialog Box 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

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

AppendMenu

InsertMenu

SetMenuItemInfo

ChangeMenu

AddMenuItemInfo

Menu resource should be associated with a window while:

► Creating window

► 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

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

Select correct option:

- WM_MENUSELECT
- WM_MENUDRAW
- WM_MENUNOTIFY
- WM_SYSCOMMAND

All threads share the

Select correct option:

- Virtual Address space
- Global variables
- Operating system resources of their respective processes
- All of given options

A _____ is commonly used to handle background tasks

Select correct option:

- Worker thread
- User Interface thread
- Parent thread
- Process thread

What will be the entry point to a Windows program?

Select correct option:

- WinMain
- Main
- Java.main
- System.main

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

Select correct option:

- Miniprocessor
- Multiprocessor

Doubleprocessor
None of given options

_____ is one of user interface elements

Select correct option:

Accelerator
Message Loop
WinProc
None of given options

_____ handles user inputs and responds to user events independently.

Select correct option:

User-Interface Thread
Worker Thread
Kernel Thread
None of given options

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

A process consists of _____

Select correct option:

one or more threads
code
data
All of given options

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

Select correct option:

Scheduler
Thread itself
Messages
None of the given options
C language is an extensible language.

► True

- ▶ False

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

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

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

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.

* Message queuing 2 marks

Message Queue is created when every any GDI function call is made or send message 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

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.

* Clipboard Working 3mraks

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.

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

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

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

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

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

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(...)

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

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