

## CS410 Visual Programming Solved Online Quiz No. 01, 02, 03 and 04

### For Final Term Exam Preparation by Virtualians Social Network

1. Ptr -> age is equivalent to \_\_\_\_\_

Select correct option:

- \*ptr.age
- ptr.age
- (ptr).age
- (\*ptr).age

2. \_\_\_\_\_ is used to check the predefined identifiers.

Select correct option:

- #include
- #ifdef**
- #def
- #elif

3. \_\_\_\_\_ is the handle to icon associated with Window Class.

Select correct option:

- hIcon**
- hCursor
- HINSTANCE
- UINT

4. Specific memory areas where parameters are copied are \_\_\_\_\_

Select correct option:

- Stacks**
- Arrays
- Queues
- Lists

5. Result of \_\_\_\_\_ of two bits is TRUE (1) if only if both are TRUE (1)

Select correct option:

- OR (I)
- XOR
- AND (&)**
- NOR

6. Result of \_\_\_\_\_ of two bits is TRUE (1) if only if both are TRUE (1)

Select correct option:

- OR (I)
- XOR

AND (&)  
NOR

7. We can undefine already defined preprocessor directive using

Select correct option:

**#undef**  
#unifdef  
#unenddef  
None of given

8. We can create a window using \_\_\_\_\_

Select correct option:

RegisterClass ( )  
WNDClass  
**CreateWindow ( )**  
DestroyWinndow( )

9. Specific memory areas where parameters are copied are \_\_\_\_\_

Select correct option:

**Stacks**  
Arrays  
Queues  
Lists

10. \_\_\_\_\_ inserts a WM\_QUIT message in the program's message queue.

Select correct option:

PostQuitMessage (0)  
WM\_TIMER  
KillTimer ( )  
**DispatchMessage ( )**

11. GDI is implemented through \_\_\_\_\_

Select correct option:

GDI.dll  
Win32.dll  
**GDI32.dll**  
Kernel

12. Identifier is not replaced if it appears

Select correct option:

In a comment  
With in a string

As a part of a long identifier

**All of given**

13. Struct Person { char name[30]; //30 bytes int age; //4 bytes float height; //4 bytes }; struct Person abc, \*ptr; ptr = &abc; ptr = ptr + 1; How many bytes will skip this statement?

Select correct option:

38

40

39

Nothing will skip.

14. \_\_\_\_\_ is unique identifier of the registered window class return by Registeredclass ()

Select correct option:

Handle

Cursor

Object

**ATOM**

15. Static variables are made on \_\_\_\_\_ memory location

Select correct option:

**Fixed**

Stack

Pointer

Variable

16. \_\_\_\_\_ is used to check the predefined identifiers.

Select correct option:

#include

**#ifdef**

#def

#elif

17. Preprocessor directive starts with \_\_\_\_\_ symbol.

Select correct option:

#

&

\*

%

18. Name of the three dimensional array is the address of \_\_\_\_\_

Select correct option:

First Row

**First Element**

First page  
Last Page

19. \_\_\_\_\_ is the handle to icon associated with Window Class.

Select correct option:

**hIcon**  
hCursor  
HINSTANCE  
UINT

20. GDI is implemented through \_\_\_\_\_

Select correct option:

GDI.dll  
Win32.dll  
**GDI32.dll**  
Kernel

21. Specific memory areas where parameters are copied are \_\_\_\_\_

Select correct option:

**Stacks**  
Arrays  
Queues  
Lists

22. \_\_\_\_\_ is used to check the predefined identifiers.

Select correct option:

#include  
**#ifdef**  
#def  
#elif

23. There cannot be multiple \_\_\_\_\_ messages in message queue.

Select correct option:

**WM\_PAINT**  
WM\_TIMER  
WM\_QUIT  
WParam

24. Identifier is not replaced if it appears

Select correct option:

In a comment  
With in a string  
As a part of a long identifier

All of given

25. [ \_\_\_\_\_ ] inserts a WM\_QUIT message in the program's message queue.

Select correct option:

PostQuitMessage (0)

WM\_TIMER

KillTimer ()

**DispatchMessage ()**

26. We can create a window using \_\_\_\_\_

Select correct option:

RegisterClass ()

WNDClass

**CreateWindow ()**

DestroyWinndow()

27. Struct Person { char name[30]; //30 bytes int age; //4 bytes float height; //4 bytes }; struct Person abc, \*ptr; ptr = &abc; ptr = ptr + 1; How many bytes will skip this statement?

Select correct option:

38

40

39

Nothing will skip.

28. Result of \_\_\_\_\_ of two bits is TRUE (1) if only if both are TRUE (1)

Select correct option:

OR (I)

XOR

**AND (&)**

NOR

29. What kind of messages can be display using messagebox function?

Select correct option:

Long messages

**Short messages**

Null values

None of the given

30. \*(a+i) can also be written as \_\_\_\_\_

Select correct option:

**a [i]**

**a[i+1]**

**\*a**

**\*a+1**

**31.** \_\_\_\_\_ inserts a WM\_QUIT message in the program's message queue.

Select correct option:

PostQuitMessage (0)

WM\_TIMER

KillTimer ()

**DispatchMessage ()**

**32.** What will be the entry point to a Windows program?

Select correct option:

**WinMain**

Main

Java.main

System.main

**33.** DOS boxes are also called \_\_\_\_\_

Select correct option:

Main Window

**Console Window**

Dialogue Box

Arrays

**34.** Name of the three dimensional array is the address of \_\_\_\_\_

Select correct option:

First Row

**First Element**

First page

Last Page

**35.** Long chain of keywords in declaration can be shortened. Above line is the advantage of \_\_\_\_\_.

Select correct option:

**Typedef**

Struct

Union

None of given

**36.** Static variables are made on \_\_\_\_\_ memory location

Select correct option:

**Fixed**

Stack

Pointer

Variable



## QUIZ No. 02

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

Select correct option:

**Entire Screen**

Parent Window

Client Window

It does not retrieve DC

2. Two types of Subclassing are:

Select correct option:

Automated Subclassing and Manual Subclassing

Static Subclassing and Dynamic Subclassing

Local Subclassing and Global Subclassing

**Instance Subclassing and Global Subclassing**

3. Long chain of keywords in declaration can be shortened. Above line is the advantage of \_\_\_\_\_.

Select correct option:

**Typedef**

Struct

Union

None of given

4. Result of \_\_\_\_\_ of two bits is TRUE (1) if only if both are TRUE (1)

Select correct option:

OR (I)

XOR

**AND (&)**

NOR

5. DOS boxes are also called \_\_\_\_\_

Select correct option:

Main Window

**Console Window**

Dialogue Box

Arrays

6. \_\_\_\_\_ function is used to invalidate a window or part of it

Select correct option:

**InvalidateRect**

InvalidateWindow

InvalidateClient

InvalidateApp

7.The \_\_\_\_\_ function draws a rectangle

Select correct option:

SetRectCoords(...)

ShowRectangle(...)

DrawRectangle(...)

**Rectangle(...)**

8.\_\_\_\_\_ is the handle to icon associated with Window Class.

Select correct option:

**hIcon**

hCursor

HINSTANCE

UINT

9.The SelectObject function selects an object into the specified:

Select correct option:

Object Context (OC)

**Device Context (DC)**

Window Context (WC)

Class Context (CC)

10.A thread can not share all of the its resources

Select correct option:

TRUE

**FALSE**

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

Select correct option:

**38 bytes will skip after executing 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.

12.There cannot be multiple \_\_\_\_\_ messages in message queue.

Select correct option:

**WM\_PAINT**

WM\_TIMER

WM\_QUIT

WParam

13.\_\_\_\_\_ acts as a buffer between applications and output devices.

Select correct option:

**GDI**

Kernel32

OS



CPU

14.If first non wide space character will be #, so it will be called \_\_\_\_.

Select correct option:

Preprocessor Directives

**Preprocessor Folder Not Sure**

Preprocessor Director

None of Given

15.The \_\_\_\_ function retrieves a handle to a display device context (DC) for the client area of a specified window or for the entire screen.

Select correct option:

GetHwnd

**GetDC**

GetGDI

GetStockObject

16.\_\_\_\_\_ tell the operating system about the characteristics and physical layout of its windows.

Select correct option:

Register Class

Object Class

**Window Class**

Common Class

17.Line can be drawn using \_\_\_\_\_ Functions

Select correct option:

**MoveToEx and LineTo**

SelectPts and DrawLine

SelectPts and DrawPOLY

None of the giving options

18.A Window that has a parent is called a \_\_\_\_ Window

Select correct option:

**Parent**

Main

Child

Owner Window

19.Whenever a window is resized, system sends "WM\_SIZING" message to the application that owns the window

Select correct option:

TRUE

**FALSE**

20. \_\_\_\_\_ is used to check the predefined identifiers.

Select correct option:

#include

**#ifdef**

#def

#elif

21. What kind of messages can be display using messagebox function?

Select correct option:

Long messages

**Short messages**

Null values

None of the given

22. We can create a window using \_\_\_\_\_

Select correct option:

RegisterClass ( )

WNDClass

**CreateWindow ( )**

DestroyWinndow( )

23. A thread \_\_\_\_\_

Select correct option:

is a path of execution through a program

is smallest unit of execution that Win32 schedules

consists of a stack

**All of given options**

24. A thread can not share all of the its resources

Select correct option:

TRUE

**FALSE**

25. 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

26. A Window that has a parent is called a \_\_\_\_ Window

Select correct option:

**Parent**

Main

Child

Owner Window

27. \_\_\_\_\_ is a technique that allows an application to intercept messages destined for another window.

Select correct option:

**Subclassing**

SuperClassing

Message Dispatching

None of given options

28. \_\_\_\_\_ is unique identifier of the registered window class return by Registeredclass ()

Select correct option:

Handle

Cursor

Object

**ATOM**

29. \_\_\_\_\_ tell the operating system about the characteristics and physical layout of its windows.

Select correct option:

Register Class

**Object Class**

Window Class

Common Class

30. Result of \_\_\_\_\_ of two bits is TRUE (1) if only if both are TRUE (1)

Select correct option:

OR (I)

XOR

**AND (&)**

NOR

31. Whenever a window is resized, system sends "WM\_SIZING" message to the application that owns the window

Select correct option:

TRUE

**FALSE**

32. Regarding Win32, an application cannot subclass a Window or Class that belongs to another process

Select correct option:

**TRUE**

FALSE

33. Ptr -> age is equivalent to \_\_\_\_\_

Select correct option:

\*ptr.age

ptr.age

(ptr).age  
**(\*ptr).age**

**34.** 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

**35.** \_\_\_\_\_ handles user inputs and responds to user events independently.

Select correct option:

**User-Interface Thread**

Worker Thread

Kernel Thread

None of given options

**36.** \_\_\_\_\_ provides the functionality to create and manage screen windows and most basic controls

Select correct option:

GDI

Common Dialog Box

Common Control Library

**User Interface**

**37.** \_\_\_\_\_ acts as a buffer between applications and output devices.

Select correct option:

**GDI**

Kernel32

OS

CPU

**38.** 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<<

**39.** A \_\_\_\_\_ is commonly used to handle background tasks

Select correct option:

**Worker thread**

User Interface thread

Parent thread

Process thread

40. 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\_FILLBKGND

**WM\_ERASEBKGND**

WM\_SYSCOMMAND

WM\_OVERLAPPED

41. Name of Two dimensional array is the address of \_\_\_\_\_

Select correct option:

First Column

**First Row**

Last Row

Last Column

42. A thread \_\_\_\_\_

Select correct option:

is a path of execution through a program

is smallest unit of execution that Win32 schedules

consists of a stack

**All of given options**

43.  $*(a+i)$  can also be written as \_\_\_\_\_

Select correct option:

**a[i]**

a[i+1]

\*a

\*a+1

44. GDI presents \_\_\_\_\_

Select correct option:

**Device-independent view**

Device-dependent view

Monitor-dependent view

None of given

45. What will be the entry point to a Windows program?

Select correct option:

**WinMain**

Main

Java.main

System.main

46. GDI is implemented through \_\_\_\_\_

Select correct option:

GDI.dll

Win32.dll

**GDI32.dll**

Kernel

47.A \_\_\_\_\_ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.

Select correct option:

Kernel

Pen

Bitmap

**Device Context**

Quiz No. 03

1. For showing Dialog we can use "ShowWindow(...)" function

**TRUE**

FALSE

2. When a menu item is clicked, WM\_COMMAND message is send and ID of this menu item is sent in:

**wParam**

lParam

hInstance

HWND

3. The "GetDlgItem" function retrieves a \_\_\_\_\_ to a control

**Handle**

Pointer

Object

None of the given options

4. The WM\_INITDIALOG message is sent to the dialog box procedure \_\_\_\_\_

**Immediately before a dialog box is displayed**

Immediately after a dialog box is displayed

When DialogProc is called

When HideDialog is called

5. Virtual key code defined by

**Kernel Not Sure**

Application

System

None of given



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

**hMenu**

hInstance

hWnd

dialogBox

7. Menu resource should be associated with a window while:

**Creating window**

Repainting window

Creating or registering window

Destroying window

8. Neither the user nor the application can make the owner window active until the modal dialog box is destroyed

**True**

False

9. 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() funtion

Repeat Count contains how many times WM\_KEYDOWN message was sent

There is no such technique

10. What is the file extension of the resource file?

**.rc**

.cr

.ico

.txt

11. Which one of the following controls cannot receive input focus?

Edit

**Static**

Option Button

Push Button

12. The DialogProc function is used to \_\_\_\_\_

**Create a Dialog**

Destroy a Dialog  
Hide a Dialog  
process messages sent to a modal or modeless dialog box

13. To retrieve the identifier of the menu item at a specified position, we can use the

**GetMenuItemID or GetMenuItemInfo function**

Only GetMenuItemID function

We have to use both GetMenuItemID and GetMenuItemInfo

None of the given functins

14. When you release a key from keyboard, \_\_\_\_\_ message is sent to your application message queue.

**WM\_KEYRELEASE**

WM\_KEYDOWN

WM\_KEYPRESSED

WM\_KEYUP

15. When an application receives a keystroke message, \_\_\_\_\_ code is there in wParam parameter.

**ASCII key**

Normal key

Extended key

Virtual key

16. Device-independent value represents

Virtual key code

Key code

Read only code

Mix code

17. It is not possible to create a dialog box that has no owner.

**True**

False

18. An application destroys a modal dialog box by using the \_\_\_\_\_ function

**EndDialog**

TerminateDialog

DestroyDialog

DestroyModalDialog

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

1

**2 Not sure**

3

4

20. By default all resources are Discardable.

**True**

False

21. Win32-based applications are event-driven

**TRUE**

FALSE

22. \_\_\_\_\_, 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

When the user click on any window area

When the system de-select the item menu

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

**TRUE**

FALSE

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

0

False

Null

1

25. Which function is not used to handle a caret?

CreateCaret()

DestroyCaret()

SetCaretPos()

**DenyCaret()**

26. In the case of extended keyboard characters, first byte of keyboard buffer contains \_\_\_\_ and second byte contains \_\_\_\_.

scan code, extended code

extended code, scan code  
**0, scan code Not sure**  
scan code, 0

Quiz No. 04

Which one of the following is very useful for localization?

Multithreading

**Resource only DLLs NOT SURE**

Multitasking

Icons

A child window is always appears within the client area of its parent window.

**True**

False

The \_\_\_\_\_ function associates a local address with a socket.

**bind(...)**

connect(...)

attach(...)

getSocket(...)

The window \_\_\_\_\_ is the color or pattern used to fill the client area before a window begins drawing.

Caption

**Color Palette**

Background

Foreground

The error code \_\_\_\_\_ Indicates that the underlying network subsystem is not ready for network communication.

WSAEINPROGRESS

WSAEPROCLIM

**WSASYSNOTREADY**

WSAEFAULT

The state of a semaphore object is \_\_\_\_\_ when its count is greater than zero and \_\_\_\_\_ when its count is equal to zero

non-signaled, signaled

**signaled, non-signaled**

created, destroyed

destroyed, created

The DialogProc function is used to \_\_\_\_\_

**Create a Dialog**

Destroy a Dialog  
Hide a Dialog  
process messages sent to a modal or modeless dialog box

The \_\_\_\_\_ function sends data on a connected socket  
dispatch(...)  
transmit(...)  
**send(...)**  
broadcast(...)

Consider the following statements written in a DLL: `__declspec (dllexport) int Factorial(int); int Average(int,int);`  
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 imports 2 functions. i.e. Factorial() and Average()

To create a thread which is initially in suspended state, we should:  
Create thread by calling `__beginthread` function  
Call `ExitThread` API immediately after creating thread  
**Give CREATE\_SUSPENDED flag in CreateThread**  
It is impossible

When we use `PostThreadMessage` for a thread that has not message queue then:  
Nothing will happen  
It will cause a run time error  
Thread will resume processing  
**Its message queue will be created**

Virtual key code defined by  
Kernel  
Application  
System  
**None of given**

Whenever a window is resized, system sends "WM\_SIZING" message to the application that owns the window  
**True**  
False

\_\_\_\_\_ handles user inputs and responds to user events independently.

**User-Interface Thread**

Worker Thread

Kernel Thread

None of given options

In Windows every running application is a \_\_\_\_\_

Pointer

**Process**

Array

List

For showing Dialog we can use "ShowWindow(...)" function

**True**

Fal;se

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

GetStockGDI

GetStockDC

**GetStockObject**

None of the given options

\_\_\_\_\_, system sends the item's identifier to the owner window?

When the user chooses a command item from a menu

The \_\_\_\_\_ function releases a device context, freeing it for use by other applications.

FreeDC

GetDC

DeleteDC

**ReleaseDC**

\_\_\_\_\_ function is used to invalidate a window or part of it

**InvalidateRect**

InvalidateWindow

InvalidateClient

InvalidateApp

HTML is a \_\_\_\_\_ Language

Multiset Encryption

Mark-up

Micro Level

**None of given options**

Line can be drawn using \_\_\_\_\_ Functions

**MoveToEx and LineTo**

SelectPts and DrawLine



SelectPts and DrawPOLY  
None of the giving options

Name of the three dimensional array is the address of \_\_\_\_\_

**First Row**

First Element

First page

Last Page

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

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

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

When the user click on any window area

When the system de-select the item menu

When a menu item is clicked, WM\_COMMAND message is send and ID of this menu item is sent in:

wParam

lParam

hInstance

**HWND**

Which function is not used to handle a caret?

CreateCaret()

DestroyCaret()

SetCaretPos()

**DenyCaret()**

Graphical device interface communicates between application and \_\_\_\_\_ driver

Port

Operating System

**Device**

Kernel

\_\_\_\_\_ acts as a buffer between applications and output devices.

**GDI**

Kernel32

OS

CPU

When a thread terminates, the thread object attains \_\_\_\_\_ state

**Signaled**

Blocked

Resumed

Non-signaled

The \_\_\_\_\_ function establishes a connection to a specified socket.

**Connect**

Attach

Connectsocket

attachsocket

Static variables are made on \_\_\_\_\_ memory location

**Fixed**

Stack

Pointer

Variable

We can undefine already defined preprocessor directive using

**#undef**

#unifdef

#unenddef

None of given

If we press a normal key from keyboard, the number of byte(s) sent to keyboard buffer

1

**2 Not sure**

3

4

All threads share the

Virtual Address space

Global variables

Operating system resources of their respective processes

**All of given options**

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
- 2
- 3

32-bit Microsoft Windows, there is very low chance of device drivers getting corrupted because:  
Win-32 allows multi-threading

**Each process cannot access the virtual address space of some other process**

Each thread has its own stack

Context switching mechanism is very good

Consider the following statements written in a DLL: `__declspec (dllexport) int Factorial(int); int Average(int,int);`

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 imports 2 functions. i.e. Factorial() and Average()

Long chain of keywords in declaration can be shortened. Above line is the advantage of \_\_\_\_\_.

**Typedef**

Struct

Union

None of given