CS410 Solved MCQs forMid Term By Ali Muaaz

| Message loop ends when the GetMessage() function removes the following message from the message queue: |
|---|
| WM_SETFOCUS WM_PAINT WM_SYSCOMMAND WM_QUIT page # 104 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 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 Page # 73 Which of the following class of window is pre-registered? |
| main window |
| pop-up window |

system window Page 125

child window parent window Which of the following is not a user defined data type? Structures Enumerations Unions Typedefs None of the above page # 30 Which of the following is not a feature of windows programming? Resource sharing Device independent programming Multitasking Single path of execution page # 17 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** page # 39
- ▶ #unifdef
- ► #unenddef
- ► None of given

Question No: 9 (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

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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;

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.
```

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

 \triangleright 38 bytes will skip after executing ptr = ptr +1.

C language is an extensible language.

- **►** True
- ► False

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

| is/are the type(s) of Logical Brushes. ► Solid |
|---|
| ► Hatched |
| ► Pattern |
| ► All of the given page # 71 |
| Question No: 13 (Marks: 1) - Please choose one |
| is/are type(s) of macro. ► Object-like macro |
| ► Function-like macro |
| ► All of the given page # 40 |
| ► None of the given |
| |
| Question No: 14 (Marks: 1) - Please choose one |
| macro expands to the constant 1, to signify that this compiler conforms |
| ISO standard C. |
| ► STD_ |
| ► STDC page # 42 ► STDC HOSTED |
| ► S TDC VERSION |
| |
| Question No: 15 (Marks: 1) - Please choose one |
| char |
| (*ptrString)[4][2]; |
| How many bytes will be skipped by the statement ptrString += 2? |
| ▶ 16 ▶ 1 |
| 4 |
| ▶8 |
| Question No: 16 (Marks: 1) - Please choose one |
| If we destroy owner window then |
| ➤ Only owner window will be destroyed |
| ▶ Only its owned window will be destroyed page # 124 |
| ► Both owner and owned window will be destroyed |
| ► The application will be crashed |
| 1 - Choose Command line user interface |
| 1. MS DOS Page # 16 |
| 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 Page # 17 Correct Choice: 4 From Lectuer # 1 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 page # 17 | |
|---|----|
| 5 - *(a+i) can also be written as | |
| 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 | |
| 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. | |
| 11 - We can display symbolic constants instead of numeric values using: 1. Structures 2. Enumeration page # 35 3. Unions 4. Typedef | |
| 13macro expands to the constant 1, to signify that this compiler conforms ISO Standard C 1. STDC Repeat | to |

| 2STDC_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 Repeat 2. #unifdef 3. #unenddef 4. None of given |
| 19 is used to check the predefined identifiers. 1. #include 2. #ifdef WEB 3. #def 4. #elif |
| 20 is/are type(s) of macro |
| Object-like macro Function-like macro |
| 3. Both of the Given 4. None of the given Repeat |
| 21 - Result of of two bits is TRUE (1) if only if both are TRUE (1) 2. XOR |
| page 4 / 12 3. AND(&) WEB 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 page # 65 |
| 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 |
| 27 - DOS boxes are also called |
| 1. Main window |
| 2. Consol window page # 67 |
| 3. dialogue box |
| 4. Arrays |
| 28 - GDI is implemented through |
| 20 GB1 is impremented through |
| 1. GDI.dll |
| 2. win32.dll |
| 3. GDI32.dll page # 69 |
| 4. Kernel.dll |
| 30 - GDI stands for |
| 1. Graphics Driver Interface |
| 2. Graphics Device Interface page # 68 |
| 3. Graphics Direct Interface |
| 4. None of the given options |
| 31 - How many parameters do WinMain function contains |
| 1. |
| 2. |
| 3. |
| 4. Page # 73 |
| 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 page # 74 |
| 2. Win32 |
| 3. Virtual Memory |
| 4. ROM |
| 33 - What kind of messages can be display using messagebox function? |
| 1. Long Messages |
| 2. Short Messages page # 73 |
| 3. Null Massages |
| J. INUII INIASSAKES |

| 4. None of Given 34 - What will be the entry point to a Windows program? 1. WinMain web 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 Repeat |
| 37 - Message loop ends when the GetMessage() function removes the following message from the message queue: 1. WM_QUIT repeat 2. WM_SETFOCUS 3. WM_PAINT 4. WM_SYSCOMMAND |
| 38 - Which one of the following is not a non-queued message? 1. WM_ACTIVATE 2. WM_SETFOCUS 3. WM_WINDOWPOSCHANGED page # 103 4. WM_SETCURSOR |
| 40 - A is commonly used to handle background tasks 1. Worker thread page # 113 2. User Interface thread 3. Parent thread 4. Process thread |
| 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 |
| 43 - The basic building block for displaying information in the "Microsoft Windows" graphical environment is |

| 4. Window page # 112 |
|---|
| 44 is one of user interface elements 1. Accelerator page # 122 2. Message Loop 3. WinProc 4. None of given options |
| determines that, which threads should run and when they should run? 1. Scheduler page# 112 2. Thread itself 3. Messages 4. None of the given options |
| handles user inputs and responds to user events independently. 1. User-Interface Thread page # 113 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 WEB() |
| 48 - For whom system registers the system class 1. Window class 2. Register class 3. Process page # 125 4. None of given |
| 49 - The first step in creating a window is registering a window class by |
| 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. Page # 132 |

| 51 - Which of the following class of window is pre-registered?1. main window |
|---|
| 2. pop-up window 3. system window Repeat |
| 4. child window |
| 52 - GDI presents 1. Device-independent view Page # 140 |
| 2. Device-dependent view |
| 3. Monitor-dependent view4. None of given |
| 53 - Graphical device interface communicates between application and driver 1. Port |
| 2. Operating System |
| 3. Device page # 140 4. Kernel |
| 54 - If we pass NULL value to "GetDC" function, it retrieves the DC for the: |
| 1. Entire Screen page # 158 |
| 2. Parent Window3. Client Window |
| 4. It does not retrieves DC |
| 55 - The function retrieves a handle to a display device context (DC) for the client |
| of a specified window or for the entire screen. |
| 1. GetHwnd |
| 2. GetDC page # 158 3. GetGDI |
| 4. GetStockObject |
| 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() page 158 |
| 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. |
| |

| 44.50 |
|---|
| 1. GDI page # 68 |
| 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 page # 157 |
| 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 page 150 |
| 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 Question No: 12 (Marks: 1) - Please choose one If the load menu function fails so what will be the return value. |
| ▶ 0 page # 136 |
| ► False |
| ► Null |
| ► 1 |
| |
| Overtion No. 12 (Marks, 1) Please shares and |
| Question No: 13 (Marks: 1) - Please choose one |
| Who generate a unique handle for each menu? |
| ► System |
| ▶ User |
| ➤ Dialog box |
| ► Menu Items |
| Question No: 14 (Marks: 1) - Please choose one |
| Which message function determined where to send message. |
| None of the given |
| <mark>▶ DispatchMessage</mark> page # 164 |

▶ 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.

```
► True
► False
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;
\triangleright 30 bytes will skip after executing ptr = ptr +1.
\triangleright 31 bytes will skip after executing ptr = ptr +1.
\triangleright 32 bytes will skip after executing ptr = ptr +1.
\triangleright 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
► It is more difficult to implement than state-aware protocols
► A web browser is HTTP client
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

► Is essential

► Is necessary

