

CS410 Solved MCQs for Mid 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 WEB

0

A pointer that points to the starting address of the function

How many parameters do WinMain function contains

1

2

3

4 _____ Page # 73

5

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

main window

pop-up window

system window _____ Page 125

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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) Page # 68

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

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**

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

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

C language is an extensible language.

- ▶ **True**
- ▶ False

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

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_____ 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**
- ▶ None of the given

page # 40

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_`

page # 42

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

page # 124

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

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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 _____

- 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** repeat

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`.** Repeat
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

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

- 1. STDC** Repeat

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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** 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

1. Object-like macro
2. Function-like macro
3. **Both of the Given** Repeat
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

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

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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 _____

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 Messages

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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

Repeat

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

- 1. Message Queue
- 2. WinMain
- 3. Message Loop

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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

45 - _____ 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

46 - _____ 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 _____

1. Using DispatchMessage API
- 2. Filling a WNDCLASS structure and calling RegisterClass** page # 131
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.** Page # 132

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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 view
4. 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 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** 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.

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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

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

▶ DispatchMessage page # 164

- ▶ MessageDispatch
- ▶ GetMessage
- ▶ None of the given

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

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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;

▶ 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: 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

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An accelerator _____ to correspond to a menu command.

- ▶ Needs
- ▶ **Needs not**
- ▶ Is essential
- ▶ Is necessary

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