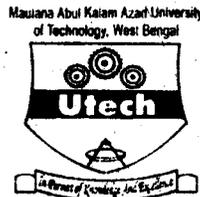


CS/BCA/ODD SEM/SEM-5/BCA-503/2016-17



**MAULANA ABUL KALAM AZAD UNIVERSITY OF
TECHNOLOGY, WEST BENGAL**

Paper Code : BCA-503

WINDOWS PROGRAMMING

Time Allotted : 3 Hours

Full Marks : 70

*The figures in the margin indicate full marks.
Candidates are required to give their answers in their own
words as far as practicable.*

GROUP - A

(Multiple Choice Type Questions)

1. Choose the correct alternatives for the following :

10 × 1 = 10

- i) The initial entry point in Windows Program is
- | | |
|---------------|---------------------|
| a) Main | b) Win Main |
| c) Wnd Proc() | d) Create Window(). |
- ii) A handle is a
- | | |
|--------------|-------------------|
| a) pointer | b) number |
| c) reference | d) none of these. |
- iii) The prefix 1 is used in Hungarian Notation to denote
- | | |
|--------------|------------------|
| a) char | b) int |
| c) BOOL(int) | d) Unsigned int. |

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[Turn over

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- iv) GDI stands for
 - a) Graphical Device Interface
 - b) Graphical Device Interchange
 - c) Graphical Device Internet
 - d) Graphical Device Interaction.
- v) HWND is handler of
 - a) function
 - b) object
 - c) window
 - d) all of these.
- vi) To register a new window class the function that we call is
 - a) register window ()
 - b) register class ()
 - c) register window class ()
 - d) none of these.
- vii) The DISCARDABLE memory option is always used with which option ?
 - a) MOVEABLE
 - b) PRELOAD
 - c) LOADONCALL
 - d) None of these.
- viii) Full form of API is
 - a) Application Programming Interface
 - b) Applet Programming Interface
 - c) Application Programming Interchanging
 - d) None of these.

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- ix) Dispatch Message () is required to
- a) Dispatch a function
 - b) Dispatch a pointer
 - c) Dispatch a message
 - d) Dispatch a reference.
- x) GetDC () is used to obtain
- a) a pointer to device context
 - b) a reference to device context
 - c) a handle to device context
 - d) none of these.

GROUP - B

(Short Answer Type Questions)

Answer any *three* of the following $3 \times 5 = 15$

2. Describe message loop.
3. What are the different parameters in WinMain() function ?
4. What are the differences between Win32 API and MFC ?
5. What is dialog box ? How many types of dialog boxes are there in VB++ ?
6. Explain CREATEWINDOW() with proper syntax.

GROUP - C

(Long Answer Type Questions)

Answer any *three* of the following. $3 \times 15 = 45$

7. a) What are the difference between modal and modeless dialog box ?

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- b) Distinguish between CFileDialog and CPrintDialog classes.
- c) What are common Dialog boxes ? List them. 5 + 5 + 5
8. a) Write the structure of a Window program.
- b) Explain handle.
- c) What parameters are passed to WinMain() and what do they signify ? 5 + 5 + 5
9. a) Write a program to create a window using MFC and attach a menu name file and submenu Load, Save, Exit and explain the various commands involved in the process.
- b) Define WNDCLASS structure. 10 + 5
10. a) Explain Message Loop with a diagram. Describe Application queue, Message queue.
- b) What are the parameters passed to Message-Box() function and what do they signify ? 8 + 7
11. Write short notes on any *three* of the following : 3 × 5
- a) MSG structure
- b) SDK
- c) Line to ()
- d) Draw Text()
- e) MDI.
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