Maulana Abul Kalam Azad University
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Paper Code : BCA-503
PUID : 05146 (To be mentioned in the main answer script)

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 any *ten* of the following :   10 × 1 = 10

   i)   Which functions(s) is/are used in Message loop ?

   a)   GetMessage( )   b)   TranslateMessage( )

   c)   DispatchMessage( )   d)   All of these.

   ii) Which kind of variable resides in stack ?

   a)   Register   b)   Static

   c)   Automatic   d)   Global.

   iii) Which is the entry point function of windows programming ?

   a)   WinMain( )   b)   LibMain( )

   c)   WinProc( )   d)   WEP( ).

iv) Graphics in windows programming requires

    a) GDI   b) DC

    c) Both (a) and (b)   d) None of these.

v) Extension of module definition file is

    a) .RES   b) .RC

    c) .RCS   d) .DEF.

vi) In MFC which file contains all standard include files ?

    a) stadafx.cpp   b) mainframe.cpp

    c) application.cpp   d) frame.cpp.

vii) Event message is sent to

    a) CPU   b) Window

    c) Operating System   d) Monitor.

viii) Which class is used for containing physical elements such as view, toolbar and menu ?

    a) Application Class   b) Document Class

    c) View Class   d) Frame Class.

ix) Which message is sent when mouse is over the client area ?

    a) WM_MOUSEMOVE

    b) WM_NCMOUSEMOVE

    c) MOUSEMOVE

    d) NCMOUSEMOV.

x) Which classes make use of virtual functions enabling program for accessing general purpose functions using a base pointer ?

   a) CWnd   b) CObject

   c) Both (a) and (b)   d) None of these.

xi) HWND is a handler of

   a) Function   b) Object

   c) Windows   d) All of these.

xii) 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.   http://www.makaut.com

GROUP – B

(Short Answer Type Questions)

Answer any *three* of the following.   3 × 5 = 15

2. Give an example of module definition file.

3. Explain how to compile and link a WIN32 application.

4. Define WNDCLASS structure.

5. Distinguish between CUI and GUI.

6. Explain WM_PAINT message.

GROUP – C

(Long Answer Type Questions)

Answer any *three* of the following.   3 × 15 = 45

7. Describe the types of dialog boxes available in WP. Write a program to show the design and use of modeless dialog box.   5 + 10

8. a) Distinguish between CFileDialog and CPrintDialog classes.

    b) What is Resource in Windows Programming ? Discuss various resources available.

    c) Define Dynamic binding.   4 + (2 + 6) + 3

9. a) Write down the complete code of DLL to concatenate a string function in windows program.

    b) Write down the necessary steps to create a window.

    c) What do you mean by calling convention ? 5 + 6 + 4

10. Write short notes on any three of the following : 5 + 5 + 5

    a) MFC

    b) API

    c) Different types of ROM

    d) Frame Buffer.

11. Explain handle. Explain SDK, Lineto( ), DrawText( ), DLL.   3 + (3 × 4)