Name :	
Roll No. :	An Annual Of Kanning and Explana
Invigilator's Signature :	

CS/BCA/SEM-5/BCA-503/2010-11 2010-11 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 : $10 \times 1 = 10$
 - i) Class is a
 - a) Logical address b) Physical address
 - c) Storage Device d) All of these.
 - ii) Encapsulation is a property of
 - a) OPPs b) Structural language
 - c) Both (a) & (b) d) None of these.
 - iii) Object is an
 - a) Instance of a class b) Instance of a method
 - c) Both (a) & (b) d) None of these.
 - iv) 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.

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v) In window the largest size of single segment in the memory is

b)

32 kB

- a) 128 kB
- c) 64 kB d) 16 kB.
- vi) The initial entry point in Windows Program is
 - a) main () b) WinMain ()
 - c) WinProc () d) none of these.
- vii) HWND is a handler of
 - a) Function
 - b) Object
 - c) Window
 - d) Current instance of an application program.
- viii) SDK stands for
 - a) Software Development Kit
 - b) System Development Kit
 - c) Software Design Kit
 - d) System Design Kit.
- ix) SDI is a
 - a) Single Distance Interface
 - b) Single Document Interface
 - c) Single Distributive Interface
 - d) None of these.
- x) MB-OK constant is a parameter of
 - a) WinMain ()
 - b) MessageBox ()
 - c) GetMessage ()
 - d) GetDC ().

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9.	a)	What is nested dialog ? Explain with example.	4
	b)	Explain GDI. What is MFC ?	-5
	c)	Explain all parameters of create window function.	6
10.	a)	What is inheritance ?	2
	b)	Explain how clip board works.	5
	c)	Discuss various clip board functions.	5
	d)	Discuss the difference between Combo box and Li	ist
		box.	3
11.	Wri	te short notes on any <i>three</i> of the following : $3 \times$: 5
	a)	LOOK and FEEL	
	b)	MFC	
	c)	SDK	
	d)	Graphics objects	
	e)	Application Framework.	