



Name : .....  
Roll No. : .....  
Invigilator's Signature : .....

**CS/BCA-(SEPARATE SUPPLE)/SEM-5TH/BCA-503/2011**

**2011**

**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) To register a new Windows class, the function that we call is
  - a) Register Window ( )    b) Register Class ( )
  - c) Register Window ( )    d) None of these.
  
- ii) Get DC is used to obtain
  - a) A pointer to the device context
  - b) A reference to the device context
  - c) A handle to the device context
  - d) None of these.



- iii) MB\_OK Constant is a parameter of
- a) WinMain ( )                      b) MessageBox ( )
- c) GetMessage ( )                      d) GetDC ( )
- iv) Handle is a
- a) pointer                                      b) number
- c) reference                                      d) none of these.
- v) \_\_\_\_\_ is long pointer to a string
- a) LSTR                                      b) LPCSTR
- c) LPSTR                                      d) LCSTR.
- vi) GDI stands for
- a) Graphics Device Interchange
- b) Graphics Device Internet
- c) Graphics Device Interaction
- d) Graphics Device Interface.
- vii) The initial entry point in windows programming is
- a) main ( )                                      b) WinMain ( )
- c) WndProc ( )                                      d) None of these.
- viii) SDK stands for
- a) Software Development Kit
- b) System Development Kit
- c) System Design Kit
- d) Software Design Kit.



- ix) What values does the wParam contain ?
- a) The number of times the key is pressed
  - b) The left button of the mouse is pressed
  - c) The right button of the mouse is pressed.
  - d) The ASCII value of the respective key pressed.
- x) Dispatch Message is required to
- a) Dispatch a function      b) Dispatch a message
  - c) Dispatch a pointer      d) Dispatch a reference.

**GROUP - B**

**( Short Answer Type Questions )**

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

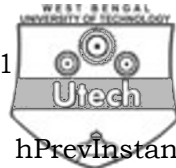
- 2. Explain window client area. What is Class Wizard ?      3 + 2
- 3. What is the purpose of Process Handle Table ? You forget to call close Handle- will there be a memory leak ?      2 + 3
- 4. What is Duplicate Handle (API) ? What is a thread ?      2 + 3
- 5. What is a semaphore and why is it used ?      5
- 6. What is the objective of Windows Programming ?      5

**GROUP - C**

**( Long Answer Type Questions )**

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

- 7. What is MS Windows ? Windows application all tend to have the same 'look and feel' Describe it. What is Programming Instance.      2 + 10 + 3



8. What do you mean by HANDLE hInstance, hPrevInstance, lpszCmdLine, nCmdShow, HWND ? Define Message and Message loop. ( 6 × 2 ) + 3
9. a) What is Dialog box ? How many Dialog box are there ? Describe each of them. 7  
b) Write down the necessary steps to create a dialog box window. 8
10. a) What is Resource in Windows Programming ? Discuss various resources available in windows : 6  
b) What is MFC ? 4  
c) What do you know about application framework of MFC ? 5
11. a) What are the types of window message ? Discuss them. 3  
b) Describe message loop. 4  
c) Describe MSG structure for windows programming. 5  
d) What is SDK ? 3
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