



Name : .....

Roll No. : .....

Invigilator's Signature : .....

**CS/BCA/SEP.SUPPLE/SEM-5/BCA-503/2012**  
**2012**  
**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) Prefix I is used in Hungarian notation to denote
    - a) char
    - b) int
    - c) BOOL (int)
    - d) unsigned int.
  - ii) 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.
  - iii) The number of queues in system queue is
    - a) 1
    - b) 2
    - c) 3
    - d) 4.



- iv) 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.
  
- v) In Windows, the largest size of a single segment in the memory is
  - a) 32 kB
  - b) 64 kB
  - c) 128 kB
  - d) 16 kB.
  
- vi) The DISCARDABLE memory option is always used with which option ?
  - a) MOVEABLE
  - b) LOADONCALL
  - c) PRELOAD
  - d) None of these.
  
- vii) Dispatch Message is required to
  - a) Dispatch a function
  - b) Dispatch a message
  - c) Dispatch a pointer
  - d) Dispatch a reference.
  
- viii) The main function of Windows Programming is
  - a) main ( )
  - b) WndProc()
  - c) WinMain()
  - d) none of these.
  
- ix) HWND is a handler of
  - a) Function
  - b) Object
  - c) Window
  - d) All of these.



- x) GDI stands for
- a) Graphical Device Interchange
  - b) Graphical Device Internet
  - c) Graphical Device Interaction
  - d) Graphical Device Interface.

**GROUP – B**

**( Short Answer Type Questions )**

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

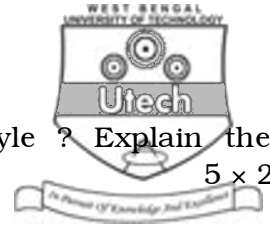
- 2. Define WNDCLASS structure.
- 3. a) What all the header files are included in Windows.h ? 2  
b) What is an SDK ? 3
- 4. Describe MSG structure for Windows Programming. 5
- 5. What is Clipboard function ? Explain any four clipboard functions. 1 + 4
- 6. What is meant by the windows function Create ( ) ? Discuss with proper syntax. 2 + 3

**GROUP – C**

**( Long Answer Type Questions )**

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

- 7. a) What is polymorphism ?  
b) What are common dialog boxes ?  
c) What is resource ? discuss its components.  
d) Describe menu creation in a window. 4 + 4 + 4 + 3
- 8. a) What parameters are passed to Winproc() function ? Explain them. 5



b) What do you mean by window style ? Explain the following : 5 × 2

- (i) WS\_OVERLAPPED
- (ii) WS\_CAPTION
- (iii) WS\_SYSMENU
- (iv) WS\_MAXIMIZEBOX
- (v) WS\_VSCROLL.

9. a) Differentiate between modal and modeless dialog box.  
b) Describe the Message Box structure with example.  
c) Explain the following code :

```
While(GetMessage(&msg,0,0)
{
    TranslateMessage(&msg)
}
    DispatchMessage(&msg) 4 + 5 + 6
```

10. Write the function, meaning and parameter of the following : 5 × 3

- a) GetMessage()
- b) BeginPaint()
- c) ShowWindow()
- d) GetStockObject()
- e) DrawText()

11. Write short notes on any *three* of the following : 3 × 5

- a) MDI
- b) API
- c) MFC
- d) SDK
- e) Messages in windows programming.