



Name :

Roll No. :

Invigilator's Signature :

**CS/BCA/SEM-5/BCA-503/2011-12
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) The WM_COMMAND message is generated when

- a) left button of the mouse is clicked
- b) any menu item is selected
- c) any key of keyboard is passed
- d) none of these.

ii) The GetStockObject() function retrieves the

- a) handle of the application
- b) handle of the device context of window client area
- c) handle of any system object like pen, font
- d) none of these.



- iii) A complete window application requires
- a) three files
 - b) two files
 - c) one file
 - d) four files.
- iv) To retrieve the messages that sent to the application the function is
- a) GetMessage()
 - b) WaitMessage()
 - c) DispatchMessage
 - d) None of these.
- v) The header file which includes for windows application is
- a) <stdio.h>
 - b) <windows.h>
 - c) <winmain.h>
 - d) <conio.h>
- vi) What is the full form of MFC ?
- a) Multiple Frame Command
 - b) Module Frame Class
 - c) Microsoft Foundation Class
 - d) Microsoft Frame Class.
- vii) The module definition (.DEF file) is used by the compiler to set
- a) memory option
 - b) linker
 - c) compiler
 - d) execute.
- viii) To register a window class the function used is
- a) RegisterWindow
 - b) RegisterWindowClass
 - c) RegisterClass
 - d) Register.



- ix) MB_YESNOCANCEL is a parameter of
- | | |
|---------------|----------------|
| a) WinMain | b) UpdateData |
| c) MessageBox | d) ShowWindow. |
- x) OnDraw (CDC *pDC) function is a member of
- | | |
|--------------|--------------|
| a) CDocument | b) CFrameWnd |
| c) CView | d) CWinApp |

GROUP - B

(Short Answer Type Questions)

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

2. Write the code for creating a simple windows.
3. Explain the compiling and linking for windows.
4. Explain about window environment.
5.
 - a) What is meant by Win32 API ?
 - b) Discuss about three Win32 APIs.
 - c) What is MessageBox ? Write down the parameters of MessageBox function.
6.
 - a) Discuss the WinMain() parameters.
 - b) What is a message loop ?
 - c) What is the difference between CUI and GUI ?

GROUP - C

(Long Answer Type Questions)

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

7.
 - a) Define the WNDCLASS structure in windows programming.
 - b) Write a complete Windows programme having separate message processing function with two menu items — “First”, “Second” and when the “First” is selected a text should be shown and similar for the “Second” menu. 6 + 9



8. a) What is child window ? Explain about child window control classes.
- b) What is the difference between class and structure ?
- c) What do you mean by inheritance ?
9. a) What is Dialog Box ? How does the dialog box work ?
- b) What is the difference between the modal and modeless dialog boxes ?
- c) What is the purpose of the WM_INITDIALOG message ?
- d) Create a dialog box that takes two integer input from the end user. Then when end user clicks on the ADD button, then sum value of the two numbers are shown. $(1 + 2) + 4 + 2 + 6$
10. a) How to create a listbox ?
- b) How to add string in the listbox ?
- c) How to retrieve a selected item from the listbox ?
- d) What is the meaning of the PRELOAD and LOADONCALL keywords ? $6 + 2 + 3 + (2 + 2)$
11. Write short notes on any *three* of the following : 3×5
- a) PostQuitMessage()
- b) MFC
- c) MessageBox()
- d) Windows Memory Management
- e) DefWndProc()