KINGS

COLLEGE OF ENGINEERING
DEPARTMENT OF INFORMATION TECHNOLOGY
ACADEMIC YEAR 2012-2013 (Even Semester)

QUESTION BANK

Subject Code/Name : CS1305 – VISUAL PROGRAMMING
Year / Sem   : III / VI

UNIT-I
WINDOWS PROGRAMMING
PART-A (2 MARKS)

1. Define multitasking.
2. Name some of the header files used in windows programming.
3. Give an example for windows program.
4. How do you create a window?
5. What is a Message loop?
6. Explain Get Message ( ) function.
7. Give the structure of MSG.
8. What is the purpose of window procedure?
9. When does a window procedure receive a WM-PAINT message?
10. What is the purpose of WM-DESTORY message?
11. Which is the most commonly used text output function in GDI?
12. What is the use of device context handle?
13. What should be done after painting is finished?
14. Classify the GDI function calls.
15. What are mapping modes and transforms?
16. What are metafiles?
17. What are the special features of scrollbars?
18. Explain the two-step process in system message queue.
19. What are the windows 'resources'?
20. What is meant by Windows programming?
21. What is Hungarian Notation?
22. What is a handle?
23. What are the steps required to display a window?
24. What is the use of Translate Message?
25. What is the use of WM_PAINT Message?
26. What are queued and non-queued messages?

PART-B (16 MARKS)

1. What are the various functions used for basic drawing in a windows program? Explain in detail?
2. Write short notes on:
   a. WinMain()
   b. WndProc()
3. Explain the architecture of a windows program with a sample program.
4. Explain in detail the various child window controls.
5. What is GDI? Explain in detail the basic drawing functions used in windows programming?
6. Write a VC++ program to create a window. Explain all the functions and message loop.
7. Explain the two methods used for getting Device Context Handle with example.

UNIT-II
VISUAL C++ PROGRAMMING- FUNDAMENTALS
PART-A (2 MARKS)

1. Name any four App wizards.
2. What are the working files needed to complete a VC++ application?
3. Explain MFC.
4. What is the use of application framework?
5. Name the classes created by App wizard.
6. What are Dialog boxes?
7. What is multithreading?
8. What are the key design goals of MFC?
9. Give examples of mapping modes.
10. What are ActiveX controls?
11. What is meant by control notification?
12. What are Dialog Boxes?
13. What are modal dialog Boxes?
14. What is a thread?
15. When is worker thread created?
16. Define GDI.
17. What is resource view?
18. What are ActiveX event handlers?
19. What is a component gallery?
20. What is a class view?
21. What are the VC++ Components?
22. What is an Application wizard?
23. What is a Class wizard?
24. What is a Fixed scale mapping mode?
25. What is a Variable scale mapping mode?
26. What is a Bitmap?
27. Explain the display context classes CClientDC and CWindowDC?
28. Define font.

PART-B (16 MARKS)

1. Explain the various mapping modes used in visual C++ programming.
2. What are the various common controls and dialogs available for programming in windows? Explain in detail.
3. Explain in detail how the two types of dialog boxes are created with an example.
4. Write short notes on:
    a. Applicaton framework.
    b. MFC library.
5. Write short notes on:
    a. Visual C++ components.
    b. Event handling.
6. Explain in detail bitmaps loading into your application with a sample program.

UNIT-III
THE DOCUMENT AND VIEW ARCHITECTURE
PART-A (2 MARKS)

1. What are the three types of menus?
2. Which function adds menu items to a cascading menu?
3. What is status Bar?
4. What are the three additional actions necessary to place a dockable toolbar?
5. What are the functions provided by C document derived class?
6. What is Frame window object?
7. What is a splitter window?
8. What are static splitter window?
9. List out the classes that provide functionality of rich edit control within the context of MFC document view architecture?
10. What are DLLs?
11. What are the advantages of DLLs?
12. What is the use of:: GetProcAddress()?
13. Write about the memory issues of DLL?
14. What is COM?
15. What is DCOM?
16. What is the use of :: Load Library?
17. What is the use of CRichEditView?
18. Which call provides the functionality of rich edit control?
19. Define an interface.
20. Define an Object Class?
21. What is a Menu?
22. Define Document View Architecture.
23. What is an Accelerator?
24. What is windows registry?
25. Define Serialization.
26. What is Diagnostic Dumping?
27. What is Implicit Linking?
28. What is Explicit Linking?
29. What is a custom control DLL?

30. What are the types of DLLs?

PART-B (16 MARKS)
1. Explain in detail about keyboard acceleration.
2. Write short notes on:
     a. Creating DLLs
     b. RichEdit Controls.
3. What are the various functions related to creating and updating menus available in visual C++? Explain in detail.
4. Explain in detail how DLLs are created and used in windows programming.
5. Explain document view architecture.
6. Write short notes on:
     a. Splitter window and multiple views.
     b. Toolbar.

UNIT-IV
ACTIVEX AND OBJECT LINKING AND EMBEDDING (OLE)
PART-A (2 MARKS)
1. What are ActiveX controls?
2. What are ActiveX event handlers?
3. What is DCOM?
4. Name any four features of COM?
5. Define an interface?
6. Define an Object Class?
7. Define remoting architecture.
8. What are MTAs and STAs?
9. What does the transparency feature of COM mean?
10. What is containment/ delegation?
11. Define aggregation.
12. What is an OLE document?
13. What are OLE Controls?
14. What are the graphical representation used for interfaces and COM
15. Write any four clipboard related functions?
16. How is the time saved in copying a large block of data that's already in a disk file?
17. What is FORMATETC?
18. Name any four functions of Idata Object Interface?
19. Name the important member functions of the Cole Data source Class?
20. What is class factory?
21. What is the use of IUnKnown interface?
22. What is the use of CLSIDFromProgID?
23. What are the four states that an embedded object can assume?
24. What are the special features of container?

PART-B (16 MARKS)
1. Write in detail how OLE embedded components and containers are used in windows programming.

2. Explain how OLE drag and drop is done with visual C++.
3. Explain how ActiveX controls are different from ordinary windows controls in detail.
4. Write a VC++ program to create a Dynamic ActiveX control.
5. Write short notes on:
    a. COM
    b. OLE
6. Write short notes on:
    a. Component object model.
    b. Containment and aggregation Vs Inheritance.

UNIT- V
ADVANCED CONCEPTS
PART-A (2 MARKS)

1. What is ODBC?
2. What are the Recordset types?
3. Explain CrecordSet :: Dynamic Types?
4. Write about CREcordSet :: Dynaset
5. Give some egs for MIDI Messages?
6. What are the database classes available for DAO?
7. What are the advantages of OLEDB?
8. What are the various components that make up the OLEDBarchitecture?
9. What are the advantages of OLEDB provider?
10. What is the type of connection established by TCP?
11. How does HTTP work?
12. What is Winsock?
13. What are the actions carried out in asynchronous Winsock programming?
14. What the advantages are of win Inet over Winsock?
15. What are the two types of WinSock Programming?
16. What is an Intranet?
17. What is a socket?
18. What are the two types of OLE DB providers?
19. What are the fundamental units of Internet communication?
20. Name some of the Win Inet Classes?
21. Define ISAPI.
22. Define IIS.

PART-B (16 MARKS)

1. Explain the various functions related to database control in detail?
2. Explain about DAO concepts?
3. Explain about Winsock and WinInet?
4. Explain about ISAPI server extension?
5. Explain low sound and video files are used in visual C++ programming?
6. Explain in detail the various MFC ODBC classes.
7. Write short notes on:
    a. Chat application.
    b. Calendar control.
8. Explain how the concept of threading is used in visual C++ with suitable example?