CS410 Visual Programming Solved Objective Midterm Papers For Preparation of Midterm Exam

1. If we pass NULL value to "GetDC" function, it retrieves the DC for the:
Select correct option:
Entire Screen
Parent Window
Client Window
It does not retrieves DC

2.Two types of Subclassing are:
Select correct option:
Automated Subclassing and Manual Subclassing
Static Subclassing and Dynamic Subclassing
Local Subclassing and Global Subclassing
Instance Subclassing and Global Subclassing

3.Long chain of keywords in declaration can be shortened. Above line is the advantage of _____.
Select correct option:
Typedef
Struct
Union
None of given

4.Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)
Select correct option:
OR (I)
XOR
AND (&)
NOR

5.DOS boxes are also called _____
Select correct option:
Main Window
Console Window
Dialogue Box
Arrays

6._____ function is used to invalidate a window or part of it
Select correct option:
InvalidateRect
InvalidateWindow
InvalidateClient
InvalidateApp

7.The _____ function draws a rectangle
Select correct option:
SetRectCoords(...)
ShowRectangle(...)
DrawRectangle(...)
Rectangle(...)

8._____ is the handle to icon associated with Window Class.
Select correct option:
hIcon
hCursor
HINSTANCE
UINT

9.The SelectObject function selects an object into the specified:
Select correct option:
Object Context (OC)
Device Context (DC)
Window Context (WC)
Class Context (CC)

10.A thread can not share all of the its resources
Select correct option:
TRUE
FALSE

11. Union Person { char name[30]; //30 bytes int age; float height; }; Union Person abc, *ptr; Ptr = &abc; ptr = ptr +1; How many bytes will skip after executing ptr = ptr +1.
Select correct option:
38 bytes will skip after executing ptr = ptr +1.
30 bytes will skip after executing ptr = ptr +1.
31 bytes will skip after executing ptr = ptr +1.
32 bytes will skip after executing ptr = ptr +1.

12. There cannot be multiple _____ messages in message queue.
Select correct option:
WM_ PAINT
WM_TIMER
WM_QUIT
WParam

13._____ acts as a buffer between applications and output devices.
Select correct option:
GDI
Kernel32
OS
CPU

14. If first non wide space character will be #, so it will be called _____.
Select correct option:
Preprocessor Directives
Preprocessor Folder Not Sure
Preprocessor Director
None of Given

15. The ___ function retrieves a handle to a display device context (DC) for the client area of a specified window or for the entire screen.
Select correct option:
GetHwnd
GetDC
GetGDI
GetStockObject

16._____ tell the operating system about the characteristics and physical layout of its windows.
Select correct option:
Register Class
Object Class
Window Class
Common Class

17. Line can be drawn using _____ Functions
Select correct option:
MoveToEx and LineTo
SelectPts and DrawLine
SelectPts and DrawPOLY
None of the giving options

18.A Window that has a parent is called a ____ Window
Select correct option:
Parent
Main
Child
Owner Window

19. Whenever a window is resized, system sends "WM_SIZING" message to the application that owns the window
Select correct option:
TRUE
FALSE

20._____ is used to check the predefined identifiers.
Select correct option:
#include
#ifdef
#def
#elif

21. What kind of messages can be display using messagebox function?
Select correct option:
Long messages
Short messages
Null values
None of the given

22. We can create a window using _____
Select correct option:
RegisterClass ( )
WNDClass
CreateWindow ( )
DestroyWinndow( )

23.A thread _____
Select correct option:
is a path of execution through a program
is smallest unit of execution that Win32 schedules
consists of a stack
All of given options

24.A thread can not share all of the its resources
Select correct option:
TRUE
FALSE

25. If a window owns child Windows, and we destroy owner Window then _____.
Select correct option:
Only owner window will be destroyed
Only its owned window will be destroyed
Both owner and owned Windows will be destroyed
The application will be crashed

26.A Window that has a parent is called a ____ Window
Select correct option:
Parent
Main
Child
Owner Window

27._____ is a technique that allows an application to intercept messages destined for another window.

Select correct option:
Subclassing
SuperClassing
Message Dispatching
None of given options

28._____ is unique identifier of the registered window class return by Registeredclass ()
Select correct option:
Handle
Cursor
Object
ATOM

29._____ tell the operating system about the characteristics and physical layout of its windows.
Select correct option:
Register Class
Object Class
Window Class
Common Class

30. Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)
Select correct option:
OR (I)
XOR
AND (&)
NOR

31. Whenever a window is resized, system sends "WM_SIZING" message to the application that owns the window
Select correct option:
TRUE
FALSE

32.Regarding Win32, an application cannot subclass a Window or Class that belongs to another process
Select correct option:
TRUE
FALSE

33. Ptr -> age is equivalent to _____
Select correct option:
*ptr.age
ptr.age
(ptr).age
(*ptr).age

34. If a window owns child Windows, and we destroy owner Window then _____.
Select correct option:
Only owner window will be destroyed
Only its owned window will be destroyed
Both owner and owned Windows will be destroyed
The application will be crashed

35._____ handles user inputs and responds to user events independently.
Select correct option:
User-Interface Thread
Worker Thread
Kernel Thread
None of given options

36._____ provides the functionality to create and manage screen windows and most basic controls
Select correct option:
GDI
Common Dialog Box
Common Control Library
User Interface

37._____ acts as a buffer between applications and output devices.
Select correct option:
GDI
Kernel32
OS
CPU

38. The _____ function writes a character string at the specified location, using the currently selected font, background color, and text color
Select correct option:
printf(...)
PrintText(...)
TextOut(...)
cout<<

39.A _____ is commonly used to handle background tasks
Select correct option:
Worker thread
User Interface thread
Parent thread
Process thread

40. The system paints the background for a window or gives the window, the opportunity to do so by sending it a _____ message
Select correct option:

WM_FILLBKGND
WM_ERASEBKGND
WM_SYSCOMMAND
WM_OVERLAPPED

41. Name of Two dimensional array is the address of _____
Select correct option:
First Column
First Row
Last Row
Last Column

42.A thread _____
Select correct option:
is a path of execution through a program
is smallest unit of execution that Win32 schedules
consists of a stack
All of given options

43.*(a+i) can also be written as _____
Select correct option:
a [i]
a[i+1]
*a
*a+1

44.GDI presents _____
Select correct option:
Device-independent view
Device-dependent view
Monitor-dependent view
None of given

45. What will be the entry point to a Windows program?
Select correct option:
WinMain
Main
Java.main
System.main

46.GDI is implemented through _____
Select correct option:
GDI.dll
Win32.dll
GDI32.dll

Kernel

47.A _____ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.
Select correct option:
Kernel
Pen
Bitmap
Device Context

1. Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)
Select correct option:
OR (I)
XOR
AND (&)
NOR

2. Union Person { char name[30]; //30 bytes int age; float height; }; Union Person abc, *ptr; Ptr = &abc; ptr = ptr +1; How many bytes will skip after executing ptr = ptr +1.
Select correct option:
38 bytes will skip after executing ptr = ptr +1.
30 bytes will skip after executing ptr = ptr +1.
31 bytes will skip after executing ptr = ptr +1.
32 bytes will skip after executing ptr = ptr +1.

3. _____ acts as a buffer between applications and output devices.
Select correct option:
GDI
Kernel32
OS
CPU

4. If first non wide space character will be #, so it will be called _____.
Select correct option:
Preprocessor Directives
Preprocessor Folder Not Sure
Preprocessor Director
None of Given

5. Ptr -> age is equivalent to _____
Select correct option:
*ptr.age
ptr.age
(ptr).age
(*ptr).age

6. _____ acts as a buffer between applications and output devices.
Select correct option:
GDI
Kernel32
OS
CPU

7. The system paints the background for a window or gives the window, the opportunity to do so by sending it a _____ message
Select correct option:
WM_FILLBKGND
WM_ERASEBKGND
WM_SYSCOMMAND
WM_OVERLAPPED

8. *(a+i) can also be written as _____
Select correct option:
a [i]
a[i+1]
*a
*a+1

9. GDI presents _____
Select correct option:
Device-independent view
Device-dependent view
Monitor-dependent view
None of given

10. GDI is implemented through _____
Select correct option:
GDI.dll
Win32.dll
GDI32.dll
Kernel

11. A _____ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.
Select correct option:
Kernel
Pen
Bitmap
Device Context

12. Static variables are made on _____ memory location
Fixed
Stack
Pointer
Variables

13. GDI stands for _____
Graphics Driver Interface
Graphics Device Interface
Graphics Direct Interface
None of the given options

14. What kind of messages can be display using messagebox function?
Long Messages
Short Messages
Null Massages
None of Given

15. A _____ is commonly used to handle background tasks
Worker thread
User Interface thread
Parent thread
Process thread

16. Graphical device interface communicates between application and _____ driver
Port
Operating System
Device
Kernel

17. A _____ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.
Kernel
Pen
Bitmap
Device Context

18. Condition(s) in which WM_PAINT message may be sent is/are _____
A dialog box is maximized
A drop-down menu disappears
A tool tip is displayed and then it hides
All of the given options

19. If we pass NULL value to "GetDC" function, it retrieves the DC for the:
Entire Screen
Parent Window
Client Window
It does not retrieves DC

20. The ___ function retrieves a handle to a display device context (DC) for the client area
of a specified window or for the entire screen.
GetHwnd
GetDC
GetGDI
GetStockObject

Message loop ends when the GetMessage() function removes the following message from the message queue:
WM_SETFOCUS
WM_PAINT
WM_SYSCOMMAND
WM_QUIT
We want to declare a variable in a function such that whenever the function is called, the variable is not reinitialized. The storage class of the variable must be:
Auto
Static
Extern
All of the given options
o
None of the above
What is a function pointer?
o

A pointer that passes as an argument to the function
o
A pointer that is declared inside the function
o
Some returning pointer
o
A pointer that takes return value of some other function
o
A pointer that points to the starting address of the function
How many parameters do WinMain function contains
1
2
3
4
5
Which of the following class of window is pre-registered?
o
main window
o
pop-up window
o
system window
o
child window
o
parent window
Which of the following is not a user defined data type?
Structures
Enumerations

Unions
Typedefs
None of the above
Which of the following is not a feature of windows programming?
o
Resource sharing
o
Device independent programming
o
Multitasking
o
Single path of execution

o
GDI (Graphics Device interface)
------- is a subsystem responsible for displaying text and images on display devices and printers.
Brushes
Pens
GDI (Graphics Device Interface)
Kernel
Operating system
Union person{
Char name[30];
Int age;
Float height;
};
void main(){
person abc;
}
How many bytes will be allocated to abc;
42
30
38
36
28
__Line__ convert the current _____ in program.

► Line No
► File No
► Page No
► None of given
We
can undefine already defined preprocessor directive using
► #undef
► #unifdef
► #unenddef
► None of given
Question No: 9 (Marks: 1) - Please choose one

Identifier is not replaced if it appears
► In a comment
► With in a string

► As a part of a long identifier
► All of given

Question No: 10 (Marks: 1) - Please choose one

Union Person
{
char name[30];
//30 bytes
int age;
float height;
};
How many bytes will skip after executing ptr = ptr +1.
Union Person abc, *ptr;
Ptr = &abc;

ptr = ptr +1;
► 30 bytes will skip after executing ptr = ptr +1.
► 31 bytes will skip after executing ptr = ptr +1.
► 32 bytes will skip after executing ptr = ptr +1.
► 38 bytes will skip after executing ptr = ptr +1.

Question No: 11 (Marks: 1) - Please choose one

C
language is an extensible language.
► True
► False

Question No: 12 (Marks: 1) - Please choose one

_____ is/are the type(s) of Logical Brushes.
► Solid
► Hatched
► Patched
► All of the given

Question No: 13 (Marks: 1) - Please choose one

_____ is/are type(s) of macro.
► Object-like macro
► Function-like macro
► All of the given
► None of the given

Question No: 14 (Marks: 1) - Please choose one

_____ macro expands to the constant 1, to signify that this compiler conforms to ISO standard C.

► _STD_
► _STDC_
► _STDC_HOSTED_
► _STDC_VERSION_

Question No: 15 (Marks: 1) - Please choose one

char
(*ptrString)[4][2];
How many bytes will be skipped by the statement ptrString += 2?

► 16
► 1
► 4
► 8

Question No: 16 (Marks: 1) - Please choose one

If we
destroy owner window then _____.

► Only owner window will be destroyed
► Only its owned window will be destroyed
► Both owner and owned window will be destroyed
► The application will be crashed

1 - Choose Command line user interface
1. MS DOS
2. MS Windows
3. MS Word
4. MS Visio

Correct Choice : 1 From Lectuer # 1

2 - Which of the following is not a feature of windows programming?
1. Resource sharing
2. Device independent programming
3. Multitasking
4. Single path of execution

Correct Choice : 4 From Lectuer # 1

4 - Window Operating System Do not give us
1. Direct memory access
2. Direct access video ports

3. Direct memory interrupt

4. All of the given

Correct Choice : 4 From Lectuer # 2

5 - *(a+i) can also be written as _____

1. a[i]
2. a[i+1]
3. *a
4. *a+1

Correct Choice : 1 From Lectuer # 3

6 - char (*ptrString)[4][2]; How many bytes will be skipped by the statement ptrString += 2?

1.
2.
3.
4.

Correct Choice : 4 From Lectuer # 3

7 - Name of Two dimensional array is the address of _____

1. First Column
2. First Row
3. Last Row
4. Last Column

Correct Choice : 2 From Lectuer # 3

8 - What is a function pointer?

1. A pointer that passes as an argument to the function
2. A pointer that is declared inside the function
3. A pointer that points to the starting address of the function
4. A pointer that takes return value of some other function

Correct Choice : 3 From Lectuer # 3

9 - Union Person { char name[30]; //30 bytes int age; float height; }; How many bytes will skip after executing ptr = ptr +1. Union Person abc, *ptr; Ptr = &abc; ptr = ptr +1;

1. 30 bytes will skip after executing ptr = ptr +1
2. 31 bytes will skip after executing ptr = ptr +1.
3. 32 bytes will skip after executing ptr = ptr +1.
4. 38 bytes will skip after executing ptr = ptr +1.

Correct Choice : 1 From Lectuer # 4

10 - How many bytes will be allocated to abc; Union person{ Char name[30]; Int age; Float
height; }; void main(){ person abc; }

1.
2.
3.
4.

Correct Choice : 3 From Lectuer # 4

11 - We can display symbolic constants instead of numeric values using:
1. Structures
2. Enumeration
3. Unions
4. Typedef

Correct Choice : 2 From Lectuer # 4

13 - ----------macro expands to the constant 1, to signify that this compiler conforms to ISO Standard C
1. __STDC__
2. __STDC_VERSION__
3. __STDC_HOSTED__
4. None of the given

Correct Choice : 1 From Lectuer # 5

14 - Identifier is not replaced if it appears
1. In a comment
2. With in a string
3. As a part of a long identifier
4. All of given

Correct Choice : 4 From Lectuer # 5

15 - Preprocessor directive starts with _____ symbol.
1. #
2. &
3. *
4. %

Correct Choice : 1 From Lectuer # 5

16 - We can undefine already defined preprocessor directive using
1. #undef
2. #unifdef
3. #unenddef
4. None of given

Correct Choice : 1 From Lectuer # 5

19 - _____ is used to check the predefined identifiers.
1. #include
2. #ifdef
3. #def
4. #elif

Correct Choice : 2 From Lectuer # 5

20 - _____ is/are type(s) of macro
1. Object-like macro
2. Function-like macro
3. Both of the Given
4. None of the given

Correct Choice : 3 From Lectuer # 5

21 - Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)
1. OR(|)
2. XOR
page 4 / 12
3. AND(&)
4. NOR
Correct Choice : 3 From Lectuer # 6
22 - Specific memory areas where parameters are copied are _____
1. Stacks
2. Arrays
3. Queues
4. Lists
Correct Choice : 1 From Lectuer # 6
24 - Static variables are made on _____ memory location
1. Fixed
2. Stack
3. Pointer
4. Variables
Correct Choice : 1 From Lectuer # 7
25 - We want to declare a variable in a function such that whenever the function is called,
the variable is not reinitialized. The storage class of the variable must be:
1. Static
2. Auto
3. Extern
4. All of the given options
Correct Choice : 3 From Lectuer # 7
26 - _____ is responsible for Stack Rewinding when called-function returns.
1. Function
2. Pointer
3. called function
4. Caller function
Correct Choice : 4 From Lectuer # 7
27 - DOS boxes are also called _____
1. Main window
2. Consol window
3. dialogue box
4. Arrays
Correct Choice : 2 From Lectuer # 8
28 - GDI is implemented through _____

1. GDI.dll
2. win32.dll
3. GDI32.dll
4. Kernel.dll

Correct Choice : 3 From Lectuer # 8

30 - GDI stands for _____

1. Graphics Driver Interface
2. Graphics Device Interface
3. Graphics Direct Interface
4. None of the given options

Correct Choice : 2 From Lectuer # 8

31 - How many parameters do WinMain function contains

1.
2.
3.
4.

Correct Choice : 3 From Lectuer # 8

32 - Pump the blood in the whole body of a human being. This work done by the heart but
what will be the heart of an operation system.

1. Kernel
2. Win32
3. Virtual Memory
4. ROM

Correct Choice : 1 From Lectuer # 8

33 - What kind of messages can be display using messagebox function?

1. Long Messages
2. Short Messages
3. Null Massages
4. None of Given

Correct Choice : 2 From Lectuer # 8

34 - What will be the entry point to a Windows program?

1. WinMain
2. Main
3. Java.main
4. System.main

Correct Choice : 1 From Lectuer # 8

35 - _____ is/are the type(s) of Logical Brushes.

1. Solid
2. Hatched
3. Pattern
4. All of the given

Correct Choice : 4 From Lectuer # 8

37 - Message loop ends when the GetMessage() function removes the following message
from the message queue:
1. WM_QUIT
2. WM_SETFOCUS
3. WM_PAINT
4. WM_SYSCOMMAND

Correct Choice : 1 From Lectuer # 10

38 - Which one of the following is not a nonqueued message?
1. WM_ACTIVATE
2. WM_SETFOCUS
3. WM_WINDOWPOSCHANGED
4. WM_SETCURSOR

Correct Choice : 3 From Lectuer # 10

39 - A thread can not share all of the its resources
1.
2.
3.
4.

Correct Choice : 2 From Lectuer # 11

40 - A _____ is commonly used to handle background tasks
1. Worker thread
2. User Interface thread
3. Parent thread
4. Process thread

Correct Choice : 1 From Lectuer # 11

41 - If we destroy owner window then _____.
1. Only owner window will be destroyed
2. Only its owned window will be destroyed
3. Both owner and owned window will be destroyed
4. The application will be crashed

Correct Choice : 3 From Lectuer # 11

43 - The basic building block for displaying information in the "Microsoft Windows" graphical environment is _____
1. Messeage Queue
2. WinMain
3. Message Loop
4. Window

Correct Choice : 4 From Lectuer # 11

44 - _____ is one of user interface elements

1. Accelerator
2. Message Loop
3. WinProc

4. None of given options

Correct Choice : 1 From Lectuer # 11

45 - _____ determines that, which threads should run and when they should run?

1. Scheduler
2. Thread itself
3. Messages
4. None of the given options

Correct Choice : 1 From Lectuer # 11

46 - _____ handles user inputs and responds to user events independently.

1. User-Interface Thread
2. Worker Thread
3. Kernel Thread
4. None of given options

Correct Choice : 1 From Lectuer # 11

47 - _____ provides the functionality to create and manage screen windows and most basic controls.

1. GDI
2. Common Dialog Box
3. Common Control library
4. User Interface

Correct Choice : 4 From Lectuer # 11

48 - For whom system registers the system class

1. Window class
2. Register class
3. Process
4. None of given

Correct Choice : 3 From Lectuer # 12

49 - The first step in creating a window is registering a window class by _____

1. Using DispatchMessage API
2. Filling a WNDCLASS structure and calling RegisterClass
3. Getting Window Handle
4. None of given options

Correct Choice : 2 From Lectuer # 12

50 - Two types of Subclassing are:

1. Automated Subclassing and Manual Subclassing
2. Static Subclassing and Dynamic Subclassing
3. Local Subclassing and Global Subclassing
4. Instance Subclassing and Global Subclassing

Correct Choice : 4 From Lectuer # 12

51 - Which of the following class of window is pre-registered?

1. main window
2. pop-up window
3. system window

4. child window

Correct Choice : 3 From Lectuer # 12

52 - GDI presents _____

1. Device-independent view
2. Device-dependent view
3. Monitor-dependent view
4. None of given

Correct Choice : 1 From Lectuer # 13

53 - Graphical device interface communicates between application and _____ driver

1. Port
2. Operating System
3. Device
4. Kernel

Correct Choice : 3 From Lectuer # 13

54 - If we pass NULL value to "GetDC" function, it retrieves the DC for the:

1. Entire Screen
2. Parent Window
3. Client Window
4. It does not retrieves DC

Correct Choice : 1 From Lectuer # 13

55 - The ___ function retrieves a handle to a display device context (DC) for the client area
of a specified window or for the entire screen.

1. GetHwnd
2. GetDC
3. GetGDI
4. GetStockObject

Correct Choice : 2 From Lectuer # 13

56 - The _____ function writes a character string at the specified location, using the currently selected font, background color, and text color

1. printf(...)
2. PrintText(...)
3. TextOut(...)
4. cout

58 - WM_PAINT message may be sent when a drop down menu disappear

1.

2.
3.
4.

Correct Choice : 2 From Lectuer # 13

59 - _____ acts as a buffer between applications and output devices.

1. GDI
2. Kernel32

3. OS
4. CPU

Correct Choice : 1 From Lectuer # 13

60 - _____ is the smallest rectangle enclosing the portion of a window or client area
affected by recent drawing operations

1. Invalid Rectangle
2. Accumulated Bounding Rectangle
3. Accumulated Client Rect
4. All of the given options

Correct Choice : 2 From Lectuer # 13

61 - A _____ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.

1. Kernel
2. Pen
3. Bitmap
4. Device Context

Correct Choice : 4 From Lectuer # 14

62 - Condition(s) in which WM_PAINT message may be sent is/are _____

1. A dialog box is maximized
2. A drop-down menu disappears
3. A tool tip is displayed and then it hides
4. All of the given options

Correct Choice : 4 From Lectuer # 14

65 - Device-independed value represents

1. Virtual key code
2. Key code
3. READOnly code
4. None of Given

Correct Choice : 1 From Lectuer # 16

66 - An accelerator, not always needs to correspond to a menu command.

1.
2.
3.

4.

Correct Choice : 1 From Lectuer # 17

67 - In which parameter of "CreateWindow" function, we can specify the Menu.

1. hInstance
2. hmenu
3. hWin
4. dialoge box

Correct Choice : 2 From Lectuer # 18

68 - Which function loads the specified menu resource from the executable (.exe) file

associated with an application instance.

1. LoadMenu()
2. Load_Menu()
3. Load_M()
4. non of given

Correct Choice : 4 From Lectuer # 18

Which message is generated by the system only when any part of application window becomes invalid?

► WM_BRUSH
► WM_PAINT
► WM_COLOR
► WM_CANVAS

Which GDI environmental space has limited colors?

► Logical space
► Physical Space
► Virtual Space
► Default Space

For whom system registers the system class.

► Window class
► Register class
► Process
► None of given

Choose Command line user interface

► MS DOS
► MS Windows
► MS Word
► MS Visio

Pump the blood in the whole body of a human being. This work done by the heart but what will be the
heart of an operation system.

► Kernel
► Win32
► Virtual Memory
► ROM

If we destroy owner window then _____.

► Only owner window will be destroyed
► Only its owned window will be destroyed
► Both owner and owned window will be destroyed
► The application will be crashed

To maximize the flexibility of the process's memory management system can moves pages of physical memory to and from a paging file on the disk.

•
True
•
False

The pages size in x86 Computers is ____.

•
4 bits
•
4 bytes
•
4 Kilobytes
•
4 Maga Bytes
•
4 Gaga Bytes

The size of pages depends on the host computer.

•
True
•
False

Physical Storage and the
Virtual
Address Space of each process is organized in ____.

•
Pages
•

Page Map
•
paging file
•
Process Map
A disk file used to increase the amount of
physical
storage is known as _____.
Fiber
page map
paging file
pages
_____ is a reserve word in resource file.
Statement
Cursor
Bitmap
Icon.
_____ function is used to invalidate a window or part of it.
BeginPaint
InvalidateRect
EndPaint
DefWindowProc

If bind function fails then what kind of error it will return.
SOCKET_ERROR
SOCKET_FAILED
SOCKET_FAILED
None of the given
Question No: 1 (Marks: 1) - Please choose one
Consider the following statements written in a DLL:
__declspec (dllexport) int Factorial(int);
int Average(int, int);
Which of the following statements is true about the above statements?
► Factorial() and Average() are 2 public functions of the DLL
► Average() is the only public functions of the DLL
► Factorial()is the only public functions of the DLL
► This DLL does not have any public functions
Question No: 2 (Marks: 1) - Please choose one
Which one of the following operations is common to both client and server sockets:

► Bind
► Listen
► Accept
► Send

Question No: 3 (Marks: 1) - Please choose one
What will happen if we use PostThreadMessage for a thread that does not have the message queue?
► Nothing will happen
► It will cause a run time error
► Thread will resume processing
► Its message queue will be created

Question No: 4 (Marks: 1) - Please choose one
To create semaphore objects which function use by thread?
► CreateSemaphore()
► CreateSemaobject()

► CreateObject()
► Create()

Question No: 5 (Marks: 1) - Please choose one
RFC stands for
► Request for comments
► Request of connects
► Reference for connect
► Request for cancels

Consider the following statements written in a DLL:
__declspec (dllexport) int Factorial(int);
int Average(int, int);
Which of the following statements is true about the above statements?
► Factorial() and Average() are 2 public functions of the DLL
► Average() is the only public functions of the DLL
► Factorial()is the only public functions of the DLL

► This DLL does not have any public functions

Question No: 2 (Marks: 1) - Please choose one
Which one of the following operations is common to both client and server sockets:
► Bind
► Listen
► Accept

► Send

Question No: 3 (Marks: 1) - Please choose one

What will happen if we use PostThreadMessage for a thread that does not have the message queue?

► Nothing will happen
► It will cause a run time error
► Thread will resume processing
► Its message queue will be created

Question No: 4 (Marks: 1) - Please choose one

To create semaphore objects which function use by thread?

► CreateSemaphore()
► CreateSemaobject()
► CreateObject()
► Create()

Question No: 5 (Marks: 1) - Please choose one

RFC stands for

► Request for comments
► Request of connects
► Reference for connect
► Request for cancels

Question No: 6 (Marks: 1) - Please choose one

When every any GDI function call is made or send message or post message function calls are made
then which queuing will create?

► Message Queuing
► Function Queuing
► Process Queuing
► None of the given

Question No: 7 (Marks: 1) - Please choose one

Copy-on-write protection is an optimization that allows multiple processes to map their virtual address spaces such that they share a physical page until one of the processes modifies the page. This definition belongs to which technique.

► Lazy evaluation
► Fast evaluation

► Process evaluation
► None of the given
Question No: 8 (Marks: 1) - Please choose one
If the dialog box procedure returns FALSE, then which message handling will be performed?
► Default
► Instance
► Object
► None of the given
Question No: 9 (Marks: 1) - Please choose one
How many parameters take the dialog box procedure?
► 1
► 0

► 6
► 4
Question No: 10 (Marks: 1) - Please choose one
What does hmenu mean?
► Handle to window
► Handle to the menu
► Handle to child window
► Handle to highest menu
Question No: 11 (Marks: 1) - Please choose one
When the system sends the item's identifier to the owner window?
► When the user chooses a command item from a menu
► When the system chooses a command item from a menu

► When the user click on any window area
► When the system de-select the item menu
Question No: 12 (Marks: 1) - Please choose one
If the load menu function fails so what will be the return value.
► 0
► False
► Null
► 1
Question No: 13 (Marks: 1) - Please choose one
Who generate a unique handle for each menu?
► System

Page 29

► User
► Dialog box
► Menu Items
Question No: 14 (Marks: 1) - Please choose one
Which message function determined where to send message.
None of the given
► DispatchMessage
► MessageDispatch
► GetMessage
► None of the given
Question No: 15 (Marks: 1) - Please choose one
In 32-bit windows programming, we are freed from the curse of 64k segments.

Page 30

► True
► False
Question No: 16 (Marks: 1) - Please choose one
Which function we use to register windows classes in window?
► RegisterClass();
► RegistersClass();
► RegisterWin();
► WinReg();
Question No: 17 (Marks: 1) - Please choose one
Which operator manipulates individual bits?
► Individual Bits
► Linked Bits
► Individual Bytes
► Linked Bytes

Page 31

Question No: 18 (Marks: 1) - Please choose one
Union Person
{
char name[30];
//30 bytes
int age;

float height;
};
How many bytes will skip after executing ptr = ptr +1.
Union Person abc, *ptr;
Ptr = &abc;
ptr = ptr +1;
► 30 bytes will skip after executing ptr = ptr +1.
► 31 bytes will skip after executing ptr = ptr +1.
► 32 bytes will skip after executing ptr = ptr +1.

► 38 bytes will skip after executing ptr = ptr +1.
Question No: 19 (Marks: 1) - Please choose one
double *ptr is pointer variable which stores double type address.
► True
► False
Question No: 20 (Marks: 1) - Please choose one
_____ is/are type(s) of macro.
► Object-like macro
► Function-like macro
► All of the given
► None of the given
Question No: 21 (Marks: 1) - Please choose one
Which of the following is not true about HTTP?
► It is a protocol
► It is stateless

► It is more difficult to implement than state-aware protocols
► A web browser is HTTP client
Question No: 22 (Marks: 1) - Please choose one
For TCP/IP, if the port is specified as zero, the service provider assigns a unique port to the application with a value between _____.
► 1 and 1024
► 1 and 4000
► 1024 and 5000
► 1024 and 10240
Question No: 23 (Marks: 1) - Please choose one
All bits in high word of a 32-bit pointer are _____.
► Non-zero
► Zero

► Two
► None of the given

Question No: 24 (Marks: 1) - Please choose one

An accelerator _____ to correspond to a menu command.

► Needs
► Needs not

► Is essential
► Is necessary

Question No: 25 (Marks: 1) - Please choose one

CGI stands for:

► Control Graphics Interface
► Common Graphics Interface
► Control Gateway Interface
► Common Gateway Interface

Question No: 26 (Marks: 1) - Please choose one

Which one of the following operations is common to both client and server sockets:

► Send
► Connect
► Accept
► Bind

Question No: 27 (Marks: 1) - Please choose one

DLU is:

► Handle of a dialog
► Handle of a modal dialog only
► Measure of distance within a dialog box

► Name of a dialog

Question No: 28 (Marks: 1) - Please choose one

Neither the user nor the application can make the owner window active until the _____ is destroyed.

► Modeless dialog box
► Modal dialog box
► Child control
► All of the given

Question No: 29 (Marks: 1) - Please choose one

When a menu item is clicked, _____ message is sent.

► WM_MENUITEMCLICKED
► WM_MENUCLICKED

► WM_COMMAND
► WM_PAINT

Question No: 30 (Marks: 1) - Please choose one

How many WM_CHAR messages will be generated when Shift+A key combination is pressed from
keyboard and we haven't called TranslateMessage() before calling DispatchMessage() function?

► 0
► 1

► 2
► 3

The total amount of storage available to all executing processes is the sum of the physical memory and the free space on disk available to the paging file.

True

False

The Virtual Address Space of each process is much ____ then Physical memory.

lower
smaller
little
larger

The Virtual Address Space of size __GB is used by process and ___ GB is used by the System.

1
2
3
4

The System uses the Virtual Address Space From ____ to_____.

0x000000000x00000000
0x800000000xFFFFFFFF

0x7FFFFFFF0xFFFFFFFF
0x000000000x7FFFFFFF

The process can use a space from _____ to _____.

0x000000000x00000000
0x000000000xFFFFFFFF
0x7FFFFFFF0xFFFFFFFF
0x000000000x7FFFFFFF

The Virtual

Address Space

is divided into ____ partitions.

- 2
- 3
- 4
- 5

The _____ translates the Virtual Address to Physical Address.

- Process
- Processor
- Operating System
- Virtual System

A _____ is an internal data structure used to translate virtual address into corresponding physical addresses

- Fiber
- Page Map
- paging file
- pages

The Virtual Address used by a process represents the actual physical location of an ob ject in memory.

•
True
•
False

In 32bit MS Windows each _____ have its own Virtual Address Space.

•
Process
•
Thread
•
Fiber
•
None of the Above

A thread can access only the virtual address space of a process that belongs to it.

•
True
•
False

A process in a 32bit MS Windows can have addressing up to ___ of memory.

•
1
•
2
•
3
•
4

A _____ runs in the context of a thread.

•
Process
•
Thread
•
Fiber
•
None of the Above

A _____ runs in the context of a process.

•
Sub Process
•
Thread
•

Fiber

•
None of the Above

A _____ is a unit of
execution
that must be
manually
scheduled by the application.

•
Process
•
Thread
•
Fiber
•
None of the Above

A _____ is the basic unit to which operating system allocates the processor time.

•
Process
•
Thread
•
Fiber
•
None of the Above

The Operating System allocates the processor
System allocates the processor
System allocates the processor
System allocates the processor **time to _____.**

•
Process
•
Thread
•
Fiber
•
None of the Above

One or more ____ can be run in the context of a process.

•
Process

- Thread
- Fiber
- None of the Above

A _____ is an executing program.

- Process
- Thread
- Fiber

- None of the Above

To maximize the flexibility of the process's memory management system can moves pages of physical memory to and from a paging file on the disk.

- True
- False

The pages size in x86 Computers is ____.

- 4 bits
- 4 bytes
- 4 Kilobytes
- 4 Maga Bytes
- 4 Gaga Bytes

The size of pages depends on the host computer.

- True
- False

Physical Storage and the

Virtual
Address Space of each process is organized in ____.

- Pages
- Page Map
- paging file
- Process Map

A disk file used to increase the amount of physical storage is known as _____.

- Fiber
- page map
- paging file
- pages

The total amount of storage available to all executing processes is the sum of the physical memory and the free space on disk available to the paging file.

- True
- False

The Virtual Address Space of each process is much ____ then Physical memory.

- lower
- smaller
- little
- large

r

The Virtual Address Space of size __GB is used by process and ___ GB is used by the System.

- 1
-

2
•
3
•
4

_____ tell the operating system about the characteristics and physical layout of its windows.
Select correct option:
Register Class
Object Class
Window Class
Common Class
There cannot be multiple _____ messages in message queue.
Select correct option:
WM_ PAINT
WM_TIMER
WM_QUIT
WParam

Question # 4 of 10 (Start time: 06:57:31 PM)
Total Marks: 1
*(a+i) can also be written as _____
Select correct option:
a [i]
a[i+1]
*a
*a+1
a[i] can also be written as *(a + i)
In Windows every running application is a _____
Select correct option:
Pointer
Process
Array
List
What will be the entry point to a Windows program?
Select correct option:
WinMain
Main
Java.main
System.main

Specific memory areas where parameters are copied are _____
Select correct option:
Stacks
Arrays
Queues
Lists
Name of Two dimensional array is the address of _____
Select correct option:
First Column
First Row
Last Row
Last Column
_____ is the handle to icon associated with Window Class.
Select correct option:
hIcon
hCursor
HINSTANCE
UINT
GDI is implemented through _____
Select correct option:
GDI.dll

Win32.dll
GDI32.dll
Kernel
_____ is unique identifier of the registered window class return by Registeredclass ()
Handle
Cursor
Object
ATOM
Static variables are made on _____ memory location
Fixed
Stack
Pointer
Variable
responsible for Stack Rewinding when called-function returns.
Function
Pointer
Called function
Caller function

Ptr -> age is equivalent to _____
*ptr.age
ptr.age

(ptr).age
(*ptr).age
Right side walay Correct hain….
Question No: 4 (Marks: 2) - Please choose one
Menu resource should be associated with a window while:
►
Creating window (not confirm)
►
Registering window
►
Repainting window
►
Creating or registering window
►
Destroying window
Question No: 5 (Marks: 2) - Please choose one
Which of the following is an application defined message:
►
WM_COMMAND
►
WM_SYSCOMMAND
►
WM_CREATE
►
WM_QUIT
►
WM_USER
*When a menu item is clicked, WM_COMMAND message is send and ID of this menu item is sent in:
*wParam
*IParam
*hInstance
*HWND
*Device-independed value represents
*Virtual key code
*Key code
*READOnly code

*When we keep some key pressed for a long time, which one of the following technique keeps the message queue concise
*Older messages are discarded
*Call the GetKeyState() funtion
*Repeat Count contains how many times WM_KEYDOWN message was sent
*
How many WM_CHAR messages will be generated when Shift+A key combination is pressed from keyboard and we haven't called TranslateMessage() before calling DispatchMessage() function?
*Which function is not used to handle a caret?
*If we press an extended key from keyboard, the number of byte(s) sent to keyboard buffer is (are):
*We cannot convert the _____ into _____.
*Screen co-ordinates, client area co-ordinates
*Client area co-ordinates, screen co-ordinates
*Non-Client area co-ordinates, screen co-ordinates
*Screen co-ordinates, non-client area co-ordinates
*Which one of the following controls cannot receive input focus?
*Which function is not used to handle a caret?
*Which of the following is compulsory about a keyboard accelerator?
*Identifier of Keyboard accelerator must start with "ID_".
*Accelerator and corresponding menu item must have identical identifiers.
*You must not write DISCARDABLE in the resource script of accelerator.
*all of given

*What will be the icon of shortcut of executable file of an application that has no icon resource?
*Default Window .exe file icon
*Each application must have at least one icon
*No icon
*Visual C++ icon
*hat is the file extension of the resource file?
*.txt
*.cr
*.rc
*.ico
*If the load menu function fails so what will be the return value.
*In which parameter of "CreateWindow" function, we can specify the Menu.
*hInstance

*hmenu
*hWin
*dialoge box

Solved First Quiz CS410
Fall 2010

Question # 1 of 10 (Start time: 12:25:31 PM)
Total Marks: 1
A window receives this message when the user chooses a command from the window menu
Select correct option:

Page 59

WM_MENUSELECT
WM_MENUDRAW
WM_MENUNOTIFY
WM_SYSCOMMAND
Answer: WM_SYSCOMMAND
Question # 2 of 10 (Start time: 12:26:15 PM)
Total Marks: 1
All threads share the
Select correct option:
Virtual Address space

Page 60

Global variables
Operating system resources of their respective processes
All of given options
Answer: All of the given options
Question # 3 of 10 (Start time: 12:26:34 PM)
Total Marks: 1
A _____ is commonly used to handle background tasks
Select correct option:
Worker thread
User Interface thread

Page 61

Parent thread
Process thread
Answer: Worker Thread

Click here to Save Answer & Move to Next Question
Question # 4 of 10 (Start time: 12:27:24 PM)
Total Marks: 1
What will be the entry point to a Windows program?
Select correct option:
WinMain
Main
Java.main

System.main
Answer: WinMain
Not Sure
Question # 5 of 10 (Start time: 12:28:20 PM)
Total Marks: 1
On which machines the scheduler can move individual threads to different processors to "balance" the CPU load.
Select correct option:
Miniprocessor
Multiprocessor
Doubleprocessor
None of given options

Answer: Multiprocessor
Question # 6 of 10 (Start time: 12:29:08 PM)
Total Marks: 1
_____ is one of user interface elements
Select correct option:
Accelerator
Message Loop
WinProc
None of given options
Answer: Accelerator

Question # 7 of 10 (Start time: 12:30:37 PM)
Total Marks: 1

_____ handles user inputs and responds to user events independently.
Select correct option:
User-Interface Thread
Worker Thread
Kernel Thread
None of given options
Answer: User-Interface Thread

Question # 8 of 10 (Start time: 12:31:32 PM)
Total Marks: 1
If a window owns child Windows, and we destroy owner Window then _____.
Select correct option:
Only owner window will be destroyed
Only its owned window will be destroyed
Both owner and owned Windows will be destroyed
The application will be crashed
Answer: Both owner and owned Windows will be destroyed
Question # 9 of 10 (Start time: 12:31:55 PM)
Total Marks: 1
A process consists of _____
Select correct option:

one or more threads
code
data
All of given options
Answer: all of given options
Question # 10 of 10 (Start time: 12:32:08 PM)
Total Marks: 1
_____ determines that, which threads should run and when they should run?
Select correct option:

Scheduler
Thread itself
Messages

None of the given options

Answer: Scheduler

C language is an extensible language.

► **True**

► False

Question No: 5 (Marks: 1) - Please choose one

Union Person
{
char name[30]; //30 bytes
int age;
float height;
};
How many bytes will skip after executing ptr = ptr +1.
Union Person abc, *ptr;
Ptr = &abc;
ptr = ptr +1;

► 30 bytes will skip after executing ptr = ptr +1.

► **31 bytes will skip after executing ptr = ptr +1.**

► 32 bytes will skip after executing ptr = ptr +1.

► 38 bytes will skip after executing ptr = ptr +1.

Question No: 6 (Marks: 1) - Please choose one

GDI presents a?

► **device-independent view**

► device-dependent view

Question No: 2 (Marks: 1) - Please choose one

Identifier is not replaced if it appears

► In a comment

► With in a string

► **As a part of a long identifier**

► All of given

Before you create an application window, you must register a window class by calling RegisterClass. This function requires a single parameter. What is that parameter and how will be the syntax of the structure?

Answwer:

The function requires a structure of type WNDClass as parameter. This structure includes two fields that are pointers to character strings, so the structure is defined two different ways in the WINUSER.H header file. First, there's the ASCII version, WNDCLASSA:

typedef struct tagWNDCLASSA
{
UINT style ;

WNDPROC lpfnWndProc ;
int cbClsExtra ;
int cbWndExtra ;
HINSTANCE hInstance ;
HICON hIcon ;
HCURSOR hCursor ;
HBRUSH hbrBackground ;
LPCSTR lpszMenuName ;

LPCSTR lpszClassName ;
}
WNDCLASSA, * PWNDCLASSA, NEAR * NPWNDCLASSA, FAR *
LPWNDCLASSA ;
otal 40 marks
20 objective
20 subjective
q1 2Marks
3types of assertion and name them
q2 2Marks
write the complete syntax or "get parent function"
q3 3 Marks
if your program produces an error message that "stack over flow"
what is a likely source of the error
q4 3 Marks
write the characteristics of child windows?
q5 5Marks
explain "pointer to contant' and "constant pointer" using code..
1: Instance is related to
..
Instance handeling
2: Value of structure
3: variable pointer
4: Wipe window function used for destroy window
5: implicit and explicit typecasting
6: GDI provides developers
7: GUI stands for (Graphical user interface)
8: To draw text in windows command is used (drawtext)
9: which of the following is related to command line (MS DOS)
10: auto variable automatic initialize by zero
11: GDI environment
.has limited colors (virtual, physical,logical,default)
12: stack revers command do the following with stack (washed,update,insert, replace)

13: OS has many type of windows ..(classes, array, queue, pointers)
14: A window can have many children and may or may not have one(thread, process, parent, subprocess)
15:
. Function finds window with given class name or window name(find window)
16: int *ptr (integer value)
17: we can use
. as an alternative method of commanding out code (#elif)

18: To show window on screen API is used (Display window)
19: All
.. share virtual address space (function, local variable , process. Threads,)
20:
.. is used normally in word processing applications (Multicasting, Single threading, single casting, Multithreading)
21: Every application has its own message queue (Describe ?)
21: In GDI two working space . just give name
Client area
Nonclient area
23: What will happen if GetUpdateRect returns zero?
24: Define Client area?
25: WIN MAIN describe with detail
26: Write syntex of GetParent ?
Stdcall and _cdecl call convention(5)
Properties of child window(5)
Message queues of each application(2)
infinite recursion(3)
Paint function usage(3)
Diff. b/w Desktop Window and Application Window.....(5)
show the implementation of _cdecl calling convolution with respect to (5)
1: Argument passing order.
2: stack maintenance responsibility.
3: name decoration convention.
What happened if GetUpdateWn returns zero.....(3)
If GetUpdateRect returns zero, the application should not call the BeginPaint and EndPaint functions.
A window may have more than one windows inside it explain the line...(2)
What is the funtion of ws_paint in Windows class.....(3)
WM_PAINT tells the window procedure that the window's client area has changed and must be repainted.
* Stack 2 marks
* Message queuing 2 marks

Message Queue is created when every any GDI function call is made or sendmessage or post message function calls are made. Message Queue can be attached to every thread either it is User interface thread or worker threads. User Interface threads always a message queue

* Kernal tasks 3marks

Kernel is the heart of Operating system

* _Stdcall and _cdcel call 5 marks

cdecl and __stdcall just tells the compiler whether the called function or the calling function cleans up the stack. In __stdcall calling convention, the called function cleans up the stack when it is about to return. So if it is called in a bunch of different places, all of those calls do not need to extra code to clean up the stack after the function call.

In __cdecl calling convention, it is the caller function that is responsible for cleaning the stack, so every function call must also need to include extra code to clean up the stack after the function call.

* erase window function expmanation 5marks

* Clipboard Working 3mraks

We can use it for copying the data from one file to the other in same format.e.g from notepad to MS Word.

Q2: write down complete syntax of "getDC" function?(2)

The system retrieves a device context from the cache whenever an application calls the GetDC or BeginPaint function; the system returns the

DC to the cache when the application subsequently calls the ReleaseDC or EndPaint function.

Diff. b/w Desktop Window and Application Window.....(5)

show the implementation of _cdecl calling convolution with respect to (5)

1: Argument passing order.

2: stack maintenance responsibility.

3: name decoration convention.

What happened if GetUpdateWn returns zero.....(3)

A window may have more than one windows inside it explain the line...(2)

What is the funtion of ws_paint in Windows class.....(3)

Stdcall and _cdecl call convention(5)

Properties of child window(5)

Message queues of each application(2)

infinite recursion(3)

Paint function usage(3)

Q1: what is stack?(2)

Q2: write down complete syntax of "getDC" function?(2)

Q3:what is extern storage class?3()

Q4:an application can set up for itself any logical coodinates system, using API. write down any two.(3)

Q5: what happend if an application does not process WM_ErasebkGrd massage but pass it

defWindowProcs.(5)
Q6: show the implementation of _cdecl calling convolution with respect to (5)
1: Argument passing order.
2: stack maintaince responsibility.

Page 72

Result of _____ of two bits is TRUE (1) if only if both are TRUE (1)
OR (I)
XOR
AND (&)
NOR
_____ inserts a WM_QUIT message in the program's message queue.
PostQuitMessage (0)
WM_TIMER
KillTimer ()
DispatchMessage ()
Specific memory areas where parameters are copied are _____
Stacks
Arrays
Queues
Lists
_____ is responsible for Stack Rewinding when called-function returns.
Function
Pointer
Called function
Caller function (not sure)

Page 73

DOS boxes are also called _____
Select correct option:
Main Window
Console Window
Dialogue Box
Arrays
: In Windows every running application is a _____
Select correct option:
Pointer
Process
Array
List
Quiz

The _____ function establishes a connection to a specified socket.
Select correct option:
connect
attach
connectsocket
attachsocket
HTTP is a _____
Select correct option:
Text Translation Protocol
Text Transport Protocol
Text Transformation Protocol
None of given options

Page 74

Winsock follows the _____ model
Select correct option:
Windows open System Architecture
Windows Open Service Architecture
Windows Open System Access
Window Open Service Access
DNS is an industry-standard protocol used to locate computers on an IP-based networks
Select correct option:
TRUE
FALSE
HTTP status code "400" (Bad Request) means:
Select correct option:
Request message not understood by server
Requested document not found on this server
Requested document has been moved to some other location
All of given options

Page 75

Which character is NOT permitted in a URL
Select correct option:
Space
Underscore (_)
Dot (.)
Digits (0 to 9)
The _____ function permits an incoming connection attempt on a socket.
Select correct option:
accept

receive
acknowledge
none of given options
The _____ function receives data from a connected or bound socket.
Select correct option:
recv
receive
get
collect

Page 76

If no error occurs, "bind" function returns zero.
Select correct option:
TRUE
FALSE
_____ handles user inputs and responds to user events independently.
Select correct option:
User-Interface Thread
Worker Thread
Kernel Thread
None of given options
_____ is the smallest rectangle enclosing the portion of a window or client area affected by recent
drawing operations
Select correct option:
Invalid Rectangle
Accumulated Bounding Rectangle
Accumulated Client Rect
All of the given options
The _____ function writes a character string at the specified location, using the currently selected font,
background color, and text color

Page 77

Select correct option:
printf(...)
PrintText(...)
TextOut(...)
cout<<
Whenever a window is resized, system sends "WM_SIZING" message to the application that owns the

window
Select correct option:
TRUE
FALSE
A _____ is commonly used to handle background tasks
Select correct option:
Worker thread
User Interface thread
Parent thread
Process thread
The _____ function draws a rectangle
Select correct option:
SetRectCoords(...)
ShowRectangle(...)
DrawRectangle(...)

Rectangle(...)
In the GDI environment there are two working spaces:
Select correct option:
Logical and the Physical
Local and the Global
Static and the Dynamic
Direct and the Indirect
The _____ function retrieves a handle to one of the stock pens, brushes, fonts, or palettes
Select correct option:
GetStockGDI
GetStockDC
GetStockObject
None of the given options
_____ defines a class that adds new functionality to a predefined Window class
Select correct option:
Sub-Classing
Coupling
Super-Classing
None of given options

The system paints the background for a window or gives the window, the opportunity to do so by sending it a _____ message
Select correct option:
WM_FILLBKGND

WM_ERASEBKGND
WM_SYSCOMMAND
WM_OVERLAPP