



Virtual University

CS609- SYSTEM PROGRAMMING  
(SOLVED MCQs)  
FROM MIDTERM PAPERS  
(1 to 92 TOPICS)



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ALL MCQS ARE CONFIRMED IF ANY ISSUE THE CORRECT  
ACCORDINGLY

1. Which of the following tasks is not performed by the operating system?
  - ❖ Multitasking
  - ❖ Memory Management
  - ❖ File Management
  - ❖ **Hardware repairing**
1. Windows operating system allows us to run a huge process in a small memory space due to
  - ❖ Efficient primary memory management
  - ❖ Flexibility naming scheme for resources
  - ❖ High processing speed of processor
  - ❖ **Virtual memory management**
2. To provide an interface between the user and computer, a system is required which is called \_\_\_\_\_
  - ❖ Application software
  - ❖ **Operating system**
  - ❖ Customized software
  - ❖ Both application and customized software
3. A process-1 in windows operating system can access the momery space of process-2 if \_\_\_\_\_
  - ❖ Process-1 has no privilege to access memory space of other processes
  - ❖ Both processes have same ID
  - ❖ Process-1 loaded in the same space as process-2
  - ❖ **Process-1 has privilege to access memory space of other processes.**
4. Windows operating system provides a naming scheme for the resources which allows maximum character only
  - ❖ **255**
  - ❖ 16
  - ❖ 55
  - ❖ 155
5. DOS was a \_\_\_\_\_ operating system.
  - ❖ GUI based
  - ❖ **Command line**

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- ❖ Real time
  - ❖ Multitasking
6. API stands for \_\_\_\_\_.
- ❖ **Application programming interface**
  - ❖ Advance programming interface
  - ❖ Application programming integrity
  - ❖ Application programs interoperability.
7. Which operating system was offered by Microsoft that was used prior to windows
- ❖ LINUX
  - ❖ UNIX
  - ❖ Solaris
  - ❖ **Dos**
8. Which of the following theme is not consider while introducing the new version of windows?
- ❖ Enhanced API
  - ❖ Scalability
  - ❖ Performance
  - ❖ **Increasing cost**
9. Which version of windows is used for mobile devices
- ❖ Windows ME
  - ❖ **Windows CE**
  - ❖ Windows vista
  - ❖ Windows server
10. In 2021, which of the following desktop operating systems was widely used in the world market?
- ❖ **Windows**
  - ❖ Fedora
  - ❖ Salaris
  - ❖ Linux
11. Using \_\_\_\_\_ commands can be issued to the system through icons, buttons, shortcuts, sound etc.
- ❖ Result- driven interface
  - ❖ **Graphical user interface**
  - ❖ Menu-driven interface only
  - ❖ Command only
12. One of the major causes of windows dominance in PC's market is its

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❖ User-friendly GUI

- ❖ Best security features
- ❖ Feature of multitasking
- ❖ Best marketing strategy

13. Which statement is not correct about the windows operating system

❖ It can only be used in desktop system

- ❖ It supports both 32&64-bit architecture
- ❖ It supports voice commands
- ❖ It supports diverse hardware platforms

14. Which statement is incorrect about open source software?

❖ Paid license is required for it use

- ❖ Changes can be made by the general public
- ❖ Source code is freely available
- ❖ It is publicly available

15. Choose the major drawback of a closed source software

- ❖ Not affordable by the user
- ❖ Not customizable
- ❖ Not freely available to download
- ❖ Neither affordable, customizable, nor freely available for download

16. Example of a closed source software is \_\_\_\_\_

- ❖ Linux
- ❖ Windows OS
- ❖ Chrome browser
- ❖ Fedora

17. A uniform extension in software components is possible in \_\_\_\_\_ software.

❖ Vender specific

- ❖ Open source
- ❖ Community source
- ❖ Both open and closed

18. A socket on end-point is required only if

- ❖ Processor tries to write on internal hard disk
- ❖ Two processes communication over network
- ❖ A process needs a resource
- ❖ Process needs to access main memory

19. DWORD data type represents \_\_\_\_\_

❖ 32 bit unsigned integer

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- ❖ 32 bit signed integer
- ❖ 16 bit unsigned integer
- ❖ 16 bit signed integer

20. A software or application can access any windows object \_\_\_\_\_

- ❖ Directly
- ❖ Directly and through API as well
- ❖ Through API only
- ❖ Not directly nor through API

21. Windows datatype LPTSTR

- ❖ Long pointer to TSTR
- ❖ Last pointer to TSTR
- ❖ Last pointer to string
- ❖ Long pointer to STR

22. Each windows API has a \_\_\_\_\_ number of parameters.

- ❖ Fixed
- ❖ Two
- ❖ Variable
- ❖ Four

23. Which statement is true about a multi-threading process?

- ❖ A process has one or more threads
- ❖ A process has only one thread
- ❖ A thread has only one process
- ❖ A thread can be created without process

24. Windows supports both the 32 and 64-bit source code by \_\_\_\_\_

- ❖ Keeping separate API's for 32 and 64-bit code
- ❖ Converting 32-bit into 64-bit code
- ❖ Converting 64-bit into 32-bit code
- ❖ Keeping separate compilers for each hardware

25. Windows operating system keeps \_\_\_\_\_ version of each API

- ❖ Two
- ❖ One
- ❖ Compiled
- ❖ Interpreted

26. Which statement is incorrect about the 32-bit source code?

- ❖ It runs on 64-bit hardware and can use its all features
- ❖ It has its own windows API

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- ❖ It does not support large disk space
  - ❖ It runs on 64-bit hardware
27. Choose the appropriate advantage of C source code that uses C standard function
- ❖ Can access advance windows features
  - ❖ **Portable source code**
  - ❖ Runs on windows platform only
  - ❖ Runs without making system calls to windows API's.
28. Choose the correct option for a source code that uses only windows API instead of C library functions.
- ❖ Source code can only access some features of windows
  - ❖ **Source code will not remain portable**
  - ❖ Source code cannot be complied
  - ❖ Source code is portable
29. Which statement is true about fopen () function in C?
- ❖ **It opens the existing file and not exists it creates a new file**
  - ❖ It opens the file only writing
  - ❖ It opens the file only reading
  - ❖ It opens the file only existing
30. fopen() function in C returns \_\_\_\_\_ if the file is not successfully opened
- ❖ Zero value
  - ❖ Point to a file
  - ❖ **NULL value**
  - ❖ Neither NULL nor Zero
31. Open file objects using C library functions are identified by \_\_\_\_\_
- ❖ **Pointer to a file structure**
  - ❖ Buffer
  - ❖ Handle
  - ❖ Both buffer and handle
32. A successfully read using fread() function in C is indicated by a \_\_\_\_\_ return value.
- ❖ **Non-negative**
  - ❖ Zero
  - ❖ Negative
  - ❖ Boolean
33. What the following C statement represents; FILE \*ptr;
- ❖ **Pointer to a file structure**
  - ❖ Pointer to a character

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- ❖ Pointer to a integer
  - ❖ Pointer to a binary number
34. The return type of readfile() and writefile() is\_\_\_\_\_.
- ❖ DROWD
  - ❖ **BOOL**
  - ❖ HANDLE
  - ❖ INT
35. Which statement is true about createfile() function
- ❖ DWORD
  - ❖ BOOL
  - ❖ **HANDLE**
  - ❖ INT
36. Which statement is true about createfile() function
- ❖ **It open the existing file or creating a new file**
  - ❖ It is not used for opening a file
  - ❖ It opens or create a file only for generic read
  - ❖ It opens or create a file only for generic write
37. LPWSTR stand for
- ❖ Last pointer to wide string
  - ❖ **Long pointer to wind string**
  - ❖ Long pointer with string
  - ❖ Last pointer to string
38. The return type of malloc() function in C can be
- ❖ **Pointer to allocate space or NULL**
  - ❖ Linked list
  - ❖ NULL only
  - ❖ An array
39. Which statement is correct about the convenience function?
- ❖ It does not improve overall performance
  - ❖ It takes considerable time in execution
  - ❖ It performs a small task
  - ❖ **A big task is performed a single API**
40. UDF stands for
- ❖ Universal driven format
  - ❖ Universal disk file
  - ❖ Universal driven file

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## ❖ Universal disk format

41. Which option is not related to the NT file system

- ❖ Compression
- ❖ Encryption
- ❖ File size limitation
- ❖ Fault tolerance

42. Which feature of NTFS related to data security?

- ❖ Large file name mechanism
- ❖ Encryption
- ❖ File allocation table
- ❖ Compression

43. Keeping in view the support for huge file size, which file system is more favorable?

## ❖ NTFS

- ❖ FAT16
- ❖ FAT32
- ❖ FAT8

44. NTFS stand for \_\_\_\_\_

- ❖ New trend file system
- ❖ New technology file system
- ❖ New trend for system
- ❖ New technology for system

45. Which special symbol can be used in windows filename?

- ❖ Pipe
- ❖ Forward slash
- ❖ Backward slash
- ❖ Underscore

46. The path name of a remote resource of server starts with \_\_\_\_\_ symbol.

- ❖ Forward slash
- ❖ Pipe
- ❖ Double back slash
- ❖ Black slash

47. In the windows file system, which symbol can be used as a path separator?

- ❖ Pipe symbol
- ❖ Back slash only
- ❖ Both forward and backward
- ❖ Forward slash only

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48. The file extension usually contains \_\_\_\_\_ characters.

- ❖ 5 to 8
- ❖ 2 to 4
- ❖ 1 to 2
- ❖ 1 to 3

49. In windows file system, the extension and file name is separated by \_\_\_\_\_.

- ❖ |
- ❖ Dot(.)
- ❖ \
- ❖ /

50. The name of windows API used for opening and creating a new file is

- ❖ CreateFile()
- ❖ OpenFile()
- ❖ CreateopenFile()
- ❖ ReopenFile()

51. The return type of create file() function is.

- ❖ NULL
- ❖ A handle to an open file or INVALID\_HANDLE\_VALUE
- ❖ INVALID\_HANDLE\_VALUE
- ❖ Always handle to run open file object

52. In FILE\_SHARE\_READ mode, the file is shared for \_\_\_\_\_

- ❖ Concurrent read and write by multiple process
- ❖ Concurrent read and write by a single process
- ❖ Concurrent read by single process
- ❖ Concurrent read by multiple process

53. In the createfile() function, if the same name file already exists when the attributes, create, Always is used to

- ❖ Delete the existing file and create a new file
- ❖ Delete the existing file
- ❖ Over write an existing file
- ❖ Create an existing file

54. In the createFile() function, which statement is true about open\_existing attribute if the file does not exist.

- ❖ It will create an existing file
- ❖ It will open some other file insteated of specified file
- ❖ It will fail to open the new file

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- ❖ It will create a new file
55. The windows API \_\_\_\_\_ is used to read data from a file and store it in a buffer.
- ❖ Create File()
  - ❖ Copy file()
  - ❖ Read file()
  - ❖ Write file()
56. If the file is not opened in concurrent mode, then ReadFile() API. ReadFile() API starts reading from the \_\_\_\_\_
- ❖ Backup file
  - ❖ Start file
  - ❖ End of file
  - ❖ Current file
57. If we want to read 1000 bytes from a file with ReadFile() function but there are actually only 400 bytes in a file then \_\_\_\_\_
- ❖ Read operation will fail
  - ❖ 400 bytes will be read
  - ❖ 1000 bytes will be read
  - ❖ Exception will be thrown
58. The windows API \_\_\_\_\_ is used to write data from a buffer and store it in a file
- ❖ Create file
  - ❖ Copy file
  - ❖ Read file
  - ❖ Write file
59. The return type of writeFile() function is
- ❖ BOOL
  - ❖ DWORD
  - ❖ LPDWORD
  - ❖ LPOVERLAPPED
60. A Unicode word consists of \_\_\_\_\_ bits
- ❖ 24
  - ❖ 32
  - ❖ 16
  - ❖ 8
61. In Unicode format, \_\_\_\_\_ number of character can be encoded.
- ❖  $2^{10}$
  - ❖  $2^8$

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❖  $2^{32}$

❖  $2^{16}$

62. The latest version of windows supports \_\_\_\_\_ standard.

❖ ASCII

❖ Unicode

❖ Scan codes

❖ Both ASCII and Unicode

63. TCHAR is a/ an \_\_\_\_\_ type variable.

❖ ASCII

❖ Generic

❖ Unicode

❖ Both ASCII and Unicode

64. `_sprintf()` is a/ an \_\_\_\_\_ c library function.

❖ Both ASCII and Unicode

❖ Generic

❖ Unicode

❖ ASCII

65. `_tcscmp()` is \_\_\_\_\_ function to compare the string

❖ An ASCII

❖ A Unicode

❖ Not a generic

❖ A generic

66. Which one is the correct definition of generic `main()` function?

❖ `int _tmain(int argc, LPTSTR argv[])`

❖ `Int main`

❖ `Int main`

❖ `Int _main`

67. All generic data types are include \_\_\_\_\_ header file.

❖ `<tchar.h>`

❖ `<string.h>`

❖ `<windows.h>`

❖ `<char.h>`

68. All generic functions are include in \_\_\_\_\_ header file

❖ `<string.h>`

❖ `<windows.h>`

❖ `<char.h>`

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- ❖ <tchar.h>
69. TextOutW() is \_\_\_\_\_ bit API and it supports \_\_\_\_\_ standard.
- ❖ 32,Generic
  - ❖ 32,ASCII
  - ❖ 32,Unicode
  - ❖ 16,Unicode
70. The standard C library function wprintf() supports \_\_\_\_\_
- ❖ Generic code
  - ❖ Unicode
  - ❖ 128-bit character code
  - ❖ 8-bit character code
71. To switch between 8-bit character code and standard Unicode \_\_\_\_\_ functions and data type are required.
- ❖ Generic
  - ❖ Non-generic
  - ❖ Unicode
  - ❖ 8-bit
72. Developing generic code needs extra effort but provides maximum \_\_\_\_\_
- ❖ Productivity
  - ❖ User-friendly look
  - ❖ Chance of errors
  - ❖ Flexibility
73. What is the return value of GetLastError() function?
- ❖ It returns error code for last error
  - ❖ It returns a formatted message for last error
  - ❖ It takes input message from user and returns
  - ❖ It returns error message for the last error
74. Which windows API is used to return a system error code?
- ❖ GetLastError()
  - ❖ Format message ()
  - ❖ GetLastError()
  - ❖ Both GetLastError() and FormatMessage()
75. Which header file includes all the Unicode macros for setting environment of a program?
- ❖ <everything.h>
  - ❖ <environment.h>
  - ❖ <tchar.h>

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❖ <windows.h>

76. There are \_\_\_\_ number of standard I/O devices in a windows system.

- ❖ Five
- ❖ **Three**
- ❖ Two
- ❖ Four

77. In a windows system, input \_\_\_\_ and \_\_\_\_ are three standard I/O devices.

- ❖ Error, correction
- ❖ Output, display
- ❖ Display, error
- ❖ **Output, error**

78. On execution, HANDLE\_GetstHandle(DWORDnst Handle) will return a valid handle in case of

- ❖ Passing invalid parameters
- ❖ **Success**
- ❖ Exception
- ❖ Failure

79. STD\_INPUT\_HANDLE macro contains a variable, CONIN\$, which is a/an \_\_\_\_.

- ❖ Input variable
- ❖ Default variable
- ❖ **Environment variable**
- ❖ Console variable

80. STD\_OUTPUT\_HANDLE contains \_\_\_\_ as an environment variable.

- ❖ CONIN\$
- ❖ **CONOUT\$**
- ❖ CONPRNT\$
- ❖ CONDIS\$

81. Option () function takes \_\_\_\_ parameters.

- ❖ 3
- ❖ 4
- ❖ 5
- ❖ **Variable**

82. Catfile() function takes \_\_\_\_ parameters.

- ❖ 3
- ❖ 5
- ❖ 4

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❖ 2

83. \_\_\_\_\_ empire is considered to be pioneers of encryption as they used basic encryption algorithms to encrypt secret conversation in a war.

❖ Persian

❖ Chines

❖ Roman

❖ Mughal

84. Roman empire use \_\_\_\_\_ algorithm to encrypt secret conversation.

❖ CTR

❖ Ceaser cipher

❖ Brute force

❖ Crypto graph

85. The text that we are going to encrypt is called \_\_\_\_\_ test so it is denoted by

❖ Personal, p

❖ Secret, w

❖ Proposed, p

❖ Plain, p

86. We represent that text by the symbol \_\_\_\_\_ in the encryption formula.

❖ E

❖ B

❖ A

❖ C

87. The formula of ceaser chopper is \_\_\_\_\_

❖  $C = (E + W) \bmod 26$

❖  $E = (P + n) \bmod 27$

❖  $E = (D + n) \bmod 27$

❖  $C = (P + n) \bmod 26$

88. We use MoveFileEx() to \_\_\_\_\_ the existing file

❖ Copy

❖ Rename

❖ Over write

❖ Delete

89. Which statement is true about hard copy function?

❖ Both the files must not be on same system volume.

❖ Both the files must be in encrypted form

❖ Creates a hard link for copy file

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❖ Security attributes will apply on new file name

90.deleteFile() function takes \_\_\_\_\_ parameter.

❖ 4

❖ 1

❖ 2

❖ 3

91.Which of the following API is used for coping a file?

❖ CopyFile(LPCTSTR lpszExistingFileName,LPCTSTR lpszNewFileName, bool bFailIfExists);

❖ Char CopyFile(LPCTSTR lpszExistingFileName,LPCTSTR lpszNewFileName, bool bFailIfExists);

❖ Bool CopyFile(LPCTSTR lpszExistingFileName,LPCTSTR lpszNewFileName, bool bFailIfExists);

❖ String CopyFile(LPCTSTR lpszExistingFileName,LPCTSTR lpszNewFileName, bool bFailIfExists);

92.Correct syntax of MoveFile() function is \_\_\_\_\_

❖ Bool Move (LPCTSTR lpNewName, LPCTSTR lpExistingFileName);

❖ Bool Move (LPCTSTR lpNewName, LPCTSTR lpNewFileName);

❖ Bool MoveFile (LPCTSTR lpExistingFileName, LPCTSTR lpExistingNewName);

❖ Bool Move (bool lpNewName, LPCTSTR LPCTSTR lpExistingFileName);

93.RemoveDirectory() function takes \_\_\_\_\_parameter(s)

❖ 1

❖ 4

❖ 3

❖ 2

94.Set currentDirectory() function takes \_\_\_\_\_parameter(s)

❖ 2

❖ 1

❖ 4

❖ 3

95.Return type of GetCurrentDirectory() function is ()

❖ Int

❖ Bool

❖ String

❖ DWORD

96.createDirectory() function takes \_\_\_\_\_parameter(s)

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- ❖ 4
- ❖ 3
- ❖ 1
- ❖ 2

97. deleteFiles() function takes \_\_\_\_\_ parameter(s)

- ❖ 1
- ❖ 4
- ❖ 3
- ❖ 2

98. Return type of printMsg() function is \_\_\_\_\_

- ❖ DWORD
- ❖ CHAR
- ❖ **BOOL**
- ❖ WORD

99. Return type of printString() function is \_\_\_\_\_

- ❖ DWORD
- ❖ CHAR
- ❖ **BOOL**
- ❖ WORD

100. Correct syntax for create console input file is

- ❖ `hln = createFile(_T("CONOUTS"), GENERIC_READ&NULL, OPEN_ALWAYS, FILE_ATTRIBUTE_NORMALNULL);`
- ❖ `hln = createFile(_T("CONOUTS"), GENERIC_READ,1, GENERIC_WRITE,0&NULL, OPEN_ALWAYS, FILE_ATTRIBUTE_NORMALNULL);`
- ❖ `hln = createFile(_T("CONINS"), GENERIC_READ,1, GENERIC_WRITE,0&NULL, OPEN_ALWAYS, FILE_ATTRIBUTE_NORMALNULL);`
- ❖ `prohln = createFile(_T("CONINS"), GENERIC_READ,1, GENERIC_WRITE,0&NULL, OPEN_ALWAYS, FILE_ATTRIBUTE_NORMALNULL);`

101. consoleprompt() function takes \_\_\_\_\_ parameter(s)

- ❖ 2
- ❖ 3
- ❖ 5
- ❖ 4

102. Current syntax of Get currentDirectort() function is \_\_\_\_\_

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- ❖ `lencurDir =GetCurrentDirectory(DIRNAME_LEN,PwdBuffer);`
  - ❖ `lencurDir =GetCurrentDirectory(DIRNAME_LEN);`
  - ❖ `lencurDir =GetCurrentDirectory(DIRNAME_LEN);`
  - ❖ `lencurDir =GetCurrentDirectory(PwdBuffer);`
103. Get currentDirectory() function takes \_\_\_\_\_ parameter(s)
- ❖ 2
  - ❖ 3
  - ❖ 5
  - ❖ 4
104. Return type of prontMsg() function is \_\_\_\_\_
- ❖ WORD
  - ❖ **BOOL**
  - ❖ CHAR
  - ❖ DWORD
105. Get Directory() function takes \_\_\_\_\_ parameter(s)
- ❖ 2
  - ❖ 3
  - ❖ 5
  - ❖ 4
106. In NTPS based system \_\_\_\_\_ is the maximum allowed size for a single file
- ❖  $2^8$
  - ❖  $2^{32}$
  - ❖  $2^{16}$
  - ❖  **$2^{64}$**
107. FAT 32 based system \_\_\_\_\_ is the maximum allowed size for a single file
- ❖  $2^8$
  - ❖  **$2^{32}$**
  - ❖  $2^{16}$
  - ❖  $2^{64}$
108. setFilepointer() function takes \_\_\_\_\_ parameter(s)
- ❖ 2
  - ❖ 3
  - ❖ 5
  - ❖ **4**
109. PLONG is a \_\_\_\_\_
- ❖ **Pointer to a long variable**

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- ❖ String
  - ❖ Variable
  - ❖ Pointer to a string
110. Return type of setFilePointerEx() is \_\_\_\_\_
- ❖ String
  - ❖ **Bool**
  - ❖ Word
  - ❖ DWORD
111. In setfilepointer() function, lpNewFilePointer parameter is placed is a/an
- ❖ Handle
  - ❖ **PLARGE\_INTEGER**
  - ❖ DWORD
  - ❖ LARGE\_INTEGER
112. In setFilePoiter() function, distance to move parameter is placed in
- ❖ DWORD
  - ❖ Handle
  - ❖ PLARGE\_INTEGER
  - ❖ **LARGE\_INTEGER**
113. There are \_\_\_\_\_ components of a LARGE integer
- ❖ 2
  - ❖ **3**
  - ❖ 4
  - ❖ 5
114. In the Overlapped structure, ULONG\_PTR internal is a \_\_\_\_\_ field.
- ❖ DWORD
  - ❖ Integer
  - ❖ Pointer
  - ❖ **Reserved**
115. Overlap structure is a structure which is defined in the \_\_\_\_\_ header file
- ❖ **Window.h**
  - ❖ Stdary.h
  - ❖ Everything.h
  - ❖ Stdio.h
116. In the overlapped structure the data type of ofsetand offsethigh is
- ❖ **DWORD**
  - ❖ WORD

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- ❖ INT
  - ❖ BOOL
117. EOF is short form of \_\_\_\_\_
- ❖ Erase of file
  - ❖ End of file
  - ❖ End of folder
  - ❖ Erase of folder
118. Return types of getFilesizeEx() is \_\_\_\_\_
- ❖ Bool
  - ❖ Char
  - ❖ Int
  - ❖ DWORD
119. To reduce the filesize we use \_\_\_\_\_ windows API.
- ❖ Setfilesize()
  - ❖ Changefilesize()
  - ❖ SetendoffileEx()
  - ❖ setfileEx()
120. File size can be obtained using the \_\_\_\_\_ windows API.
- ❖ GetFileSizwEx()
  - ❖ FileSizeExGet()
  - ❖ GetFileSize()
  - ❖ FileSize()
121. In the RECORD structure, datatype of numRecord is \_\_\_\_\_
- ❖ DWORD
  - ❖ BOOL
  - ❖ Double
  - ❖ Int
122. In the RECORD structure, datatype of numNonemptyRecord is \_\_\_\_\_
- ❖ DWORD
  - ❖ BOOL
  - ❖ Double
  - ❖ Int
123. What will be next code statement, if the following if statement is true? If (!setFilePointer Ex(nfilecurrentptr, NULL, FILE\_BEGIN))
- ❖ ReportError(\_T("RecordAccessError: writeFile header"),4,TRUE);
  - ❖ ReportError(\_T("RecordAccessError: writeFile header"),6,TRUE);

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- ❖ `ReportError(_T("RecordAccessError: setpointer"),4,TRUE);`
  - ❖ `ReportError(_T("RecordAccessError: set End of File"),5,TRUE);`
124. What will be next code statement, if the following if statement is true? If `(!readFile(hFile& header, size of(Header),&nXfer,&ovzero))`
- ❖ `ReportError (_T("RecordAccessError:set End of File."),5,TRUE);`
  - ❖ `ReportError (_T("RecordAccessError:set pointer."),4,TRUE);`
  - ❖ `ReportError (_T("RecordAccessError:write File header."),4,TRUE);`
  - ❖ `ReportError (_T("RecordAccessError:readFile header."),6,TRUE);`
125. During searching files/folders, a data structure \_\_\_\_\_ is used to store the information about a found file or directory
- ❖ Directory -64
  - ❖ Attribute
  - ❖ Directory -32
  - ❖ **WIN32\_FIND\_DATA**
126. What will be next code statement, if the following if statement is true? If `(!writeFile(hFile& header, size of(Header),&nXfer,&ovzero))`
- ❖ `ReportError (_T("RecordAccessError:set End of header."),6,TRUE);`
  - ❖ `ReportError (_T("RecordAccessError:set pointer."),4,TRUE);`
  - ❖ `ReportError (_T("RecordAccessError:write File header."),5,TRUE);`
  - ❖ `ReportError (_T("RecordAccessError:readFile header."),4,TRUE);`
127. The number of arguments required for `Findclose()` API is \_\_\_\_\_
- ❖ 3
  - ❖ **1**
  - ❖ 2
  - ❖ 0
128. The field `lastAccessTime` in a `WIN32-FIND-DATA` structure is used to represent a time when a file was \_\_\_\_\_ time accessed
- ❖ Closing
  - ❖ **Last**
  - ❖ First
  - ❖ Second ;last
129. Using `GetFileTime()` API argument(s) is/are provided.
- ❖ Both creation and last access time
  - ❖ Only last access time
  - ❖ **Creation, last access and last write time**

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- ❖ Only creation time
130. GetFileAttribute() API need \_\_\_\_ argument(s) to return the attributes of a file or directory
- ❖ 1
  - ❖ 2
  - ❖ 3
  - ❖ 0
131. compareFileTime() API returns \_\_\_\_ if both the file time are equal
- ❖ 0
  - ❖ 2
  - ❖ 1
  - ❖ -1
132. Which option is incorrect when the traverseDirectory() API is required to be use?
- ❖ It allow non-recursive traversal
  - ❖ Recursive and non-recursive traversal option is irrelevant
  - ❖ It allows recursive traversal
  - ❖ It allows both non- recursive and recursive traversal
133. Which of the following is not an argument of the traverse Directory() API
- ❖ Option for simple listing or recursive processing
  - ❖ Search pattern
  - ❖ Parent path
  - ❖ File creation time
134. Temporary files are assigned an extension \_\_\_\_ and they are used to store \_\_\_\_
- ❖ .temp,final result
  - ❖ .tmpe,intermediate result
  - ❖ .tmp,intermediate result
  - ❖ .com,intermediate result
135. \_\_\_\_ is not a value argument for setFiletime() function.
- ❖ pModifyTime
  - ❖ NULL
  - ❖ \_T(ame)
  - ❖ \_P(accesstime)
136. SetFileTime() function takes a total of \_\_\_\_ arguments.
- ❖ 3
  - ❖ 5
  - ❖ 4

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- ❖ 2
137. GetsystemTimeAsFiletime() function receive \_\_\_\_\_ as an argument.
- ❖ File array
  - ❖ **File pointer**
  - ❖ File handle
  - ❖ File objects
138. Which of the following is not a correct argument of options() function
- ❖ Argc
  - ❖ Argv
  - ❖ **\_T(amg)**
  - ❖ \_T(amc)
139. The fseek() C library function uses \_\_\_\_\_ bit file position
- ❖ 8
  - ❖ 16
  - ❖ **32**
  - ❖ 64
140. For file processing windows provides a propriating function called \_\_\_\_\_
- ❖ Pseek64()
  - ❖ Fseek()
  - ❖ **Fseek64()**
  - ❖ Pseek()
141. In MicrosoftUNIX library, all I/O function are named with \_\_\_\_\_ prefix.
- ❖ Semicolon
  - ❖ Dot
  - ❖ **Underscore**
  - ❖ Colon
142. In lockFileEx() function, the OVERLAPPED data structure contains \_\_\_\_\_ data members.
- ❖ **3**
  - ❖ 5
  - ❖ 2
  - ❖ 4
143. File lock can be \_\_\_\_\_ or \_\_\_\_\_
- ❖ Read-only, write-only
  - ❖ Read-only, write-only
  - ❖ Read-locked, write only

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❖ Read-only, read-write

144. The read operation does not conflict with the \_\_\_\_\_

❖ Existing shared lock

❖ Remove operation

❖ Write operation

❖ Existing exclusive lock

145. Before encountering a/an \_\_\_\_\_ lock, the read or write operation can complete its request partially

❖ Exclusive lock

❖ Shared lock

❖ Mutually exclusive lock

❖ Conflicting lock

146. If process-A has a shared lock on a file, and process-B tries to read without a shared lock then the read attempt will \_\_\_\_\_

❖ Return exception

❖ Succeed

❖ Return a shared lock

❖ Fail

147. UNIX system stores information in \_\_\_\_\_ directory similar to the registry entry

❖ /etc

❖ /reg

❖ /key

❖ /root

148. Programmers usually access windows build number through \_\_\_\_\_

❖ Web sockets

❖ Web API

❖ RESI API

❖ Windows API

149. Information about \_\_\_\_\_ is not present in the registry file.

❖ Power supply

❖ Chipset

❖ Memory

❖ Processor

150. \_\_\_\_\_ information is present in the registry HKEY\_CURRENT\_CONFIG.

❖ Display resolution

❖ Process make

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- ❖ Display size
  - ❖ Memory amount
151. The registry HKEY\_CURRENT\_USER does not contain \_\_\_\_ information.
- ❖ System fonts
  - ❖ Printers
  - ❖ Environment variable
  - ❖ Application preferences
152. The registry HKEY\_LOCAL\_MACHINE stores \_\_\_\_ information about the machine
- ❖ Physical
  - ❖ Private
  - ❖ Protected
  - ❖ Logical
153. \_\_\_\_ function enumerates subkey names of an open registry key.
- ❖ RegEnumKey()
  - ❖ RegOpenKey()
  - ❖ RegOpenKeyEx()
  - ❖ RegENUMKeyEx()
154. The RegOpenKeyEx() function opens a named \_\_\_\_
- ❖ Instance
  - ❖ Sub key
  - ❖ Key
  - ❖ List
155. The function RegCreateKeyEx() has \_\_\_\_ parameters.
- ❖ 8
  - ❖ 7
  - ❖ 9
  - ❖ 6
156. Is Reg() function processes registry keys rather than \_\_\_\_ and \_\_\_\_
- ❖ Key-value pairs, files
  - ❖ Key-value pairs, properties
  - ❖ Directories, key-value pairs
  - ❖ Directories, files
157. RegSetValueEx() function is used to set the data of a \_\_\_\_ value.
- ❖ Final
  - ❖ Fixed

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## ❖ Named

### ❖ Static

158. The exception could occur within a \_\_\_\_\_ embedded in the try block.

### ❖ List

### ❖ Function

### ❖ Constructor

## ❖ Block

159. If filter\_expression returns \_\_\_\_\_ then windows ignores the exception handler and searches for an exception handler in the enclosing block.

### ❖ EXCEPTION\_SKIP\_EXECUTION

### ❖ EXCEPTION\_CONTINUE\_SEARCH

## ❖ EXCEPTION\_CONTINUE\_EXECUTION

### ❖ EXCEPTION\_SKIP\_SEARCH

160. If the filter-expression was set to continue the execution but it is not possible to continue, then \_\_\_\_\_ exception code will be returned.

### ❖ EXECUTION-NONCONTINUABLE-EXCEPTION

### ❖ EXECUTION-NONCONTINUABLE-EXECUTION

### ❖ EXECPTION-NONCONTINUABLE-EXCEPTION

## ❖ EXECPTION-NONCONTINUABLE-EXCUTION

161. \_\_\_\_\_ exception code is returned if the process attempts to read or write a virtual address for which it has no access rights

### ❖ EXCEPTION-INTEGERS-VOILATION

### ❖ EXCEPTION-INTEGERS-BREACH

## ❖ EXCEPTION-ACCESS-VOILATION

### ❖ EXCEPTION-INTEGERS-BREACH

162. SHE is not supported through \_\_\_\_\_

### ❖ Run time support

### ❖ Windows function

### ❖ Compiler supported language extensions

## ❖ Windows registry

163. The filter-expression in the \_\_\_\_\_ clause is evaluated immediately after the exception occurs.

### ❖ -try

### ❖ -catch

## ❖ -except

### ❖ -finally

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164. The value of the \_\_\_\_ determine actions that follow
- ❖ Filter-except
  - ❖ **Filter-expression**
  - ❖ Filter-try
  - ❖ Filter-search
165. \_\_\_\_ function is used to clear clearfp().
- ❖ \_clear()
  - ❖ **\_clearfp()**
  - ❖ \_clean()
  - ❖ \_cls()
166. Programs can raise their own exception using the \_\_\_\_ function
- ❖ BuildException
  - ❖ **RaiseException**
  - ❖ Createexception
  - ❖ GenException
167. RaiseException has \_\_\_\_ parameters.
- ❖ **4**
  - ❖ 2
  - ❖ 5
  - ❖ 3
168. The exception handler is actually a code portion associated with \_\_\_\_ block.
- ❖ -finally
  - ❖ -try
  - ❖ **-except**
  - ❖ -catch
169. The new value of floating point mask is determined by its value \_\_\_\_ and its two arguments.
- ❖ Current-value
  - ❖ C-value
  - ❖ **Current-mask**
  - ❖ Current-val
170. The \_\_\_\_ function terminates the process if the program indicates that the error is fatal.
- ❖ Report handle()
  - ❖ Terminate handle()
  - ❖ Terminate process()

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## ❖ Report error()

171. SIGSEGV error can only be generated by \_\_\_\_ but not by \_\_\_\_

- ❖ Windows, Raise
- ❖ Linux, macos
- ❖ Windows, linux

## ❖ Raise windows

172. A single try block must have a single \_\_\_\_ or \_\_\_\_ block

- ❖ Terminate, Except

## ❖ Finally, Except

- ❖ Finally, continue
- ❖ Terminate, finally

173. \_\_\_\_ function is used within the termination handle to check how the try block is terminated

- ❖ Check termination()
- ❖ Check handle()
- ❖ Check termination

## ❖ Abnormal termination

174. ReportException() function have \_\_\_\_ arguments.

- ❖ 3
- ❖ 4
- ❖ 2
- ❖ 5

175. Second arguments of ReportException()function is \_\_\_\_

## ❖ Exception code

- ❖ Exception handle
- ❖ Exception address
- ❖ Exception name

176. The process or thread can terminate itself using \_\_\_\_ or \_\_\_\_ functions.

- ❖ Terminate process(), Exist thread()
- ❖ Terminate process(), Terminate thread()

## ❖ Exist process(), Exist thread()

- ❖ Exist thread(), Terminate thread()

177. The termination handler cannot axecute the \_\_\_\_ statement

- ❖ Break
- ❖ Report
- ❖ Continue

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- ❖ Retur
178. C ++ execution handling is implemented using \_\_\_\_
- ❖ SCH
  - ❖ ECH
  - ❖ ESH
  - ❖ SEH
179. A filter function \_\_\_\_ the type of n exception.
- ❖ Restrict
  - ❖ Evaluates
  - ❖ Exclude
  - ❖ Identifies
180. The \_\_\_\_ exception are enabled with the help of controlfp() function
- ❖ Floating point
  - ❖ String
  - ❖ Mutex
  - ❖ Integer
181. category is a/an \_\_\_\_
- ❖ Reference variable
  - ❖ Simple variable
  - ❖ Class
  - ❖ Pointer
182. Which of the following in the number of parameters takes by controlfp() function
- ❖ 3
  - ❖ 4
  - ❖ 1
  - ❖ 2
183. Which of the following in the number of parameters takes by filter function
- ❖ 1
  - ❖ 2
  - ❖ 3
  - ❖ 4
184. Which of the following instruction is used to suspend the execution of a program for 5 milliseconds?
- ❖ Sleep(500)
  - ❖ Sleep(5000)
  - ❖ Sleep(5)

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- ❖ Sleep(0.5)
185. Which of the following functions is used to generate a sound beep for 0.7 seconds with the frequency if 750?
- ❖ Beep (750,800)
  - ❖ Beep(700,750)
  - ❖ **Beep(750,700)**
  - ❖ Beep(750,0.7)
186. A program can be terminated by passing \_\_\_\_ from keyboard
- ❖ Ctrl +p
  - ❖ Ctrl +N
  - ❖ **Ctrl +C**
  - ❖ Ctrl +Z
187. The return type of WINAPI Handler() function if \_\_\_\_\_
- ❖ Void
  - ❖ Static integer
  - ❖ **Static bool**
  - ❖ Static float
188. #include<io.h> is used for \_\_\_\_\_
- ❖ **Input output operation**
  - ❖ Working in CLI
  - ❖ Memory allocation
  - ❖ Multitasking
189. Windows OS keeps \_\_\_\_ version of each API.
- ❖ One
  - ❖ Interpreted
  - ❖ **Two**
  - ❖ Compiler
190. The options function have \_\_\_\_\_ arguments
- ❖ 5
  - ❖ 4
  - ❖ **7**
  - ❖ 6
191. If invalid file handle is passed as a parameter to the closeFile API, then it will return \_\_\_\_\_
- ❖ Empty string
  - ❖ 1

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❖ File handle

❖ **False value**

192. `_tscmp()` is \_\_\_\_\_ function to compare the strings.

❖ **A generic**

❖ An ASCII

❖ Not a generic

❖ A Unicode

193. There are \_\_\_\_\_ number of standard input out devices.

❖ 3

❖ 5

❖ 4

❖ **2**

194. Every `lockfileEx()` function that is successful must be followed by a call to \_\_\_\_\_

❖ `DeletelockEx()`

❖ `RemovelockEx()`

❖ `UnlatchlockEx()`

❖ **`UnlockfileEx()`**

195. Try and catch keywords \_\_\_\_\_ required for vectored exception handlers.

❖ **Are not**

❖ Are

❖ Must be

❖ Are occasionally

196. In the context of vectored exception handling the zero value of firsthandler parameters shows that the handler being used will be the \_\_\_\_\_ one to execute.

❖ **Third**

❖ Last

❖ Second

❖ First

197. In the vectored exception handler, the value of firsthandler parameter specific the \_\_\_\_\_ in which the handler will execute.

❖ **Order**

❖ Speed

❖ **Allocation of stack**

❖ Accuracy

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198. Windows checks for a vectored exception handler at the \_\_\_\_\_ place when a vectored is set up followed by unwinding the stack.
- ❖ Second
  - ❖ Third
  - ❖ **First**
  - ❖ Fourth
199. In the context of vectored exception handling the non-zero value of firsthandler parameters shows that the handler being used will be the \_\_\_\_\_ one to execute.
- ❖ Third
  - ❖ Last
  - ❖ Second
  - ❖ **First**
200. Which of the following is a Static data structure?
- ❖ Circular array
  - ❖ **Array**
  - ❖ Tree
  - ❖ Union
201. Identify the advantages provided by memory mapped files.
- ❖ Convenience, collision, octection and memory sharing
  - ❖ Exception handling, speed and memory sharing
  - ❖ Convenience, speed and usability
  - ❖ **Convenience, speed and memory sharing**
202. Windows mainly uses \_\_\_\_\_ API.
- ❖ 4
  - ❖ **2**
  - ❖ 3
  - ❖ 1
203. In win32 \_\_\_\_\_ of the virtual space is accessible to a process and the remaining space is utilize by the system for other tasks
- ❖ One quarter
  - ❖ **Half**
  - ❖ Two third
  - ❖ Three quarter
204. The virtual space of process \_\_\_\_\_ be larger than the physical memory space.
- ❖ Should always
  - ❖ Cannot

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- ❖ Must
  - ❖ **May**
205. Which of the following occurs as a result of excessive page fault in
- ❖ **Decreased system performance**
  - ❖ Increased utilization of I/O ports
  - ❖ Decreased utilization of I/O ports
  - ❖ Increased system performance
206. When the required page is not in the memory then a \_\_\_\_\_ occurs.
- ❖ **Page fault**
  - ❖ Dirty frame
  - ❖ Page error
  - ❖ Frame fault
207. The translation of a virtual address into physical address is managed by the \_\_\_\_\_
- ❖ **Offset addressing**
  - ❖ Operating system
  - ❖ Device driver
  - ❖ Transport layers
208. Pages are swapped in and out when a \_\_\_\_\_ occurs.
- ❖ **Page fault**
  - ❖ Frame fault
  - ❖ Page error
  - ❖ Dirty frame
209. Which of the following is a dynamic data structure.
- ❖ Circular array
  - ❖ **Tree**
  - ❖ Union
  - ❖ Array
210. A process can have \_\_\_\_\_ heap(s).
- ❖ Only once
  - ❖ Only two
  - ❖ **Many**
  - ❖ At the most two
211. When a fixed size data structure is allocated from a single heap, it reduces \_\_\_\_\_
- ❖ **Fragmentation**
  - ❖ Errors
  - ❖ Memory density

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- ❖ Throughput
212. The heapReAlloc() API has \_\_\_\_\_ parameter(s).
- ❖ 4
  - ❖ 1
  - ❖ 3
  - ❖ 2
213. The heapAlloc() API has \_\_\_\_\_ parameter(s).
- ❖ 3
  - ❖ 4
  - ❖ 2
  - ❖ 1
214. When a heap (logical structure) is created the memory is \_\_\_\_\_ allocated at the program.
- ❖ Partially
  - ❖ Completely
  - ❖ Not directly
  - ❖ Directly
215. \_\_\_\_\_ are the APIs for heap memory allocation.
- ❖ Heapcreate ()and HeapRealloc()
  - ❖ Allocheap () and HeapRealloc()
  - ❖ HeapAlloc() and HeapRealloc()
  - ❖ HeapAlloc() and HeapRealloc()
216. For a non growable heap, the value of dwbytes in heap memory allocation is \_\_\_\_\_
- ❖ 0\*7FEE8
  - ❖ 0\*7FDD8
  - ❖ 0\*AAAA8
  - ❖ 0\*7FFF8
217. \_\_\_\_\_ is the first step to allocate heap in a program.
- ❖ HeapDestroy()
  - ❖ HeapFree()
  - ❖ Release and handle
  - ❖ Get heap handle
218. The function heapSize() returns the size of a block, or \_\_\_\_\_ in case failure.
- ❖ NULL
  - ❖ 1

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❖ -1

❖ 0

219. \_\_\_\_\_ is used to deallocate the entire heap.

❖ HeapDestroy()

❖ HeapFree()

❖ HeapTruncate()

❖ HeapDelete()

220. Sorting is performed in the \_\_\_\_\_

❖ RootHeap

❖ RecHeap

❖ ProcHeap

❖ NodeHeap

221. \_\_\_\_\_ stores the root address.

❖ RootHeap

❖ RecHeap

❖ ProcHeap

❖ NodHeap

222. The NodeHeap maintains a \_\_\_\_\_

❖ Data

❖ Data structure

❖ Record

❖ Root

223. There are \_\_\_\_\_ parameters taken by the HeapCreate() API.

❖ 3

❖ 4

❖ 2

❖ 1

224. Which of the following is the correct windows API for accessing heap?

❖ INT GetProcessHeap(VOID)

❖ VOID GetProcessHeap(HANDLE)

❖ HANDLE GetProcessHeap(VOID)

❖ INT\*GetProcessHeap(VOID)

225. When a fixed size data structure is allocated from a single heap, it reduces \_\_\_\_\_

❖ Memory density

❖ Errors

❖ Throughput

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## ❖ Fragmentation

226. The parameters “flOption” in the HeapCreate() API is a combination of \_\_\_\_\_ flafs.
- ❖ 1
  - ❖ 2
  - ❖ 4
  - ❖ 3
227. While using CreateFileMapping(), \_\_\_\_\_ allow the mapping object to be secured.
- ❖ INVALID\_VALUES
  - ❖ PSECURITY\_ATTRIBUTES
  - ❖ LPSECURITY\_ATTRIBUTES
  - ❖ INVALID\_HANDLE\_VALUES
228. While using CreateFileMapping(), setting lpMapName to \_\_\_\_\_ disables the map sharing.
- ❖ -1
  - ❖ NULL
  - ❖ 0
  - ❖ 1
229. \_\_\_\_\_ is the API for file mapping objects.
- ❖ Create\_File\_Mapping()
  - ❖ CreateFileMapping()
  - ❖ FileCreateMapping()
  - ❖ MakeFileMapping()
230. Which of the following are the number of parameters taken by CreateFileMapping()?
- ❖ 7
  - ❖ 6
  - ❖ 5
  - ❖ 4
231. The \_\_\_\_\_ -- flag is set to be \_\_\_\_\_ in the CreateProcess() function, which will determine whether child process will inherit copies of parent open handles.
- ❖ blnheritFlag, TRUE
  - ❖ blnheritHandles, FALSE
  - ❖ blnheritFlag, FALSE
  - ❖ bInheritHandles, TRUE

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232. IPC stands for \_\_\_\_\_.
- ❖ Information and privacy communication
  - ❖ Inter privacy communication
  - ❖ Information process communication
  - ❖ **Inter Process Communication**
233. Inherited handles are \_\_\_\_\_ copies that a parent and child might be accessing.
- ❖ Connected
  - ❖ Similar
  - ❖ related
  - ❖ **Distinct**
234. Process IDs are always \_\_\_\_\_.
- ❖ Frequent
  - ❖ Repeated
  - ❖ Constant
  - ❖ **Unique**
235. The process obtains environment and other information from \_\_\_\_\_ call.
- ❖ CreateThread()
  - ❖ GetEnvironmentinfo()
  - ❖ Getinfo()
  - ❖ **CreateProcess()**
236. lpApplicationName handle's value \_\_\_\_\_ be NULL.
- ❖ May not
  - ❖ May
  - ❖ should
  - ❖ **Should not**
237. In windows there are \_\_\_\_\_ ways to get command line parameters for a process.
- ❖ Five
  - ❖ Four
  - ❖ **Two**
  - ❖ Three
238. Windows OS does not have structure that keeps track record of the \_\_\_\_\_ processes.
- ❖ Child
  - ❖ Grand-child
  - ❖ Parent

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## ❖ Parent\_Child

239. The most fundamental process management function in windows is CreateProcess() that has \_\_\_\_\_ parameters.

❖ 12

❖ 6

❖ 4

❖ 10

240. The process can share memory and files but the process itself lie an individual \_\_\_\_\_ memory space .

❖ Non\_volatile

❖ Physical

❖ permanent

❖ Virtual

241. Thread Local Storage (TLS) is an array of collection of pointers enabling a thread to \_\_\_\_\_ storage to create its unique data environment.

❖ De-allocate

❖ Clear

❖ Re-allocate

❖ Allocate

242. Each thread has its own \_\_\_\_\_.

❖ TLS

❖ Environment Block

❖ Stack

❖ TLS and Stack

243. The process of DLL detachment in explicit linking is invoke by \_\_\_\_\_ function call.

❖ Free()

❖ freeLib()

❖ Flibra

❖ FreeLibrary()

244. Information regarding DLLs is placed in the \_\_\_\_\_ data structure.

❖ dwBuilderNumber

❖ dwPlatform

❖ MAJORVERSION

❖ DLLVERSION

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245. LoadLibrary() and LoadLibraryEx() should never be called from \_\_\_\_\_ as it will create more DLL entry Points.
- ❖ ThreadLibraryCalls()
  - ❖ DllMinFunc()
  - ❖ DisableThreadLibraryCalls()
  - ❖ **DllMain()**
246. LoadLibraryEx() can suppress the execution of entry point, in \_\_\_\_\_ -- linking of DLL.
- ❖ Implicit
  - ❖ Static
  - ❖ Dynamic
  - ❖ **Explicit**
247. “Application that require newer updated functionality may sometime link with older DLL version”. This statement refers to \_\_\_\_\_ of DLL versioning
- ❖ Strength
  - ❖ Advantages
  - ❖ Caution
  - ❖ **Problem**
248. If entry point of DLL is not specified, then it is an example of \_\_\_\_\_ -- linking.\
- ❖ Explicit
  - ❖ Dynamic
  - ❖ Hard
  - ❖ **Implicit**
249. In case of \_\_\_\_\_ linking the DLL attaches at the time of process start and detaches when process ends
- ❖ Explicit
  - ❖ Dynamic
  - ❖ Hard
  - ❖ **Implicit**
250. Explicit linking requires the program to explicitly specify the DLL to be \_\_\_\_\_.
- ❖ Freed
  - ❖ Loaded
  - ❖ Loaded and freed
  - ❖ **Ans: Loaded or freed**

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251. In a pointer function declaration for DLL explicit linking, HMODULE is NULL in case of\_\_\_\_\_.
- ❖ Execution
  - ❖ Waiting
  - ❖ success
  - ❖ Failure
252. Once the DLL is loaded, the programmer needs to obtain \_\_\_\_\_ into the DLL for an entry point.
- ❖ Dynamic address
  - ❖ Physical address
  - ❖ Bus address
  - ❖ Procedure Address
253. We write and \_\_\_\_\_ function in DLL and invoke them explicitly
- ❖ Compile
  - ❖ Encrypt
  - ❖ decrypt
  - ❖ Encapsulate
254. In DLLs the executable library files are linked at \_\_\_\_\_ time
- ❖ . Ans: Compile
255. Each DLL program will have its own copy of \_\_\_\_\_ variables.
- ❖ Ans: Globle
256. In \_\_\_\_\_ operating system DLLs are used to invoke all kernel services.
- ❖ Ans: Windows
257. Dynamic memory is allocated from the
- ❖ Cache
  - ❖ Paging file
  - ❖ Stack
  - ❖ Static memory
258. Which of the following is recommended to use while dealing with memory mapped file to look for EXCEPTION\_IN\_PAGE\_ERROR exception?
- ❖ ESH exception handling
  - ❖ SHE exception handling
  - ❖ HE exception handling
  - ❖ HES exception handling
259. To create a file mapping object, we have to declare \_\_\_\_\_ maximum parameters>

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- ❖ 4
- ❖ 2
- ❖ 6
- ❖ 8

260. It is not possible for a system to map a file greater than \_\_\_\_\_ Into virtual memory space, while using Win32 OS.

- ❖ 2GB
- ❖ 3MB
- ❖ 3GB
- ❖ 2MB

261. It is much \_\_\_\_\_ - to sort large data available in memory rather than in files.

- ❖ Harder
- ❖ Costly
- ❖ Unyielding
- ❖ Easier

262. qsort() is a \_\_\_\_\_ function.

- ❖ Standard library
- ❖ EXE
- ❖ Windows DLL
- ❖ User defined

263. When we create a file mapped object for sorting 1000 numbers in a file recorder will be saved in a/an \_\_\_\_\_.

- ❖ Heap
- ❖ Stack
- ❖ Queue
- ❖ Array

264. Which of the following are the number of parameters taken by MapViewFile()?

- ❖ 2
- ❖ 4
- ❖ 3
- ❖ 5

265. While using MapViewOfFile(), which of the following are the three commonly used flags?

- ❖ FILE\_WRITE, FILE\_READ, AND FILE\_ALL\_ACCESS
- ❖ FILE\_MAP\_WRITE, FILE\_MAP\_READ, AND FILE\_MAP\_ALL\_ACCESS
- ❖ MAP\_WRITE, MAP\_READ, AND MAP\_AL\_ACCESS

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- ❖ WRITE, READ, AND ALL\_ACCESS

266. \_\_\_\_\_ and \_\_\_\_\_ specify the starting address of the file from where the mapping starts.

- ❖ High, low
- ❖ dwFileHigh, dwFileLow
- ❖ dwFileOffsetHigh, dwFileOffsetLow
- ❖ dbFileOffsetHigh, dbFileOffsetLow

267. unmapViewOfFile() takes \_\_\_\_\_ argument(s)

- ❖ 2
- ❖ 0
- ❖ 4
- ❖ 3

268. \_\_\_\_\_ Is the API for file mapping objects.

- ❖ MakeFileMapping()
- ❖ CreateFileMapping()
- ❖ FilecreateMapping()
- ❖ Create\_file\_Mapping()

269. While using CreateFileMapping(), \_\_\_\_\_ refers to the paging file.

- ❖ LPSECURITY\_ATTRIBUTES
- ❖ PSECURITY\_ATTRIBUTES
- ❖ INVALID\_HANDLE\_VALUES
- ❖ INVALID\_VALUES

270. While using CreatFileMapping(), \_\_\_\_\_ allows the mapping object to be secured.

- ❖ LPSECURITY\_ATTRIBUTES
- ❖ PSECURITY\_ATTRIBUTES
- ❖ INVALID\_HANDLE\_VALUES
- ❖ INVALID\_VALUES

271. While using CreateFileMapping(), setting IpMapName to \_\_\_\_\_ disables the map sharing.

- ❖ 0
- ❖ 1
- ❖ -1
- ❖ NULL

272. DLL stand for

- ❖ Direct layout library

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❖ Dynamic link library

❖ Dynamic layout library

❖ Direct link library

273. The approach to gather all the source code and library functions after encapsulation into a single executable file, is called as \_\_\_\_\_

❖ Process linking

❖ Static linking

❖ Dynamic linking

❖ Thread linking

274. Each DLL program will have its own copy of \_\_\_\_\_ variables.

❖ Global

❖ Local

❖ Dynamic

❖ Static

275. In \_\_\_\_\_ operating system DLLs are used to invoke all kernel services.

❖ Windows

❖ Unix

❖ Linux

❖ Solaris

276. In DLLs the executable library files are linked at \_\_\_\_\_ time.

❖ Link

❖ Run

❖ Compile

❖ Load

277. The entry point in DLL defined structure (DWORD) \_\_\_\_\_ values.

❖ 8

❖ 4

❖ 2

❖ 16

278. ReadFile() and writeFile() functions perform much \_\_\_\_\_ than memory mapped file processing

❖ Slower

❖ Faster

❖ Convenient

❖ Nimble

279. Which of the following controls the paging file?

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- ❖ The pager
  - ❖ Direct memory access
  - ❖ Memory mapped I/o
  - ❖ Virtual memory management system
280. While using memory mapped I/O there is/are \_\_\_\_\_ to manage buffers for repetitive operation on the file operations.
- ❖ Needed
  - ❖ Not needed
  - ❖ Useful
  - ❖ Mandatory
281. In order to make a program more efficient, \_\_\_\_\_ heap(s) may be required.
- ❖ partial
  - ❖ only one
  - ❖ several
  - ❖ Minimum number of
282. There are \_\_\_\_\_ parameters taken by the HeapCreate() API.
- ❖ 3
  - ❖ 2
  - ❖ 1
  - ❖ 4
283. The parameter “flOptions” in the HeapCreate() API is a combination of \_\_\_\_\_ flags.
- ❖ 2
  - ❖ 4
  - ❖ 3
  - ❖ 1
284. A process can have \_\_\_\_\_ heap(s).
- ❖ Only two
  - ❖ At the most one
  - ❖ only one
  - ❖ Many
285. \_\_\_\_\_ API is used to create a new heap.
- ❖ createHeap()
  - ❖ HeapCreate()
  - ❖ BuildHeap()
  - ❖ NewHeap()

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286. If threads have separate memory space, then it will reduce \_\_\_\_

- ❖ Memory contention
- ❖ Access speed
- ❖ Direct memory access
- ❖ Memory density

287. \_\_\_\_ is an appropriate API to dispose-off a heap handle.

- ❖ shudderHandle()
- ❖ DestroyHandle()
- ❖ DeleteHeap()
- ❖ HeapDestroy()

