**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 (|)

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**