

Date: July 23, 2011

Windows Programming using win32 SDK (60 Minutes)

1. Which of the following message is not send to the window procedure?
 1. WM_COMMAND
 2. WM_QUIT
 3. WM_CLOSE
 4. WM_SETFOCUS
2. Which function returns an HDC that can be used to paint any where on the window?
 1. BeginPaint()
 2. GetDC()
 3. GetWindowDc()
 4. CreateIC()
3. Which functions should be called to get an HDC and free it while processing WM_PAINT message?
 1. BeginPaint().....EndPaint()
 2. GetDC().....ReleaseDc()
 3. CreateDc().....DeleteDc()
 4. GetWindowDC().....ReleaseDc()
4. While writing a DLL this function has to be implemented.
 1. LibMain()
 2. DllMain()
 3. LibDll()
 4. WinDll()
5. This API is used to stretch and transfer a bitmap.
 1. Bitblt()
 2. Stretchblt()
 3. Patblt()
 4. Transferblt()
6. Windows NT is
 1. Non Preemptive
 2. Preemptive
 3. Co-operative preemptive
 4. Multi Preemptive
7. Which of the following messages terminates the message loop in WinMain() ?
 1. WM_DESTROY
 2. WM_CLOSE
 3. WM_QUERYENDSESSION
 4. WM_QUIT
8. Which is a 32-bit message parameter?
 1. WPARAM
 2. LPARAM
 3. Both of the above
 4. None of the above
9. TranslateMessage() converts
 1. Keystroke messages to Character messages
 2. Character messages to Keystroke messages
 3. Menu messages to Accelerator messages
 4. Accelerator messages to Menu messages
10. Which of the following APIs can be used to get the HINSTANCE of the application?
 1. GetModuleInstance()
 2. GetClassLong()
 3. GetWindowLong()
 4. SetClassLong()
11. In an MDI application, sending the WM_MDICREATE message with the following structure as IParam to the MDI Client window can create a document window.
 1. MDICREATESTRUCT
 2. CLIENTCREATESTRUCT
 3. CREATECLIENTSTRUCT
 4. CREATEMDISTRUCT
12. Which of the following structure is used with the APIs related to kernel objects?
 1. SECURITY_DESCRIPTOR
 2. SECURITY_ATTRIBUTES
 3. SECURITY_INFORMATION
 4. SECURITY_MESSAGE
13. Which state a thread acquires when it is created by CreateThread()?
 1. Running
 2. Sleeping
 3. Ready
 4. Blocked
14. When a DLL is unmapped from a process's address space, the system calls the DLL's DllMain function passing it the following value as the fdwReason argument.
 1. DLL_THREAD_ATTACH
 2. DLL_PROCESS_ATTACH
 3. DLL_THREAD_DETACH
 4. DLL_PROCESS_DETACH
15. You can set the Viewport extent and Window extent in:
 1. MM_ANISOTROPIC mapping mode
 2. MM_ISOTROPIC mapping mode
 3. In both the MM_ISOTROPIC and MM_ANISOTROPIC mapping modes
 4. In none of these modes
16. Which API is used to draw a circle?
 1. Circle()
 2. Ellipse()
 3. RoundRect()
 4. Pie()
17. Which function is used to combine two regions?
 1. CombineRgn()
 2. AddRgn
 3. AddRegions()
 4. CombineRegions()
18. Which is the default GDI mapping mode in windows?
 1. MM_TEXT
 2. MM_TWIPS
 3. MM_HIMETRIC
 4. MM_LOMETRIC
19. Which one is not a GDI mapping mode in windows?
 1. MM_MIMETRIC
 2. MM_TWIPS
 3. MM_HIMETRIC
 4. MM_LOMETRIC
20. Which one is not a constant for the fourth argument of the MessageBox() function?
 1. MB_YES
 2. MB_OK
 3. MB_YESNO
 4. MB_OKCANCEL

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| <p>21. The WM_NCHITTEST message is generated, when</p> <ol style="list-style-type: none"> 1. mouse is clicked 2. a key is hit 3. a window is created 4. a timer event is occurred <p>22. What message is generated by CreateWindowEx() function?</p> <ol style="list-style-type: none"> 1. WM_COMMAND 2. WM_COPY 3. WM_CREATE 4. WM_NOTIFY <p>23. Which function is used to change the current pen present in HDC?</p> <ol style="list-style-type: none"> 1. SelectObject() 2. CreatePen() 3. SelectPen() 4. CreateObject() <p>24. Which function is used to create a brush from a bitmap?</p> <ol style="list-style-type: none"> 1. CreateBrush() 2. CreateSolidBrush() 3. CreatePatternBrush() 4. CreateBitmap() <p>25. The Hungarian notation</p> <ol style="list-style-type: none"> 1. is a naming convention for variables used in Windows programs 2. is a mathematical notation 3. is a naming convention for all windows reserved words 4. is a code word used by programmers from Europe <p>26. All mouse messages are handled in the ____ function.</p> <ol style="list-style-type: none"> 1. WinMain (the first window function) 2. DefMouseMove 3. WndProc (the application message handler) 4. MoveTo <p>27. Thomson wants to back up the pictures drawn on a client area so that even after the updation of Windows, he can get the picture back on the screen. Choose the possible way to do it.</p> <ol style="list-style-type: none"> 1. Printing the pictures 2. Storing it on to a metafile 3. Using backup utility 4. He can't get it back after the client area is updated once <p>28. Tom wants the mouse messages to be restricted to the client area of his window. How can he do that?</p> <ol style="list-style-type: none"> 1. MouseTrap(..) 2. User-defined function 3. MouseCapture(..) 4. SetCapture() <p>29. WinMain</p> <ol style="list-style-type: none"> 1. is the first function to be executed in a windows application 2. is the first function to be executed in a C++ program 3. is a message 4. is last function executed in any windows application <p>30. Which is the default identifier for the hourglass shaped cursor?</p> <ol style="list-style-type: none"> 1. IDC_HOUR 2. IDC_WAIT 3. IDC_NO 4. IDC_HRGLASS | <p>31. Puja wants to display the current cursor position whenever she clicks on the right mouse button in a WIN32 API application. How will she get the values for the x and y co-ordinates?</p> <ol style="list-style-type: none"> 1. Using the LOWORD() and HIWORD() macros 2. Using the Getx() and Gety() functions 3. Using the Clientx() and Clienty() functions 4. Using the GetClientx() and GetClienty() functions <p>32. The data passed along with mouse messages are</p> <ol style="list-style-type: none"> 1. Current mouse pointer position and status of various other system keys 2. The rectangle in which mouse movement has taken place and the time of the movement 3. The area, which needs to be redrawn because of the mouse movement and the number of times the keys were pressed 4. The time at which mouse button was pressed and the handle of the active window <p>33. The ____ message is generated by mouse movement.</p> <ol style="list-style-type: none"> 1. OnRButtonDown 2. WM_MOUSEMOVE 3. WM_NCCREATE 4. WM_TRANSLATE <p>34. A DWORD value is</p> <ol style="list-style-type: none"> 1. a 32-bit unsigned integer 2. a 16-bit unsigned integer 3. a 8-bit character data 4. a 4-bit floating data <p>35. CreateMetaFile() function can be used to create enhanced metafile.</p> <ol style="list-style-type: none"> 1. True 2. False <p>36. One limitation with critical sections is that they can used for coordinating threads within a single process only.</p> <ol style="list-style-type: none"> 1. True 2. False <p>37. A dynamic-link library file can have any file extension.</p> <ol style="list-style-type: none"> 1. True 2. False <p>38. The return type of the OpenClipboard() function is handle to clipboard.</p> <ol style="list-style-type: none"> 1. True 2. False <p>39. Windows maintains a system message queue for the keyboard messages.</p> <ol style="list-style-type: none"> 1. True 2. False <p>40. GetMessage() function always returns control to a program regardless whether a message is present or not in the message queue.</p> <ol style="list-style-type: none"> 1. True 2. False <p>41. Two applications using a same DLL can use the global variable defined in the DLL to shared data between them.</p> <ol style="list-style-type: none"> 1. True 2. False <p>42. Every thread has its own private address space.</p> <ol style="list-style-type: none"> 1. True 2. False |
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43. Only RegisterClassEx function should be used to register a class whose attributes are stored in WNDCLASSEX structure.
1. True
 2. False
44. In Windows, to allocate memory for clipboard data, malloc() function can be used.
1. True
 2. False
45. What is the function of the MoveToEx() function ?
1. Moves the current position of the cursor to a new location
 2. Draws a line from current to a new location
 3. Moves to the previous position of the cursor
 4. Places cursor at the beginning of a new line
46. DefWindowProc function
1. is the first function to be executed by the Windows operating system.
 2. is a user-defined function used for calculating very large mathematical fractions.
 3. is the default message handler.
 4. is used for defining the default window styles.
47. The CreateWindow function is used for
1. creating any window object
 2. creating child windows only
 3. creating parent windows only
 4. creating dialog boxes only
48. IDOK is
1. the default identifier associated with the OK pushbutton
 2. the user defined identifier that can be associated with a static text
 3. the user defined identifier that can be associated with a list box
 4. the user defined identifier that can be associated with a combo box
49. The combobox control combines the functionality of
1. a scrollbar and a static control
 2. a pushbutton and a static control
 3. a list box and an edit control
 4. a groupbox and a radiobutton
50. WM_PAINT
1. is a message generated when the client area is to be redrawn
 2. is a message to be trapped for using various PAINTBRUSH options
 3. is a message that helps in rubber-elastic drawing techniques
 4. is a message generated whenever the window is destroyed