

Grafikli matnlarni ekranga chiqaruvchi TextRect funksiyasining vazifasi

====

#matnni berilgan nuqta va shaklda chiqarish

====

Matnning 1- va oxirgi qatorlarining orasidagi o'lchamlarni qaytaradi

====

Matnning uzunligi

====

Matnning balandligi

+++++

Qiymat o'zlashtirish operatorini ko'rsating.

====

#=

====

= =

====

::

====

.

+++++

C++ Builderda Image1 komponentasiga kompyuterning "d" diskida joylashgan "tatu.jpg" nomli rasmni yuklash kodini ko'rsating

====

```
#Image1-&gt;Picture-&gt;LoadFromFile("D:tatu.jpg");
```

====

```
Image-&gt;Picture-&gt;LoadFrom("D://tatu.jpg//");
```

====

```
Image1-&gt;Picture-&gt;LoadFromPicture("D:tatu.jpg");
```

====

```
Image1-&gt;Picture-&gt;LoadFromImage("D:tatu.jpeg");
```

+++++

Dastur ishchi xolatda "Edit1" komponentasiga yozilgan ma'lumotlar "Edit2" komponentasida ham bir xil namoyon bo'lish kodini ko'rsating

====

```
#Edit2-&gt;Text=Edit1-&gt;Text;
```

====

```
Edit2-&gt;Caption=Edit1-&gt;Caption;
```

====

```
Edit1-&gt;Align=Edit2-&gt;Align;
```

====

```
Edit2-&gt;TextValue=Edit1-&gt;TextValue;
```

+++++

Satrlı ma'lumotni butun sonli ma'lumotga o'zgartirish funksiyasini ko'rsating.

====

#StrToInt()

====

StringToInteger()

====

IntToStr()

====

IntegerToStr()

+++++

Butun sonli ma'lumotni satrlı ma'lumotga o'zgartirish funksiyasini ko'rsating.

====

#IntToStr()

====

StrToInt()

====

IntegerToStr()

====

IntegerToString()

+++++

Dastur ishga tushirilganda asosiy forma ekranning markazida paydo bo'lishi uchun uning qaysi xususiyatdan foydalaniladi?

====

#Position

====

Align

====

Aligment

====

WindowState

+++++

Formadan kodlar oynasiga o'tish yoki aksincha qaysi tugma orqali buyruq beriladi

====

#F12

====

F2

====

F11

====

Ctrl+F10

+++++

Bir sohani nusxalash funksiyasi qaysi

====

#CopyRect

====

CopyMode

====

CopyText

====

Copy

+++++

Grafikli matnlarni ekranga chiqaruvchi TextExtent funksiyasining vazifasi

====

#Matnning 1- va oxirgi qatorlarining orasidagi o'lchamlarni qaytaradi

====

Matnning uzunligi

====

Matnning balandligi

====

berilgan matnni kerakli nuqtaga chiqarish

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TCppWebBrowser komponentasining qaysi xususiyatiga *.html faylni yo'li ko'rsatiladi?

====

#Navigate

====

LoadFromFile

====

WriteFromFile

====

OpenFile

+++++

Grafikli matnlarni ekranga chiqaruvchi TextWidth funksiyasining vazifasi

====

#Matnning uzunligi

====

Matnning balandligi

====

Matnning 1- va oxirgi qatorlarining orasidagi o'lchamlarni qaytaradi

====

berilgan matnni kerakli nuqtaga chiqarish

+++++

C++ Builderda forma shaffofligini qaysi xususiyat orqali faollashtiriladi?

====

#AlphaBlend

====

AlphaBlendValue

====

Align

====

Visible

+++++

C++ Builderda forma shaffofligi qabul qiladigan qiymat oralig'ini ko'rsating.

====

#0-255

====

1-255

====

0-256

====

1-100

+++++

AutoSize form obyektining vazifasi

====

#Avtomatik o'lchamni o'rnatish

====

Formatdagi sistemali tugmalar

====

Sarlavhani nomlash

====

Nusxalash

+++++

Align xossasining vazifasi

====

#Joylashuvi

====

Ustunlar soni

====

rangi

====

Qator va ustunning sarlavha rangi

+++++

C++ Builderda Edit1 komponentasida matn chiqarish uchun qanday amallar bajariladi?

====

```
#Edit1->Text = "Matn";
```

====

```
Label1->Caption = "Matn";
```

====

```
Label1->Text = "Matn";
```

====

```
Edit1->Caption = "Matn";
```

+++++

ColCount xossasining vazifasi

====

#Ustunlar soni

====

rangi

====

Qator va ustunning sarlavha rangi

====

Joylashuvi

+++++

Color xossasining vazifasi

====

#rangi

====

Joylashuvi

====

Ustunlar soni

====

hajmi

+++++

C++ Builderda MaskEdit1 komponentasiga joriy vaqtni chiqarish uchun qanday amallar bajariladi?

====

#MaskEdit1->Text=TimeToStr(Now());

====

MaskEdit1->Text=Time(Now());

====

```
MaskEdit1->Text=Time( );
```

```
=====
```

```
MaskEdit1->Text=IntToStr(Now());
```

```
++++++
```

O'rnatiluvchi dastur yaratishda foydalaniladigan dastur nomini toping?

```
=====
```

```
#InnoSetup Compiler
```

```
=====
```

```
C++ Builder XE
```

```
=====
```

```
WinRAR
```

```
=====
```

```
Notepad
```

```
++++++
```

C++ Builderda Label komponentasida matn chiqarish uchun qanday amallar bajariladi?

```
=====
```

```
#Label1->Caption = "Matn";
```

```
=====
```

```
Edit1->Text = "Matn";
```

```
=====
```

```
Label1-&gt;Text = "Matn";
```

```
=====
```

```
Edit1-&gt;Caption = "Matn";
```

```
++++++
```

C++ Builderda int tipida 'a=5, b=8, c=a+b;' o'zgaruvchilari berilgan, "c" o'zgaruvchini Label1 komponentasida chiqarish uchun qanday amallar bajariladi?

```
=====
```

```
#Label1-&gt;Caption=IntToStr(c);
```

```
=====
```

```
Label1-&gt;Caption=c.StrToInt();
```

```
=====
```

```
Label1-&gt;Caption=FloatTo(c);
```

```
=====
```

```
Label1-&gt;Caption=StrToInt(c);
```

```
++++++
```

C++ Builderda Button1 komponentasini dastur ishchi holatida formada ko'rinmasligi uchun qanday amallarni bajarish kerak?

```
=====
```

```
#Button1-&gt;Visible=false;
```

```
=====
```

```
Button1-&gt;Enabled=false;
```

```
=====
```

```
Button1-&gt;Visible=true;
```

```
=====
```

```
Button1-&gt;Enabled=true;
```

```
++++++
```

C++ Builderda joylashgan Edit1 komponentasidagi ma'lumotni Label1 komponentasiga chiqarish uchun qanday amallarni bajarish kerak?

```
=====
```

```
#Label1-&gt;Caption=Edit1-&gt;Text;
```

```
=====
```

```
Edit1-&gt;Text=Label1-&gt;Caption;
```

```
=====
```

```
Label1-&gt;Text=Edit1-&gt;Caption;
```

```
=====
```

```
Edit1-&gt;Caption=Label1-&gt;Text;
```

```
++++++
```

C++ Builderda asosiy menyular yaratishga mo'ljallangan komponenta nomini ko'rsating:

```
=====
```

```
#MainMenu
```

====

PopupMenu

====

MenuMain

====

TMenu

+++++

C++ Builderda kontekst menyular yaratishga mo'ljallangan komponenta nomini ko'rsating:

====

#PopupMenu

====

MainMenu

====

MenuMain

====

TMenu

+++++

C++ Builderda Button1 komponentasini bosganda Shape1 komponentasi kvadrat shaklini olishi uchun qanday amallar bajariladi?

====

```
#Shape1-&gt;Shape=stSquare;
```

```
=====
```

```
Shape1-&gt;Shape=stCircle;
```

```
=====
```

```
Shape1-&gt;Shape=stRectangle;
```

```
=====
```

```
Shape1-&gt;Shape=stLine;
```

```
++++++
```

C++ Builderda Label1 komponentasiga joriy vaqtni chiqarish uchun qanday amallar bajariladi?

```
=====
```

```
#Label1-&gt;Caption=TimeToStr(Now( ));
```

```
=====
```

```
Label1-&gt;Caption=Time(Now( ));
```

```
=====
```

```
Label1-&gt;Caption=Time( );
```

```
=====
```

```
Label1-&gt;Caption=IntToStr(Now( ));
```

```
++++++
```

C++ Builderda Button1 komponentasi chertilganda Label1 komponentasi yashirin (ko'rinmas) xolatga o'tishi uchun qanday amallar bajariladi?

====

```
#Label1->Visible=false;
```

====

```
Label1->Visible=true;
```

====

```
Label1->Enabled=false;
```

====

```
Label1->Enabled=true;
```

+++++

C++ Builderda Button1 komponentasi chertilganda Button1 komponentasi yashirin (ko'rinmas) xolatga o'tishi uchun qanday amallar bajariladi?

====

```
#Button1->Visible=false;
```

====

```
Button2->Visible=false;
```

====

```
Button1->Enabled=false;
```

====

```
Button2->Enabled=false;
```

+++++

C++ Builderda Button1 komponentasi chertilganda Button2 komponentasi noaktiv (ishlamaydigan) xolatga o'tishi uchun qanday amallar bajariladi?

====

```
#Button2->Enabled=false;
```

====

```
Button2->Enabled=true;
```

====

```
Button1->Enabled=false;
```

====

```
Button1->Enabled=true;
```

+++++

C++ Builderda Button1 komponentasi chertilganda Label1 komponentasi noaktiv (ishlamaydigan) xolatga o'tishi uchun qanday amallar bajariladi?

====

```
#Label1->Enabled=false;
```

====

```
Label1->Enabled=true;
```

====

```
Label1->Visible=false;
```

====

```
Label1->Visible=true;
```

+++++

C++ Builderda Button1 komponentasi chertilganda Button1 komponentasi noaktiv (ishlamaydigan) xolatga o'tishi uchun qanday amallar bajariladi?

====

```
#Button1->Enabled=false;
```

====

```
Button1->Enabled=true;
```

====

```
Button1->Visible=false;
```

====

```
Button1->Visible=true;
```

+++++

C++ Builderda Button1 komponentasini chertganga formaning sarlovhasiga (Form1) Edit1 komponentasiga kiritilgan qiymatni chiqarish uchun qanday dastur yozish kerak?

====

```
#Form1->Caption=Edit1->Text;
```

====

```
Form1->Text=Edit1->Text;
```

====

```
Form1->Caption=Edit1->Caption;
```

====

```
Form1->Caption==Edit1->Caption;
```

+++++

C++ Builderda Formaning "OnCreate" hodisasi qachon ishga tushadi?

====

#Forma (yaratilganda) ishga tushganda

====

Forma faol bo'lganda

====

Forma bir marta chertilganda

====

Formaga sichqon ko'rsatkichi olib kelinishi bilan

+++++

C++ Builderda Formaning "OnActivate" hodisasi qachon ishga tushadi?

====

#Forma faol bo'lganda

====

Forma (yaratilganda) ishga tushganda

====

Forma bir marta chertilganda

====

Forma ikki marta chertilganda

+++++

C++ Builderda ADOTable komponentasiga bog'langan jadvalning aktiv satridan bitta oldingi satrni aktiv qilish buyrug'i qaysi?

====

#ADOTable1->Prior();

====

ADOTable1->Next();

====

ADOTable1->Last();

====

ADOTable1->Post();

+++++

C++ Builderda ADOTable komponentasiga bog'langan jadvalning aktiv satridan bitta keyingi satrni aktiv qilish buyrug'i qaysi?

====

#ADOTable1->Next();

====

ADOTable1->First();

====

ADOTable1->Prior();

====

```
ADOTable1->Last( );
```

+++++

C++ Builderda ADOTable komponentasiga bog'langan jadvalning birinchi satrini aktiv qilish buyrug'i qaysi?

====

```
#ADOTable1->First( );
```

====

```
ADOTable1->Last( );
```

====

```
ADOTable1->Prior( );
```

====

```
ADOTable1->Post( );
```

+++++

C++ Builderda ADOTable komponentasiga bog'langan jadvalning oxirgi satrini aktiv qilish buyrug'i qaysi?

====

```
#ADOTable1->Last( );
```

====

```
ADOTable1->First( );
```

====

ADOTable1-> Next();

====

ADOTable1->Prior();

+++++

Dasturchi tomonidan dastur elementlari uchun ixtiyoriy tanlangan nom nima deyiladi?

====

#Identifikator

====

Direktiva

====

O'zgaruvchi

====

Operator

+++++

C++ Builderda Edit1 komponentasiga katta harf registrda ma'lumot kiritish uchun qanday amallar bajariladi?

====

#Edit1->CharCase=ecUpperCase;

====

Edit1->CharCase=ecLowerCase;

====

```
Edit1-&gt;CharCase=ecNormal;
```

====

```
Edit1-&gt;CharCase=true;
```

+++++

C++ Builderda Edit1 komponentasiga 5 tagacha bo'lgan simvolda ma'lumot kiritish uchun qanday amallar bajariladi?

====

```
#Edit1-&gt;MaxLength=5;
```

====

```
Edit1-&gt;Length=5;
```

====

```
Edit1-&gt;Max=5;
```

====

```
Edit1-&gt;Min=5;
```

+++++

C++ Builderda Edit1 komponentasiga joriy vaqtni chiqarish uchun qanday amallar bajariladi?

====

```
#Edit1-&gt;Text=TimeToStr(Now( ));
```

====

```
Edit1-&gt;Text=Time(Now( ));
```

```
====
```

```
Edit1-&gt;Text=Time( );
```

```
====
```

```
Edit1-&gt;Text=IntToStr(Now( ));
```

```
+++++
```

C++ Builderda LabeledEdit1 komponentasiga joriy vaqtni chiqarish uchun qanday amallar bajariladi?

```
====
```

```
#LabeledEdit1-&gt;Text=TimeToStr(Now());
```

```
====
```

```
LabeledEdit1-&gt;Text=Time(Now());
```

```
====
```

```
LabeledEdit1-&gt;Text=Time( );
```

```
====
```

```
LabeledEdit1-&gt;Text=IntToStr(Now());
```

```
+++++
```

C++ Builderda Button1 komponentasi chertilganda Edit1 komponentasidagi ma'lumot Label1 komponentasiga o'tishi va Edit1 dagi ma'lumot o'chirilishi uchun qanday amallar bajariladi?

====

```
#Label1-&gt;Caption=Edit1-&gt;Text; Edit1-&gt;Text="";
```

====

```
Label1-&gt;Caption=Edit1-&gt;Text;
```

====

```
Edit1-&gt;Text=Label1-&gt;Caption; Edit1-&gt;Text=" ";
```

====

```
Label1-&gt;Caption=Edit1-&gt;Text; Label1-&gt;Text=" ";
```

+++++

C++ Builderda Button1 komponentasi chertilganda Label1 komponentasidagi ma'lumot Edit1 komponentasiga o'tishi va Label1 dagi ma'lumot o'chirilishi uchun qanday amallar bajariladi?

====

```
#Edit1-&gt;Text=Label1-&gt;Caption; Label1-&gt;Caption=" ";
```

====

```
Edit1-&gt;Text=Label1-&gt;Caption;
```

====

```
Label1-&gt;Caption;=Edit1-&gt;Text; Label1-&gt;Caption=" ";
```

====

```
Edit1-&gt;Text=Label1-&gt;Caption; Text1-&gt;Caption=" ";
```

+++++

FrameRect shakllarining vazifasi yoki qiymati

====

#To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

====

Nuqtalar bo'yicha soha chizadi

====

To'g'ri burchakli to'rtburchak.

====

Chegarasiz to'g'ri burchakli to'rtburchakning foni

+++++

FixedColor xossasining vazifasi

====

#Qator va ustunning sarlavha rangi

====

rangi

====

Joylashuvi

====

Ustunlar soni

+++++

Natijalarni jadval ko'rinishini ifodalash uchun C++ Builderda Additional qo'shimcha bo'limining qaysi elementlaridan foydalanamiz?

====

#TStringGrid

====

Tcanvas

====

TColor

====

TPen

+++++

Grid xossasining vazifasi

====

#Bunday xossa mavjud emas

====

Rangi aniqlaydi

====

Nuqtaning bosh holati

====

Chiziqning ko'rinishi

+++++

Polygon shakllarining vazifasi yoki qiymati

====

#Nuqtalar bo'yicha soha chizadi

====

To'g'ri burchakli to'rtburchak.

====

Chegarasiz to'g'ri burchakli to'rtburchakning foni

====

To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

+++++

Rectangle shakllarining vazifasi yoki qiymati

====

#To'g'ri burchakli to'rtburchak

====

Chegarasiz to'g'ri burchakli to'rtburchakning foni

====

To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

====

Nuqtalar bo'yicha soha chizadi

+++++

FillRect shakllarining vazifasi yoki qiymati

====

#Chegarasiz to'g'ri burchakli to'rtburchakning foni

====

To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

====

Nuqtalar bo'yicha soha chizadi

====

To'g'ri burchakli to'rtburchak

+++++

Grafikli matnlarni ekranga chiqaruvchi TextOut funksiyasining vazifasi

====

#berilgan matnni kerakli nuqtaga chiqarish

====

Matnning 1- va oxirgi qatorlarining orasidagi o'lchamlarni qaytaradi

====

Matnning uzunligi

====

Matnning balandligi

+++++

C++ Builderda Edit1 komponentasiga kiritilayotgan simvollarni barchasini '@' ko'rinishida chiqarish uchun qanday amallar bajariladi?

====

```
#Edit1-&gt;PasswordChar='@';
```

====

```
Edit1-&gt;Password='@';
```

====

```
Edit1-&gt;Char='@';
```

====

```
Edit1-&gt;PassChar='@';
```

+++++

FixedCols xossasining vazifasi

====

#ustun bo'yicha sarlavha soni (odatda 1 ta)

====

Qator bo'yicha sarlavha soni(odatda 1 ta)

====

Chiziqlar qalinligi

====

Qatorlar soni

+++++

FixedRows xossasining vazifasi

====

#Qator bo'yicha sarlavha soni(odatda 1 ta)

====

ustun bo'yicha sarlavha soni (odatda 1 ta)

====

Chiziqlar qalinligi

====

Qatorlar soni

+++++

GridLineWidth xossasining vazifasi

====

#Chiziqlar qalinligi

====

Qator bo'yicha sarlavha soni(odatda 1 ta)

====

ustun bo'yicha sarlavha soni (odatda 1 ta)

====

Joylashuvi

+++++

RowCount xossasining vazifasi

====

#Qatorlar soni

====

Qator bo'yicha sarlavha soni(odatda 1 ta)

====

ustun bo'yicha sarlavha soni (odatda 1 ta)

====

Chiziqlar qalinligi

+++++

Handle xossasining vazifasi

====

#Deskriptorop pen.

====

Rangi aniqlaydi

====

Nuqtaning bosh holati

====

Chiziqning ko'rinishi

+++++

Mode xossasining vazifasi

====

#Nuqtaning bosh holati

====

Deskriptorop pen.

====

Rangi aniqlaydi

====

Qatorlar soni

+++++

Html kengaytmali fayllarni dasturga bog'lashda qaysi komponentadan foydalaniladi?

====

#TCppWebBrowser

====

TPageProducer

====

TDataSource

====

TDataTable

+++++

Variant tipi qanday o'zgaruvchilarga nisbatan qo'llaniladi?

====

#Tipi oldindan ma'lum bo'lmagan o'zgaruvchilarga

====

Satrli o'zgaruvchilarga nisbatan

====

Sonli o'zgaruvchilarga nisbatan

====

Fayl tipiga nisbatan

+++++

C++ Builderda ADOTable komponentasiga bog'langan jadvalga yangi yozuv qo'shish funksiyasini toping?

====

#ADOTable1->Insert();

====

```
ADOTable1->Last( );
```

====

```
ADOTable1->Post( );
```

====

```
ADOTable1->Edit( );
```

+++++

C++ Builderda Button1 komponentasini bosganda, agar CheckBox1 ob'yekti tanlangan (belgilangan) bo'lsa "Tanlangan" degan yozuvni chiqarish kodini ko'rsating:

====

```
#if (CheckBox1->Checked==true) ShowMessage("Tanlangan");
```

====

```
if (CheckBox1->Checked->false) ShowMessage("Tanlangan");
```

====

```
if (Button1->Checked==true) ShowMessage("Tanlangan");
```

====

```
if (CheckBox1->Checked->true) ShowMessage("Tanlangan");
```

+++++

C++ Builderda Edit1 komponentasiga kiritilayotgan simvollarni barchasini '*' ko'rinishida chiqarish uchun qanday amallar bajariladi?

====

```
#Edit1-&gt;PasswordChar='*';
```

====

```
Edit1-&gt;Password='*';
```

====

```
Edit1-&gt;Char='*';
```

====

```
Edit1-&gt;PassChar='*';
```

+++++

C++ Builderda Edit1 komponentasiga kiritilayotgan simvollarni barchasini ' & ' ko' rinishida chiqarish uchun qanday amallar bajariladi?

====

```
#Edit1-&gt;PasswordChar='&';
```

====

```
Edit1-&gt;Password='&';
```

====

```
Edit1-&gt;Char='&';
```

====

```
Edit1-&gt;PassChar='&';
```

+++++

C++ Builderda BitBtn1 komponentasiga rasm qo'yishda qaysi hossadan foydalaniladi?

=====

#Glyph

=====

Picture

=====

Image

=====

Graph

+++++

C++ Builderda MaskEdit komponentasining qaysi hususiyati orqali maska(qolip) qo'yiladi?

=====

#EditMask

=====

Text

=====

Mask

=====

CharCase

+++++

C++ Builderda Image komponentasining qaysi xususiyati orqali rasm qo'yiladi?

=====

#Picture

=====

Glyph

=====

Image

=====

Graph

+++++

C++ Builderda Button1 komponentasini bosganda Shape1 komponentasi aylana shaklini olishi uchun qanday amallar bajariladi?

=====

#Shape1->Shape=stCircle;

=====

Shape1->Shape=Circle;

=====

Shape1->Shape==stCircle;

=====

Shape1->Shape==Circle;

+++++

Bevosita rekursiv funksiya nima ish bajaradi?

====

#o'ziga -o'zi murojat qiladi

====

o'zidan keyingisiga murojat qiladi

====

ish bajarmaydi

====

bir xil nomli boshqa funksiyaga murojat qiladi

+++++

C++ Builderda Button1 komponentasi chertilganda Edit1 komponentasi noaktiv (ishlamaydigan) xolatga o'tishi uchun qanday amallar bajariladi?

====

#Edit1->Enabled=false;

====

Edit1->Enabled=true;

====

Edit1->Visible=false;

====

Edit1->Visible=true;

+++++

C++ Builderda Formaning "OnClose" hodisasi qachon ishga tushadi?

====

#Forma yopilishidan oldin

====

Forma ikki marta chertilganda

====

Formaga sichqon ko'rsatkichi olib kelinishi bilan

====

Forma faol bo'lganda

+++++

C++ Builderda Button1 komponentasini chertganga formaning kenglik o'lchamini Edit1 komponentasiga kiritilgan qiymatga tenglash uchun qanday dastur yozish kerak?

====

#Form1->Width=StrToInt(Edit1->Text);

====

Form1->Width=StrToChar(Edit1->Text);

====

Form1->Width=IntToStr(Edit1->Text);

====

Form1->Width=Edit1->Text;

+++++

C++ Builderda Formaning “OnClick” hodisasi qachon ishga tushadi?

====

#Forma ikki marta chertilganda

====

Forma yopilishidan oldin

====

Forma bir marta chertilganda

====

Forma faol bo’lganda

+++++

C++ Builderda Button1 komponentasini chertganga formaning balandlik o’lchamini Edit1 komponentasiga kiritilgan qiymatga tenglash uchun qanday dastur yozish kerak?

====

#Form1->Height=StrToInt(Edit1->Text);

====

Form1->Height=StrToInt(Edit1->Text);

====

Form1->Height=IntToStr(Edit1->Text);

====

Form1->Height=Edit1->Text;

+++++

C++ Builderda Button1 komponentasini chertganga formaning rangini ko'k rangga o'zgartirish uchun qanday dastur yozish kerak?

====

```
#Form1->Color=clBlue;
```

====

```
Form1->Color=Blue;
```

====

```
Form1->FontColor=clBlue;
```

====

```
Form1->Color==clBlue;
```

+++++

Bir xil toifali, chekli qiymatlarning tartiblangan to'plamiga nima deb ataladi?

====

```
#massiv
```

====

```
oqim
```

====

```
funksiya
```

====

```
rekursiv funksiya
```

+++++

Katta va kichik harflardan, ostki chiziq bilan boshlanadigan ketma ketlik deyiladi.

====

#identifikator

====

xizmatchi so'z

====

massiv

====

funksiya

+++++

Parametrli takrorlash operatorini ko'rsating

====

#for

====

if

====

while

====

switch

+++++

C++ Builderda Formaning “OnClick” hodisasi qachon ishga tushadi?

====

#Forma bir marta chertilganda

====

Forma (yaratilganda) ishga tushganda

====

Forma ikki marta chertilganda

====

Forma yopilishidan oldin

+++++

C++ Builderda Edit1 komponentasiga kiritilayotgan simvollarni barchasini ‘#’ ko’rinishida chiqarish uchun qanday amallar bajariladi?

====

#Edit1->PasswordChar='#';

====

Edit1->Password='#';

====

Edit1->Char='#';

====

Edit1->PassChar='#';

+++++

C++ Builderda Button1 komponentasini bosganda, agar RadioButton1 ob'yekti tanlangan (belgilangan) bo'lsa "Tanlangan" degan yozuvni chiqarish kodini ko'rsating:

====

```
#if (RadioButton1-&gt;Checked==true) ShowMessage("Tanlangan");
```

====

```
if (RadioButton1-&gt;Checked=true) ShowMessage("Tanlangan");
```

====

```
if (Radio1-&gt;Checked==true) ShowMessage("Tanlangan");
```

====

```
if (Radio1-&gt;Checked==false) ShowMessage("Tanlangan");
```

+++++

C++ Builderda 2 sonni ustida arifmetik amallar bajarish uchun ularni formaga qaysi komponenta orqali to'gridan-tog'ri kiritish mumkin?

====

#Edit

====

Label

====

Button

====

BitBtn

+++++

C++ Builderda Edit1 komponentasiga ma'lumot kiritishni taqiqlash uchun qanday amallar bajariladi?

====

```
#Edit1->ReadOnly=true;
```

====

```
Edit1->CharCase=ecLowerCase;
```

====

```
Edit1->ReadOnly=false;
```

====

```
Edit1->ReadOnly==true;
```

+++++

C++ Builderda Edit1 komponentasiga kichik harf registrda ma'lumot kiritish uchun qanday amallar bajariladi?

====

```
#Edit1->CharCase=ecLowerCase;
```

====

```
Edit1->CharCase=ecUpperCase;
```

```
=====
```

```
Edit1->CharCase=ecNormal;
```

```
=====
```

```
Edit1->CharCase=true;
```

```
++++++
```

C++ Builderda Button1 komponentasi chertilganda Button2 komponentasi yashirin (ko'rinmas) xolatga o'tishi uchun qanday amallar bajariladi?

```
=====
```

```
#Button2->Visible=false;
```

```
=====
```

```
Button1->Visible=false;
```

```
=====
```

```
Button2->Visible=true;
```

```
=====
```

```
Button1->Visible=true;
```

```
++++++
```

C++ Builderda Button1 komponentasi chertilganda Edit1 komponentasi yashirin (ko'rinmas) xolatga o'tishi uchun qanday amallar bajariladi?

```
=====
```

```
#Edit1-&gt;Visible=false;
```

```
=====
```

```
Edit1-&gt;Visible=true;
```

```
=====
```

```
Edit1-&gt;Enabled=false;
```

```
=====
```

```
Edit1-&gt;Enabled=true;
```

```
+++++
```

C++ dasturlash tilida funksiyalar o'z –o'zini chaqirish imkoniyatiga qaysi funksiyada ega bo'ladi?

```
=====
```

```
#rekursiv
```

```
=====
```

```
getline
```

```
=====
```

```
insert
```

```
=====
```

```
return
```

```
+++++
```

Shart operatorini necha xil ko'rinishi mavjud ?

====

#2

====

1

====

3

====

4

+++++

Sharti keyin berilgan sikl operatori tuzilishini ko'rsating.

====

#do{sikl tanasi;} while(shart)

====

while(shart) {sikl tanasi;}

====

while(sikl tanasi) {shart;}

====

do{shart} while(sikl tanasi;)

+++++

Sharti keyin berilgan sikl operatorini ko'rsating.

=====

#do{}while()

=====

for()

=====

while()

=====

if()

++++++

Hoshiyalarning stilini o'zgartirish elementi nomini toping?

=====

#Border Style

=====

Data access

=====

On close

=====

On hide

++++++

MoveTo xossasining vazifasi

=====

#Berilgan nuqtaga o'tish.

=====

Chiziq chizish(joriy nuqtadan berilgan nuqttagacha)

=====

Tpoin ning massiv obyektlarini birlashtirish

=====

Qator va ustunning sarlavha rangi

+++++

LineTo xossasining vazifasi

=====

#Chiziq chizish(joriy nuqtadan berilgan nuqttagacha)

=====

Tpoin ning massiv obyektlarini birlashtirish

=====

Qator va ustunning sarlavha rangi

=====

Berilgan nuqtaga o'tish.

+++++

Polyline xossasining vazifasi

====

#Tpoint ning massiv obyektlarini birlashtirish

====

Qator va ustunning sarlavha rangi

====

Berilgan nuqtaga o'tish.

====

Chiziq chizish(joriy nuqtadan berilgan nuqtachacha)

+++++

Polygon shakllarining vazifasi yoki qiymati

====

#Nuqtalar bo'yicha soha chizadi

====

To'g'ri burchakli to'rtburchak.

====

Chegarasiz to'g'ri burchakli to'rtburchakning foni

====

To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

+++++

Rectangle shakllarining vazifasi yoki qiymati

====

#To'g'ri burchakli to'rtburchak

====

Chegarasiz to'g'ri burchakli to'rtburchakning foni

====

To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

====

Nuqtalar bo'yicha soha chizadi

+++++

FillRect shakllarining vazifasi yoki qiymati

====

#Chegarasiz to'g'ri burchakli to'rtburchakning foni

====

To'g'ri burchakli to'rtburchak atrof chiziqlarini 1 pikselga tenglashtirish, to'g'ri burchakli to'rtburchak fonsiz

====

Nuqtalar bo'yicha soha chizadi

====

To'g'ri burchakli to'rtburchak