

- Q.29 Write a short note on adding message handling function.
- Q.30 Mention the various steps for using a dialogue box in your application.
- Q.31 Mention the advantages and disadvantages of VC++ over other languages.
- Q.32 What is a group box? How can we add a group box in our application.
- Q.33 Explain in brief various steps for building a program in VC++
- Q.34 How do we get a window on our screen.
- Q.35 What is a destructor? Explain with the help of an example.

SECTION-D

- Note:** Long answer type questions. Attempt any two questions out of three questions. (2x10=20)
- Q.36 Explain the different types of constructor with the help of example.
- Q.37 Explain the various MFC libraries in detail.
- Q.38 What is exception Handling in C++. What are the various ways to handle an exception. Explain

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6th Sem / Branch : Comp,IT
Subject:- Visual C++

Time : 3Hrs.

M.M. : 100

SECTION-A

Note: Multiple choice questions. All questions are compulsory (10x1=10)

- Q.1 The components of visual C++ includes:
- Tools
 - Resource Editors
 - ActiveX Template Library
 - All of these
- Q.2 Visual C++ is _____ based language
- GUI
 - CUI
 - Both a and b
 - None of these
- Q.3 API stands for:
- Application Power Interface
 - Application Point Interface
 - Application Programming Interface
 - None of these
- Q.4 Visual C++ is
- Procedure Oriented
 - Event driven programing
 - Both a and b
 - None of these

- Q.5 _____ contains values which the program uses and can be changed as per the program
- a) Method b) Object
c) Message d) Class
- Q.6 _____ is a function which is defined within the class:
- a) Object b) Class
c) Message d) Method
- Q.7 Which operator is used for dynamic allocation of an object from free storage in C++
- a) this b) static
c) new d) delete
- Q.8 _____ is a group of data and methods and is used to create a variable:
- a) Class b) Object
c) Method d) Message
- Q.9 Inheritance allow in C++ Program?
- a) Class Re-usability
b) Creating a hierarchy of classes
c) Extendibility
d) All of the above
- Q.10 Which of the following features must be supported by any programming language to become a pure object-oriented programming language?
- a) Encapsulation b) Inheritance
c) Polymorphism d) All of above

SECTION-B

Note: Objective type questions. All questions are compulsory. (10x1=10)

- Q.11 Mention 2 different types of Dialog boxes.
- Q.12 MDI stands for _____
- Q.13 Define Exception Handling.
- Q.14 Differentiate between Combo box and dialog box
- Q.15 Write one disadvantages of VC++.
- Q.16 OLE means _____
- Q.17 How many types of exception handling is supported in VC++
- Q.18 What is use of do-while.
- Q.19 What do you mean by List Box
- Q.20 What is meant by derived class.

SECTION-C

Note: Short answer type questions. Attempt any twelve questions out of fifteen questions. (12x5=60)

- Q.21 How a constructor is defined in a class. Explain with example.
- Q.22 Write a short note on operator overloading.
- Q.23 Discuss some important operators used in VC++
- Q.24 Explain the creation of an object in visual C++
- Q.25 Write a short note on VC++ Building tool
- Q.26 Write some important advantages of MFC library
- Q.27 Why visual C++ is preferred by programmers for making programs.
- Q.28 Write a short note on Multiple document interface