

- Q.28 Write a short note on MDI.
 Q.29 Discuss in brief about VC++ developer studio.
 Q.30 How a class is created in visual C++ explain.
 Q.31 Write a short note on operator overloading.

- Q.32 Differentiate between constructor and Destructor.
 Explain with the help of example.
 Q.33 Write a short note on VC++ Building tool
 Q.34 Differentiate between Base Class & Derived Class
 with example.
 Q.35 What are Dynamic Menus? How can we add an item
 to a Menu.

SECTION-D

- Note:** Long answer type questions. Attempt any two
 questions out of three questions. (2x10=20)
 Q.36 Explain the concept of class and object in detail with
 the help of examples.
 Q.37 What is exception Handling in C++. What are the
 various ways to handle an exception. Explain.
 Q.38 What is a Dialog Box? Explain the various steps for
 using a dialog Box in your application.

(40)

(4)

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Subject:- Visual C++

Time : 3Hrs.

M.M. : 100

SECTION-A

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

- Q.1 Which of the following is C++ equivalent for
 scanf()?
 a) cin b) cout
 c) print d) input
 Q.2 Which keyword is used to handle the exception?
 a) Try b) Throw
 c) Catch d) None of the above
 Q.3 Which operation is used as Logical 'AND'
 a) Operator-& b) Operator-II
 c) Operator - && d) Operator +
 Q.4 Default constructor has _____ arguments.
 a) No argument b) One argument
 c) Two arguments d) None of these
 Q.5 Visual C++ is _____ based language:
 a) GUI b) CUI
 c) Both a and b d) None of these
 Q.6 Inheritance allow in C++ Program?

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- a) Class Re-usability
 - b) Creating a hierarchy of classes
 - c) Extendibility
 - d) All of the above
- Q.7 Events are occurred in any windows application when user_____
- a) Move mouse pointer
 - b) Click mouse
 - c) Pressing a key
 - d) All of these
- Q.8 Microsoft Windows has the following windows elements:
- a) Toolbar
 - b) Menus
 - c) Dialog boxes
 - d) All of these
- Q.9 _____ is used to link or embed object, display and manipulate data from other windows based applications.
- a) OLE.
 - b) DLE.
 - c) MLE.
 - d) CLE.
- Q.10 Which operator is used for dynamic allocation of an object from free storage in C++.
- a) this
 - b) static
 - c) new
 - d) delete

SECTION-B

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

- Q.11 How many types of exception handling is supported in VC++.

- Q.12 What do you mean by List Box.
- Q.13 Differentiate between SDI and MDI
- Q.14 GUI stands for_____.
- Q.15 What are active-x controls in VC++?
- Q.16 What is use of do-while?
- Q.17 Name of constructor should be same as that of class. (True/False)
- Q.18 Name any two operators that can not be overloaded.
- Q.19 Whether Visual C++ is a case sensitive language?
- Q.20 OLE means_____.

SECTION-C

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

- Q.21 Explain:
- a) Data Abstraction
 - b) Data Encapsulation
- Q.22 Write some important key properties for Edit Box Control.
- Q.23 Explain tool bar in brief.
- Q.24 Mention the advantages and disadvantages of VC++ over other languages
- Q.25 Write a short note on adding message handling function
- Q.26 Explain Runtime and Template Libraries in VC++.
- Q.27 What is a Scroll Bar? Explain vertical and Horizontal scroll Bar?