Q1. Which of the following is a resource?

1)bitmap

2)dialod box template

3)html document

**4)all of the above**

Q2.By default polygon is?

1)dot-dash

**2)solid**

3)transparent

4)none of the above

Q3)\_beginthread present in which header file?

1)winuser.h

2)window.h

**3)process.h**

4)none of the above

Q.4)what function to stretch the bitmap is used?

1)strblt()

2)bitblt

**3)stretchblt()**

4)hbitmap

***SDK***

Q.1 Which of the following not Virtual key?

a.VK\_PREV

b.VK\_NEXT

c.VK\_UP

d.None