



# KINGS

COLLEGE OF ENGINEERING  
PUNALKULAM - 613 303



DEPARTMENT OF INFORMATION TECHNOLOGY

**QUESTION BANK**

**Subject Code & Name: CS1305 – Visual Programming**  
**Year / Sem : III / VI**

**UNIT - I**  
**WINDOWS PROGRAMMING**  
**PART A (2 MARKS)**

1. Write a simple windows program to print "Hello world".
2. Define and list down the GDI Primitives.
3. What is a message?
4. What is a message loop?
5. Define device context.
6. Under what circumstances painting is needed?
7. What are GDI primitives?
8. What are the ways to trigger WM\_PAINT message? What does the message do?
9. What is a window programming?
10. List out the main header files in Windows programming.
11. What is Hungarian Notation?
12. What are the steps required to create a window?
13. How to register a window class?
14. What is a window class?
15. How to create a window?
16. What is the use of GetMessage()?
17. What are the actions of windows procedure?
18. What is WM\_DESTROY message?
19. Which function is used to terminate the program?
20. What are the fields in MSG structure?
21. What are queued Message and Nonqueued Messages?

22. Give some messages used in Windows.

**PART – B (16 MARKS)**

1. a. Discuss on Windows Messaging. (08)  
b. Explain about the same in case of Child Window Controls (08)
2. Explain briefly how to create, display and process the window with necessary program. (16)
3. a. Explain in detail about the windows message structure and windows procedure. (08)  
b. Write a windows program to display Bezier curves. (08)
4. Explain the various methods available to get the DC Handle. (16)
5. a. Explain windows GDI in detail. (08)  
b. Explain GDI Functions and GDI Primitives. (08)

**UNIT- 2**

**VISUAL C++ PROGRAMMING - FUNDAMENTALS**

**PART – A (2 MARKS)**

1. Give any four pen styles.
2. Give the default font, pen brush, bitmap.
3. What is appwizard?
4. What is class wizard?
5. What are accelerators?
6. What are the types of dialogs? Give application for each.
7. What is event driven programming?
8. Define Application Framework.
9. What are the types of mapping modes?
10. What is the use of SetMapMode command?
11. List out the types of video cards used to display the colors.
12. What is resole font?
13. What is the use of GetSystemMetrics function?
14. Differentiate CClientDC and CWindowDC.
15. Differentiate Modal and Modeless dialogs.
16. What is system modal dialog?

17. List some of the COMDLG32 classes.
18. What are dialog controls?
19. Mention some of the window common controls.
20. What are keyboard accelerators? What are the messages generated?
21. What are the types of messages generated by mouse?

**PART – B (16 MARKS)**

1. a. Explain MFC Classes. (08)  
b. Write a simple program to demonstrate the basic MFC Classes (08)
2. a. Define keyboard Accelerators. (02)  
b. Explain the purpose of keyboard Accelerators with an example program. (06)  
c. Write a program for creating a MenuBar with Accelerators (08)
3. Explain Model and Modeless Dialog with Example. (16)
4. a. Explain window common controls. (08)  
b. Explain in detail how you will load a bitmap into your application. (08)
5. a. Explain the steps with an example for programming a modal dialog. (08)  
b. Explain with a program the creation of modeless dialog (08)
6. Explain the different mapping modes. Compare and construct. (16)
7. a. Write a program using VC++ to display the character pressed. (08)  
b. Write a program using VC++ to display mouse coordinates. (08)

**UNIT- 3**

**THE DOCUMENT AND VIEW ARCHITECTURE**

**PART - A (2 MARKS)**

1. What are toolbars?
2. What are the applications of multiple views?
3. Give two examples for MDI. How many child and parent windows are available in MDI program?
4. What do DLL contain?
5. What is a serialize function?
6. What is a menu? What are its types?
7. Mention two text editing tools.

8. What are the characteristics of SDI frame window?
9. What are the two CFrameWnd member functions?
10. How to make a class serialize?
11. Explain splitter window.
12. Differentiate Dynamic and static splitter window
13. What are the functions that treat registry data as either CString objects or unsigned integers?
14. Define DLL.
15. Explain document view architecture.
16. What is a view?
17. Differentiate SDI and MDI.
18. What are the disadvantages of using DLL?
19. What is LoadLibrary( ) function?
20. What is GetProcAddress ( ) function?

**PART – B (16 MARKS)**

1. Write a VC++ program to create a menu bar. (16)
2. Write a VC++ program to create a Toolbar. (16)
3. Write a VC++ program to create a status bar. (16)
4. Write a VC++ program to implement DLL. (16)
5. Explain SDI and MDI Applications in detail. (16)
6. Differentiate Extension DLL and Regular DLL with an example program. (16)
7.
  - a. What is meant by splitter window? (02)
  - b. How to create dynamic splitter window? (06)
  - c. Implement a dynamic splitter window in an MFC Application. (08)
8. Explain the document view architecture with a program. (16)
9. Develop a calculator using dialog based application. (16)

**UNIT – 4**

**ACTIVE X AND OBJECT LINKING AND EMBEDDING (OLE)**

**PART - A (2 MARKS)**

1. Name two applications of OLE.
2. What is COM?
3. Define DCOM

4. Depict the hierarchy of CRichEdit class.
5. What is an ActiveX control?
6. How ActiveX controls are different from ordinary controls?
7. Write short notes on aggregation
8. What is the use of IUnknown interface?
9. Mention the features of COM
10. What is class factory?
11. What is the use of CLSIDFromProgID?
12. What do INTERFACE-PART macros do?
13. What is the purpose of DECLARE-INTERFACE-MAP macro?
14. List out the four states that an embedded object can assume?
15. What are the special features of container?
16. How a COM client calls out of process components?
17. Define Object Model
18. Write short notes on versioning.
19. Mention some applications of OLE
20. What is marshaling?

### **PART – B (16 MARKS)**

1. Write down the steps of MFC OLE drag and drop processing with a neat diagram. (For what this question was highlighted?) (16)
2. a. Highlight the features of COM. (08)  
b. Write a program to implement COM. (08)
3. a. Explain the steps involved in the creation of active-X control. (08)  
b. Explain with example program how to use Calendar ActiveX Control. (08)
4. Explain how you will add an active X control during runtime with necessary program. (For what this question was highlighted?) (16)
5. a. Explain containment and Aggregation Vs Inheritance. (08)  
b. Explain how COM calls component of In-Process and Out-Process (08)
6. a. What is OLE? Explain it in detail. (08)  
b. Explain about MFC OLE Drag and Drop. (08)
7. What is an ActiveX control? How to build an application that uses a calendar control in a dialog? (16)

### **UNIT – 5**

**ADVANCED CONCEPTS****PART - A (2 MARKS)**

1. What is meant by multithreading?
2. What is Winsock?
3. Which are the databases we can open with DAO?
4. What are the applications of multithreading?
5. Mention some advantages of DBMS
6. What is process and thread? What are the two kinds of threads in window?
7. Define ODBC?
8. What are the methods of Binary interface method?
9. What is RFX and where it is used?
10. What is the use of CRecordSet::dynamic?
11. What are the steps to create sample database?
12. How to use Single Row Functions?
13. What are Data Transfer and its two structures?
14. List the MFC WinInet Classes.
15. List the advantages of WinInet over Winsock.
16. Define ISAPI Server Extensions.
17. List MFC ISAPI Server Extension classes.
18. List the components of OLEDB Architecture.
19. Define IIS.
20. Define WinInet.

**PART – B (16 MARKS)**

1. Explain how database connectivity can be achieved using ODBC.  
Write necessary coding and also write coding to query the database. (16)
2. a. Explain how threading is achieved in VC++. (08)  
b. Write a Single Threaded program with implementing Progress Bar. (08)
3. a. What is DBMS? (04)  
b. What is SQL? (04)  
c. Explain MFC ODBC Classes? (04)  
d. Explain filter and sort strings? (04)
4. Explain with example the Winsock class in detail. (16)
5. a. Explain Chat Application (08)

- b. State and explain about the classes in WININET. (08)
- 6. Write a VC++ program to build a web client using WinInet. (16)
- 7. a. Explain IIS with suitable example. (08)
- b. Explain how we use ISAPI extensions. (08)