Note:
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Exam Term: Mid
Total MCQS: 69

Prepared By:
1 - Choose Command line user interface

1. MS DOS
2. MS Windows
3. MS Word
4. MS Visio

Correct Choice : 1 From Lecture # 1

2 - C language is an extensible language.

1. TRUE
2. FALSE
3.
4. 

Correct Choice : 1 From Lecture # 1

3 - Window Operating System Do not give us

1. Direct memory access
2. Direct access video ports
3. Direct memory interrupt
4. All of the given

Correct Choice : 4 From Lecture # 2

4 - Name of Two dimensional array is the address of _________

1. First Column
2. First Row
3. Last Row
4. Last Column

Correct Choice : 2 From Lecture # 3

5 - *(a+i) can also be written as ______________

1. a[i]
2. a[i+1]
3. *a
4. *a+1

Correct Choice : 1 From Lecture # 3

6 - char (*ptrString)[4][2]; How many bytes will be skipped by the statement ptrString += 2?

1.
2.
3.
4. **Correct Choice : 4**  
8 - What is a function pointer?

1. A pointer that passes as an argument to the function  
2. A pointer that is declared inside the function  
3. A pointer that points to the starting address of the function  
4. A pointer that takes return value of some other function  
**Correct Choice : 3**

10 - How many bytes will be allocated to abc; Union person{ Char name[30]; Int age; Float height; }; void main(){ person abc; }

1.  
2.  
3.  
4.  
**Correct Choice : 3**

11 - We can display symbolic constants instead of numeric values using:

1. Structures  
2. Enumeration  
3. Unions  
4. Typedef  
**Correct Choice : 2**

12 - Union Person { char name[30]; //30 bytes int age; float height; }; How many bytes will skip after executing ptr = ptr +1. Union Person abc, *ptr = &abc; ptr = ptr +1;

1. 30 bytes will skip after executing ptr = ptr +1  
2. 31 bytes will skip after executing ptr = ptr +1.  
3. 32 bytes will skip after executing ptr = ptr +1.  
4. 38 bytes will skip after executing ptr = ptr +1.  
**Correct Choice : 1**

13 - __________ macro expands to the constant 1, to signify that this compiler conforms to ISO Standard C

1. __STDC__  
2. __STDC_VERSION__  
3. __STDC_HOSTED__  
4. None of the given  
**Correct Choice : 1**
14 - Preprocessor directive starts with ______ symbol.

   1. #
   2. &
   3. *
   4. %

   Correct Choice : 1      From Lecture # 5
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15 - ___________ is used to check the predefined identifiers.

   1. #include
   2. #ifdef
   3. #def
   4. #elif

   Correct Choice : 2      From Lecture # 5
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17 - Identifier is not replaced if it appears

   1. In a comment
   2. Within a string
   3. As a part of a long identifier
   4. All of given

   Correct Choice : 4      From Lecture # 5
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18 - ____________ is/are type(s) of macro

   1. Object-like macro
   2. Function-like macro
   3. Both of the Given
   4. None of the given

   Correct Choice : 3      From Lecture # 5
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20 - We can undefine already defined preprocessor directive using

   1. #undef
   2. #unifdef
   3. #unenddef
   4. None of given

   Correct Choice : 1      From Lecture # 5
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21 - Specific memory areas where parameters are copied are ______________

   1. Stacks
   2. Arrays
3. Queues
4. Lists

Correct Choice : 1

From Lecture # 6

22 - Result of _________________ of two bits is TRUE (1) if only if both are TRUE (1)

1. OR( | )
2. XOR
3. AND(&)
4. NOR

Correct Choice : 3

From Lecture # 6

24 - Static variables are made on __________ memory location

1. Fixed
2. Stack
3. Pointer
4. Variables

Correct Choice : 1

From Lecture # 7

25 - ________________ is responsible for Stack Rewinding when called-function returns.

1. Function
2. Pointer
3. called function
4. Caller function

Correct Choice : 4

From Lecture # 7

26 - We want to declare a variable in a function such that whenever the function is called, the variable is not reinitialized. The storage class of the variable must be:

1. Static
2. Auto
3. Extern
4. All of the given options

Correct Choice : 3

From Lecture # 7

28 - GDI stands for __________

1. Graphics Driver Interface
2. Graphics Device Interface
3. Graphics Direct Interface
4. None of the given options

Correct Choice : 1

From Lecture # 8
29 - What will be the entry point to a Windows program?

1. WinMain
2. Main
3. Java.main
4. System.main

Correct Choice: 1

30 - GDI is implemented through

1. GDI.dll
2. win32.dll
3. GDI32.dll
4. Kernel.dll

Correct Choice: 3

31 - DOS boxes are also called

1. Main window
2. Consol window
3. dialogue box
4. Arrays

Correct Choice: 2

32 - What kind of messages can be display using messagebox function?

1. Long Messages
2. Short Messages
3. Null Messages
4. None of Given

Correct Choice: 2

33 - How many parameters do WinMain function contains

1. 
2. 
3. 
4.

Correct Choice: 3

35 - Pump the blood in the whole body of a human being. This work done by the heart but what will be the heart of an operation system.

1. Kernel
2. Win32
3. Virtual Memory
4. ROM
   Correct Choice : 1 From Lecture # 8

36 - ______ is/are the type(s) of Logical Brushes.

1. Solid
2. Hatched
3. Pattern
4. All of the given
   Correct Choice : 4 From Lecture # 8

37 - Message loop ends when the GetMessage() function removes the following message from the message queue:

1. WM_QUIT
2. WM_SETFOCUS
3. WM_PAINT
4. WM_SYSCOMMAND
   Correct Choice : 1 From Lecture # 10

38 - Which one of the following is not a nonqueued message?

1. WM_ACTIVATE
2. WM_SETFOCUS
3. WM_WINDOWPOSCHANGED
4. WM_SETCURSOR
   Correct Choice : 3 From Lecture # 10

39 - The basic building block for displaying information in the "Microsoft Windows" graphical environment is __________

1. Message Queue
2. WinMain
3. Message Loop
4. Window
   Correct Choice : 4 From Lecture # 11

40 - __________ handles user inputs and responds to user events independently.

1. User-Interface Thread
2. Worker Thread
3. Kernel Thread
4. None of given options
   Correct Choice : 1 From Lecture # 11

42 - ______ is one of user interface elements
1. Accelerator
2. Message Loop
3. WinProc
4. None of given options

Correct Choice : 1

43 - ________ determines that, which threads should run and when they should run?

1. Scheduler
2. Thread itself
3. Messages
4. None of the given options

Correct Choice : 1

44 - A ________ is commonly used to handle background tasks

1. Worker thread
2. User Interface thread
3. Parent thread
4. Process thread

Correct Choice : 1

45 - A thread can not share all of its resources

1. 
2. 
3. 
4. 

Correct Choice : 2

46 - If we destroy owner window then ____________.

1. Only owner window will be destroyed
2. Only its owned window will be destroyed
3. Both owner and owned window will be destroyed
4. The application will be crashed

Correct Choice : 3

47 - ______________ provides the functionality to create and manage screen windows and most basic controls.

1. GDI
2. Common Dialog Box
3. Common Control library
4. User Interface

Correct Choice : 4

48 - Two types of Subclassing are:
1. Automated Subclassing and Manual Subclassing
2. Static Subclassing and Dynamic Subclassing
3. Local Subclassing and Global Subclassing
4. Instance Subclassing and Global Subclassing

Correct Choice: 4  
From Lectuer # 12

49 - The first step in creating a window is registering a window class by __________

1. Using DispatchMessage API
2. Filling a WNDCLASS structure and calling RegisterClass
3. Getting Window Handle
4. None of given options

Correct Choice: 2  
From Lectuer # 12

50 - Which of the following class of window is pre-registered?

1. main window
2. pop-up window
3. system window
4. child window

Correct Choice: 3  
From Lectuer # 12

51 - For whom system registers the system class

1. Window class
2. Register class
3. Process
4. None of given

Correct Choice: 3  
From Lectuer # 12

52 - The _____ function writes a character string at the specified location, using the currently selected font, background color, and text color

1. printf(...) 
2. PrintText(...) 
3. TextOut(...) 
4. cout

Correct Choice: 3  
From Lectuer # 13

53 - Graphical device interface communicates between application and _______ driver

1. Port
2. Operating System
3. Device
4. Kernel

Correct Choice: 3  
From Lectuer # 13

54 - __________ is the smallest rectangle enclosing the portion of a window or client area affected by recent drawing operations
1. Invalid Rectangle
2. Accumulated Bounding Rectangle
3. Accumulated Client Rect
4. All of the given options
Correct Choice : 2 From Lectuer # 13

55 - The ___ function retrieves a handle to a display device context (DC) for the client area of a specified window or for the entire screen.

1. GetHwnd
2. GetDC
3. GetGDI
4. GetStockObject
Correct Choice : 2 From Lectuer # 13

56 - _______ acts as a buffer between applications and output devices.

1. GDI
2. Kernel32
3. OS
4. CPU
Correct Choice : 1 From Lectuer # 13

57 - GDI presents _________

1. Device-independent view
2. Device-dependent view
3. Monitor-dependent view
4. None of given
Correct Choice : 1 From Lectuer # 13

58 - If we pass NULL value to "GetDC" function, it retrieves the DC for the:

1. Entire Screen
2. Parent Window
3. Client Window
4. It does not retrieves DC
Correct Choice : 1 From Lectuer # 13

59 - WM_PAINT message may be sent when a drop down menu disappear

1.
2.
3.
4.
Correct Choice : 2 From Lectuer # 13
61 - A ________ is a structure that defines a set of graphic objects and their associated attributes, as well as the graphic modes that affect output.

1. Kernel
2. Pen
3. Bitmap
4. Device Context

**Correct Choice : 4**  From Lecture # 14

62 - Condition(s) in which WM_PAINT message may be sent is/are ______________

1. A dialog box is maximized
2. A drop-down menu disappears
3. A tool tip is displayed and then it hides
4. All of the given options

**Correct Choice : 4**  From Lecture # 14

65 - Device-independent value represents

1. Virtual key code
2. Key code
3. READOnly code
4. None of Given

**Correct Choice : 1**  From Lecture # 16

66 - An accelerator, not always needs to correspond to a menu command.

1. 
2. 
3. 
4. 

**Correct Choice : 1**  From Lecture # 17

67 - Which function loads the specified menu resource from the executable (.exe) file associated with an application instance.

1. LoadMenu()
2. Load_Menu()
3. Load_M()
4. non of given

**Correct Choice : 4**  From Lecture # 18

68 - In which parameter of "CreateWindow" function, we can specify the Menu.
1. hInstance
2. hmenu
3. hWin
4. dialoge box

Correct Choice: 2

From Lecture # 18

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