



## CS410

**Note:**

VuGujranwala.com is not responsible for any solved solution, but honestly we are trying our best to Guide correctly.

**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 Lectuer # 1**

[www.vugujranwala.com](http://www.vugujranwala.com)

2 - C language is an extensible language.

1. TRUE
2. FALSE
- 3.
- 4.

**Correct Choice : 1**

**From Lectuer # 1**

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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 Lectuer # 2**

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5 - 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 Lectuer # 3**

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6 -  $*(a+i)$  can also be written as \_\_\_\_\_

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

**Correct Choice : 1**

**From Lectuer # 3**

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

- 1.
- 2.
- 3.



4.

**Correct Choice : 4****From Lectuer # 3**[www.vugujranwala.com](http://www.vugujranwala.com)**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****From Lectuer # 3**[www.vugujranwala.com](http://www.vugujranwala.com)[www.vugujranwala.com](http://www.vugujranwala.com)**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****From Lectuer # 4**[www.vugujranwala.com](http://www.vugujranwala.com)**11 - We can display symbolic constants instead of numeric values using:**

1. Structures
2. Enumeration
3. Unions
4. Typedef

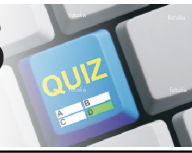
**Correct Choice : 2****From Lectuer # 4**[www.vugujranwala.com](http://www.vugujranwala.com)**12 - Union Person { char name[30]; //30 bytes int age; float height; }; How many bytes will skip after executing ptr = ptr +1. Union Person abc, \*ptr; Ptr = &abc; ptr = ptr +1;**

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****From Lectuer # 4**[www.vugujranwala.com](http://www.vugujranwala.com)**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****From Lectuer # 5**[www.vugujranwala.com](http://www.vugujranwala.com)



14 - Preprocessor directive starts with \_\_\_\_\_ symbol.

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

**Correct Choice : 1**

**From Lectuer # 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 Lectuer # 5**

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17 - Identifier is not replaced if it appears

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

**Correct Choice : 4**

**From Lectuer # 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 Lectuer # 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 Lectuer # 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 Lectuer # 6**

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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 Lectuer # 6**

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24 - Static variables are made on \_\_\_\_\_ memory location

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

**Correct Choice : 1**

**From Lectuer # 7**

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

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

**Correct Choice : 4**

**From Lectuer # 7**

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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 Lectuer # 7**

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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 Lectuer # 8**

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29 - What will be the entry point to a Windows program?

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

**Correct Choice : 1**

**From Lectuer # 8**

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30 - GDI is implemented through \_\_\_\_\_

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

**Correct Choice : 3**

**From Lectuer # 8**

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31 - DOS boxes are also called \_\_\_\_\_

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

**Correct Choice : 2**

**From Lectuer # 8**

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

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

**Correct Choice : 2**

**From Lectuer # 8**

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33 - How many parameters do WinMain function contains

- 1.
- 2.
- 3.
- 4.

**Correct Choice : 3**

**From Lectuer # 8**

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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 Lectuer # 8**

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

1. Solid
2. Hatched
3. Pattern
4. All of the given

**Correct Choice : 4**

**From Lectuer # 8**

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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 Lectuer # 10**

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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 Lectuer # 10**

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

1. Messeage Queue
2. WinMain
3. Message Loop
4. Window

**Correct Choice : 4**

**From Lectuer # 11**

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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

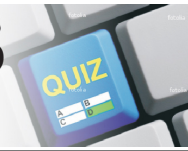
**Correct Choice : 1**

**From Lectuer # 11**

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42 - \_\_\_\_\_ is one of user interface elements



1. Accelerator
2. Message Loop
3. WinProc
4. None of given options

**Correct Choice : 1**

**From Lectuer # 11**

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**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**

**From Lectuer # 11**

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**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**

**From Lectuer # 11**

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**45 -** A thread can not share all of the its resources

- 1.
- 2.
- 3.
- 4.

**Correct Choice : 2**

**From Lectuer # 11**

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**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**

**From Lectuer # 11**

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**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

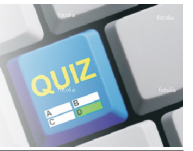
**Correct Choice : 4**

**From Lectuer # 11**

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**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**

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**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**

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**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**

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**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**

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**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

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**53** - Graphical device interface communicates between application and \_\_\_\_\_ driver

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

**Correct Choice : 3**

**From Lectuer # 13**

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**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**

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**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**

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**56** - \_\_\_\_\_ acts as a buffer between applications and output devices.

1. GDI
2. Kernel32
3. OS
4. CPU

**Correct Choice : 1**

**From Lectuer # 13**

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**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**

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**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**

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**59** - WM\_PAINT message may be sent when a drop down menu disappear

- 1.
- 2.
- 3.
- 4.

**Correct Choice : 2**

**From Lectuer # 13**

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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 Lectuer # 14**

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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 Lectuer # 14**

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65 - Device-independed value represents

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

**Correct Choice : 1**

**From Lectuer # 16**

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

- 1.
- 2.
- 3.
- 4.

**Correct Choice : 1**

**From Lectuer # 17**

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

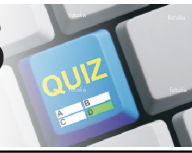
1. LoadMenu()
2. Load\_Menu()
3. Load\_M()
4. non of given

**Correct Choice : 4**

**From Lectuer # 18**

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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 Lectuer # 18**

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