MCA 4th Semester VISUAL PROGRAMMING CONCEPTS IN VISUAL C++ 2006

Time : Three hours Maximum: 100 marks

PART A Answer ALL questions. (8 x 5 = 40 marks)

1. (a) What are the difference between DOS and Windows? Or(b) What is an icon? How to create it?

2. (a) What are the elements of Windows SDK? Explain. Or(b) Explain about message handling.

3. (a) Explain how to create a window. Or(b) Explain about message mapping.

4. (a) Explain about method overloading. Or(b) Explain the dialog box concepts.

5. (a) What are advantages of MFC library? Or(b) What is serialization? Explain.

6. (a) Explain the term 'local input state'. Or(b) Explain about keyboard input.

7. (a) What are the steps to be followed while creating a wizard with MFC? Or(b) What is class wizard? Explain.

8. (a) What are the key properties for the edit box control? Or(b) Write Short notes on Frame window messages.

PART B (5 x 12 = 60 marks)

9. (a) What are windows properties? Explain. Or(b) Explain about event driven programming.

10. (a) Explain in detail about API. Or(b) Write a SDK program to create a simple window.

11. (a) Explain the MFC class hierarchy. Or(b) Explain about keyboard message handler.

12. (a) Explain about spin control. Or(b) What are messages? Explain the various types of menu.

13. (a) Create a simple word processor with the app wizard. Or(b) Write short notes on (i) Displaying bit map