1. The hardware requirements for Windows programming include:
a. Pentium500MHz or equivalent CP
b. 128Meg of RAM
c. 500megabytes of free disk space
d. CD-ROM drive
e. **All of these**

2. The software requirement for Windows programming include:
a. Windows NT 4.0
b. Windows 2003
c. Windows XP
d. Windows Vista
e. **All of these**

3. CRC stands for:
a. **Cyclic Redundancy Check**
b. Cyclic Random Check
c. Check Redundancy Cyclic
d. Check Redundant Cyclic

4. In Windows system architecture data integrity is provided by the:
a. IP
b. UDP checksums
c. Cyclic Redundancy Check
d. **All of these**

5. If the packet of checksum is one byte long, how much value it will have:
a. **255**
b. 128
c. 512
d. None of these

6. The difference between CRC and checksum is that ____ is more accurate:
a. Checksums
b. **CRC**
c. Both a and b
d. None of these

7. Which drivers are used for the physical storage mediums:
a. Partition drivers
b. File system drivers
c. **Storage drivers**
d. All of these

8. The Storage drivers are termed as:

a. Block drivers

b. File drivers

c. Both a and b

d. None of these

9. Which drivers specify the management of multiple partitions on a single storage device:

a. Partition drivers

b. File system drivers

c. Storage drivers

d. All of these

10. Which driver systematically and logically arrange the data on a storage device as files and folders:

a. Partition drivers

b. File system drivers

c. Storage drivers

d. All of these

11. File system drivers include:

a. UDFS for CDs and DVDs

b. FATFS

c. TFAT

d. All of these

12. Which permit specialized handling of file access for data encryption, compression and statistical usage monitoring:

a. Partition drivers

b. File system drivers

c. Storage drivers

d. File system filters

13. What the memory management include for one way synchronization process in which files are copied from primary location to secondary location:

a. Kernel

14. SMS stands for:

a. Short Messaging Service

15. IDE stands for:

a. Integrated Development Environment

16. Which are the features of Microsoft Visual Studio 2005:

a. Team Communication

b. Quality Early and Often

c. Designing for Operations

d. Platform for Innovation

e. All of these

17. Team communication supports:

a.   Enterprise SCC

b.   Reporting

c.   Issue tracking

d.   Project management

e.   **All of these**

18. Quality Early and Often includes:

a.   Static Analysis

b.   Performance profiling

c.   Unit testing

d.   Load testing

e.   **All of these**

19. Which is included by Designing for Operation:

a.   SOA Designer

b.   Logical datacenter designer

c.   Validation

d.   **All of these**

20. Platform for Innovation supports:

a.   Web service based

b.   Open protocols

c.   Client APIs

d.   Extending today's VSIP

e.   **All of these**

21. Which types of applications are created and build by Visual Studio:

a.   Web applications

b.   Desktop applications

c.   XML web applications

d.   Mobile applications

e.   VC++

f.   Visual Basic applications

g.   **All of these**

22. SDK stands for:

a.   **Software Development Kit**

23. DDK stands for:

a.   **Device Drivers Kit**

24. MFC known as:

a.   **Document-centric**

25. Which applications are used to load, view, edit and save documents which prepared in VC++:

a.   API

b. DLL

c. MFC

d. None of these

26. The MFC deals with the types of Windows known as:

a. Overlapped

b. Pop-up

c. Child

d. All of these

27. MFC classes are derived from base classes known as:

a. CObject

b. CCmdTraget

c. CWnd

d. All of these

28. CCmdTarget is derived from:

a. CObject

b. CWnd

c. CWndApp

d. CView

29. CWnd is derived from:

a. CObject

b. CCmdTarget

c. CWndApp

d. CView

30. DDX stands for:

a. Dialog Data Exchange

31. Which categories of classes are included in MFC:

a. Classes that access user interface that includes CWnd

b. Classes that help you draw

c. Classes that provide the functionality needed to run an application

d. Classes that handle data array and lists

e. Classes that access databases

f. Classes that maintain files

g. Classes that allow your application to communicate over a network on the Internet

h. Classes that help to synchronize and debug the application

i. All of these

32. Which is use to support threads in Windows programming:

a. Executable files

b. Dynamic Link Library

c. Both a and b

d.   None of these

33.   Which components are consisted by Threads:

a.   The contents of the registers representing the state of the processor

b.   Two stacks

c.   A private storage area used by the subsystems, run-time libraries and DLLs

d.   A unique identifier, called a thread ID

e.   All of these

34.   Which prefix used for object ID naming conventions in Windows programming:

a.   'IDR_'

b.   'ID'

c.   Both a and b

d.   None of these

35.   Match the following:

i)   IDR_   a: Dialog template resources

ii)   IDD_   b: Cursor resources

iii)   IDC_   c: Icon resources

iv)   IDI_   d: Multiple resource types

b.   i-a, ii-c, iii-d, iv-b

c.   i-d, ii-a, iii-b, iv-c

d.   i-a, ii-b, iii-c, iv-d

e.   i-c, ii-a, iii-d, iv-b

36.   Match the following:

i)   IDB_   a: String resource

ii)   IDS_   b: MenuItem using the MFC command

iii)   IDM_   c: Bitmap resource

iv)   ID_   d: MenuItem not using the MFC command

b.   i-a, ii-c, iii-d, iv-b

c.   i-c, ii-b, iii-d, iv-a

d.   i-c, ii-a, iii-d, iv-b

e.   i-c, ii-a, iii-d, iv-b

37.   Numbering Conventions Used to Avoid Usage of Predefined IDs:

Prefix	Resource type	Valid range
IDR_	Multiple	1à 0x6FFF
IDD_	Dialog templates	1à 0x6FFF
IDC_,IDI_,IDB_	Cursors, icons, bitmaps	1à 0x6FFF
IDS_,IDP_	General strings	1à 0x7FFF

ID_	Commands	0x8000à0xDFFF
IDC_	Controls	8à0xDFFF

38. How many steps are taken by Application Wizard:

a. Seven

b. Six

c. Eight

d. Ten

39. If you want to make the code simple then uncheck the _____:

a. Active Document Server

b. Active Document Container

c. Automation

d. ActiveX control

40. The document basically involved:

a. Managing Data

b. Store Data

c. Both a and b

d. None of these

41. Who is responsible to graphically display the document data to the user:

a. Views

42. The View class is written with the help of _____ member function:

a. OnDraw()

b. OnCreate()

c. Both a and b

d. None of these

43. In which source modules, the view class code is divided:

a. header files (.h)

b. implementation file (.cpp)

c. Both a and b

d. None of these

44. Which files are stored in Debug:

a. OBJ files

b. Intermediate files

c. Both a and b

d. None of these

45. In which subdirectory, the resource files are stored:

a. OBJ

b. RES

c. Both a and b

d. None of these

46. Which are the member functions of application framework's device context class CDC:

a. TextOut()

b. SelectStockObject()

c. Ellipse()

d. All of these

47. Which macros are particularly useful for monitoring the program activity in application framework:

a. FOUT

b. COUT

c. TRACE

d. DISPLAY

48. Which function is used to create new thread:

a. AfxBeginThread()

b. AfxEndThread()

c. AfxAbort()

d. None of these

49. Which function returns a pointer to an application object:

a. AfxGetAppName()

b. AfxGetMainWnd()

c. AfxGetApp()

d. All of these

50. Which function is used to returns the name of an application:

a. AfxGetAppName()

b. AfxGetMainWnd()

c. AfxGetApp()

d. All of these

51. Which function is used to terminate the thread that is currently executing:

a. AfxBeginThread()

b. AfxEndThread()

c. AfxAbort()

d. None of these

52. Which function returns a pointer to the application's main window:

a. AfxGetMain()

b. AfxGetMainWnd()

c. AfxGetApp()

d. AfxGetAppName()

53. Which function returns a handle identifying the current application instance:

a.   AfxGetMain()

b.   AfxGetMainWnd()

c.   AfxGetApp()

d.   AfxGetInstanceHandle()

54. Which function registers a custom WNDCLASS for an MFC application:

a.   AfxRegisterWndClass()

b.   AfxGetMainWnd()

c.   AfxGetApp()

d.   AfxGetInstanceHandle()

55. Which file contains #include statement for the MFC library header files:

a.   afxwin.h

b.   afxext.h

c.   StdAfx.h

d.   All of these

56. Which statement StdAfx.h contains when we are using compound documents:

a.   #include <afxwin.h>

b.   #include <afxext.h>

c.   #include <afxdisp.h>

d.   #include <afxole.h>

57. If you are using Automation and ActiveX controls, the StdAfx.h contains:

a.   #include <afxwin.h>

b.   #include <afxext.h>

c.   #include <afxdisp.h>

d.   #include <afxole.h>

58. If you are using Internet Explorer4 Common controls, StdAfx.h contains:

a.   #include <afxdtct1.h>

b.   #include <afxext.h>

c.   #include <afxdisp.h>

d.   #include <afxole.h>

59. The header for template-based collection classes that is accessed by the statement:

a.   #include <afxdtct1.h>

b.   #include <afxtemp.h>

c.   #include <afxdisp.h>

d.   #include <afxext.h>

60. PCH stands for:

a.   Precompiled Header

61. Which compiler switch is used only with StdAfx.cpp:

a. /Fp

b. /Yc

c. /Yu

d. None of these

62. Which compiler switch is used with all the source code files:

a. /Yu

b. /Yc

c. Both a and b

d. None of these

63. The size of PCH files is:

a. 5MB

b. 10MB

c. 15MB

d. None of these

64. GDI stands for:

a. Graphics Driver Interface

b. Graphics Device Interface

c. Graphical Disk Interface

d. Graphical Device Interface

65. The GDI is useful to draw:

a. Rectangle

b. Square

c. Line

d. Polygon

e. Brush

f. Ellipse

g. Circle

h. All of these

66. Which is not the type of brush:

a. Solid

b. Hatch

c. Texture

d. Gradient

e. Linear Gradient

f. None of these

67. Which function is used to draw Rectangle:

a. DrawRectangle()

68. Which function is used to draw a group of lines at once:

a. Graphics::DrawLines()

b. DrawLine()

c. Both a and b

d. None of these

69. Which is a series of connected lines with the whole shape being closed:

a. Rectangle

b. Triangle

c. Polygon

d. Square

70. Which function is used to draw a Polygon:

a. Graphics::Polygon()

b. Draw Polygon()

c. Polygon()

d. None of these

71. Which function is used to draw the Ellipse:

a. Graphics::Ellipse()

b. Graphics::DrawEllipse()

c. DrawEllipse

d. None of these

72. Which is a geometric figure that comprises four sides creating four right angles:

a. Polygon

b. Square

c. Triangle

d. Rectangle

73. Which method is used to calculate the value of CRC:

a. Polygon addition

b. Polygon subtraction

c. Polynomial division

d. Polynomial addition

74. What is the length of CRC;

a. 16

b. 32

c. Both a and b

d. None of these

75. Which is the collection of small programs:

a. DLL

b. EXE

c. CPP

d. None of these

76. What is the output of successful build operation:

a.   dll

b.   pdb

c.   exe

d.   All of these

77. Which file is called intermediate file while debugging:

a.   OBJ

b.   PCH

c.   PDB

d.   IDB

78. Build toolbar contains:

a.   Win32 Debug

b.   Win32 Release

c.   Both a and b

d.   None of these

79. Which type of build used prior to delivery:

a.   Win32 Release

b.   Win32 Debug

c.   Both a and b

d.   None of these

80. Which debugging mode is smaller and faster:

a.   Debug mode

b.   Release mode

c.   Both a and b

d.   None of these

81. Which macro can be used to enable MFC diagnostic outputs, including message, OLE, database and Internet information:

a.   COUT

b.   FOUT

c.   TRACER

d.   DISPLAY

82. Which type of functions are available anytime and anywhere:

a.   Afx function

b.   Member function

c.   Non-member function

d.   All of these

83. In which namespace, solid brush class is defined:

a.   System.Drawing

b.   System.Graphics

c.   System.Painting

d.   All of these

84. Which type of brush is based on the already designed pattern:

a.   Texture brush

b.   Solid brush

c.   Gradient brush

d.   Hatch brush

85. Which is an object that holds a color, a picture, or a drawing pattern and is used to fill the interior of a closed shape:

a.   Polygon

b.   Brush

c.   Rectangle

d.   None of these

86. Which is series of instruction used to draw one or a group of graphics on a device context:

a.   Metafile

b.   OBJ file

c.   Intermediate file

d.   None of these

87. _____ is a rectangle whose four sides are equal:

a.   Rectangle

b.   Polygon

c.   Square

d.   Pie

88. Windows was originally a _____graphical layer for MS-DOS that was written by Microsoft:

a.   16 bit

b.   32 bit

c.   64 bit

d.   128 bit

---

1.   Generalized icon is a _____specification of the iconic system

    a. Actual

    b. Formal

    c. Both a & b

    d. None of these

2. The types of generalized icons are

a. Object icons

b. Process icons

c. **both a and b**

d. none of these

3. Who introduced the concept of an iconic sentence

   a. **Lakin**

   b. Weber

   c. Kosslyn

   d. None of these

4. For designing and implementing the iconic systems, how many tools are required

   a. 5

   b. 4

   c. 3

   d. **2**

   e.

5. The tools for designing and implementing an iconic system are

   a. Icon editor

   b. Icon interpreter

   c. **Both a & b**

   d. None of these

6. In which field, visual symbols are used as artifacts that refer to visual data

   a. Advertisements

   b. Films

   c. Television

   d. **All of these**

7. The types of association required to create a link between icons are

   a. Specific association

   b. Class association

   c. **Both a & b**

   d. none of these

8. Which function needed for visual information processing have to decide the interaction between user and the machine

    a. visual

    b. **cognitive**

    c. both a & b

    d. none of these

    e.

9. Who compared the human imagination to the iconic system

    a. Weber

    b. Kosslyn

    c. Lakin

    d. **Both a & b**

10. Who demonstrated a strong relationship between the abstraction of an icon and its types

    a. Lakin

    b. Weber

    c. **Rohr**

    d. None of these

11. The application domains of visual information processing language include

    a. image processing, image communication

    b. computer vision, robotics

    c. image database management, office automation

    d. **all of these**

12. Enhanced technologies in visual computing involve various generalized icons in the field of

    a. Robotic

    b. Cyborgs

    c. Other hybrid elements

    d. **All of these**

13. Generalized icons represent the appearance of

    a. Visual icon

b. **Visual image**

c. Iconic sentence

d. Visual language

e.

14. Which three aspects for the usefulness of system in the generalized icons

    a. Ease of use

    b. User friendless with the system

    c. Expressive and visualized presentation of system

    d. **All of these**

15. The generalized icons can be presented in the form of

    a. Images

    b. Block diagram , simple icons

    c. 3D scenes

    d. **all of these**

16. The full form of ERR is

    a. Entity resource planning

    b. Entity research planning

    c. **Enterprise resource planning**

    d. None of these

17. Which creates a specific tuple to an existing icon

    a. **Specific association**

    b. Class association

    c. Both a & b

    d. None of these

18. Which is used to generate the new icons for explicit data dependency

    a. Specific association

    b. **Class association**

    c. Both a & b

    d. None of these

19. ISQL provides tools to handle the visual information for the field of

a. Films

b. **Radiology**

c. Technology

d. Physiology

20.Data integrity is used to access the

a. Correctness of data

b. Accuracy of data

c. Validation of data

d. **All of these**

21. The two aspects of data integrity is known as

a. entity integrity

b. referential integrity

c. **both a & b**

d. none of these

22.The @ icon was developed by American Underwood in

a. **1885**

b. 1971

c. 1887

d. 2010

23.BBN means

a. **Bolt ,Beranek and Newman**

b. Bolt, Bruegel and New

c. Bold, Bruegel and newman

d. None of these

24.BGL means

a. **Bruegel graphical language**

b. Beranek graphical language

c. Bruegel graphics language

d. None of these

25.The Bruegel iconic system was invented by

a. **Peter bruegel**

b. Patel bruegel

c. Patel beranek

d. None of these

26. In which presentation ,icon can be arranged in nodes

a. 2D tree

b. **3D tree**

c. both a & b

d. none of these

27. Which parameter of formal specification can represent the set of logical objects

a. **VL**

b. VP

c. S

d. XO

28. Which parameter of formal specification can represent the set of physical objects

a. VL

b. **VP**

c. S

d. XO

29. Which parameter of formal specification can represent the element in S

a. VL

b. VP

c. S

d. **XO**

30. Which parameter of formal specification can represent non empty set of icon

a. VL

b. VP

c. **S**

d. XO

31. Which parameter of visual query represent the object type to be recognized

a. $object_i$

b. sourcei

c. recogi

d. sqo_i

32. Which parameter of visual query represent the information source

a. $object_i$

b. **sourcei**

c. recogi

d. sqo_i

33. Which parameter of visual query represent the object recognition algorithm to be applied

a. $object_i$

b. sourcei

c. **recogi**

d. sqo_i

34. Which parameter of visual query represent the spatial coordinates of query origination

a. $object_i$

b. sourcei

c. recogi

d. **sqo_i**

35. Generalized icons are of _____ types

a. **2**

b. 3

c. 4

d. 5

36. The name of the Generalized icons are:

a. Object icons

b. Process icons

c. **Both a & b**

d. None of these

37. Generalized icons determine which aspects for the usefulness of systems:

    a. Expressive and visualized presentation of the system

    b. User-friendless with the system

    c. Ease of use

    d. **All of these**

38. The basic syntactic element is known as_____

    a. Icon

    b. Link

    c. **Command**

    d. None of these

39. Semantic analysis takes a _____ level form for iconic sentences

    a. **Top**

    b. Bottom

    c. Top-down

    d. Bottom-up

    e.

40. The inversion operator ,INV is also known as the _____ operator:

    a. Binary

    b. **Unary**

    c. Logical

    d. None of these

41. The language that was developed to retrieve multimedia information from database:

    a. A Spatial language

    b. **A Spatial query language**

    c. A query language

    d. None of these

42. The consistency of the iconic system should be maintained with the design because it works for the

    a. Same design vocabulary

b. Same design grammar

c. Different design vocabulary and grammar

d. **Both a & b**

43. Name the second module of the inference algorithm:

a. **Sound module**

b. Program module

c. Loud module

d. None of these

e.

44. INV means

a. Invention Operator

b. **Inversion Operator**

c. Inverse Operator

d. Inversion Output

45. The main types of user interface are

a. Command line interface

b. Graphical user interface

c. Voice user interface

d. **All of these**

46. _____ refers to a systematic formula to set up an iconic language

a. **Iconic system**

b. Iconic operators

c. Iconic programs

d. None of these

47. The syntactic analysis can be defined as _____ which is used in visual programming

a. A mapping of the font

b. **A mapping of the grammar**

c. A mapping of the icons

d. None of these

48. In the syntactic analysis for the iconic sentence, the message is to be conveyed between the_____

    a. System

    b. User

    c. **Both a & b**

    d. None of these

    e.

49. The factors involved in it are a sequence of _____ which is to be displayed

    a. Commands

    b. Positioning

    c. Information

    d. **All of these**

50. Which is the visual operator:

    a. CON

    b. ENH

    c. INV

    d. INT

    e. **All of these**

51. UI is the design of computer appliances , _____

    a. Machines

    b. Mobile communication devices

    c. Software applications

    d. Website on the user's attention

    e. Interaction

    f. **All of these**

52. The relevant tools are used in UI in the following ways::

    a. Input

    b. Output

    c. **Both a & b**

    d. None of these

53.Input is also known as a _____

    a. **Prime tool**

    b. Displayed

    c. Composite tool

    d. None of these

54.Which represents the combination of icons:

    a. DOS

    b. **COM**

    c. CON

    d. INV

55.Which attribute combines the meaning of two icons:

    a. AND

    b. WITH

    c. MERGED_WITH

    d. **All of these**

56.CON refers to

    a. **Contextual Interpretation Operator**

    b. Conceptual Interpretation Operator

    c. Contextual Integration Operator

    d. Contextual Integration Operand

57.Which is an enhancement operator basically enhances the conceptual richness of an icon:

    a. COM

    b. CON

    c. **ENH**

    d. INV

58.Which is an inversion operator uses the icon in an inverted manner:

    a. **INV**

    b. INT

    c. COM

d. CON

59. The principles of UI design are:

    a. Structured principle

    b. Simplicity principle

    c. Visibility principle

    d. Feedback principle

    e. **All of these**

60. What are the types of UI design:

    a. Graphical User Interface

    b. Command Line Interface

    c. Voice User Interface

    d. **All of these**

61. The following rules keep the user interface for dialog management and other applications:

    a. Keep the user interface attractive and simple

    b. Maintain consistency

    c. Control the interaction

    d. Sound effect

    e. Medium of touch

    f. **All of these**

62. Iconic algebra is used to construct the _____

    a. Complex icons

    b. Icon semantics

    c. **Both a & b**

    d. None of these

63. Which is necessary to get better resolution on the displaying screen:

    a. Icon algebra

    b. **Icon purity**

    c. Icon textual

    d. All of these

64. How many parameters can fuzzy icon can be designed_____

    a. 2

    b. 4

    c. 5

    d. **6**

    e.

65. A graphical query language popularly known as:

    a. **QBD***

    b. QDB*

    c. DQB*

    d. BQD*

    e.

66. QBD* is used to

    a. Investigate the navigational

    b. Diagrammatic entity relationship

    c. **Both a & b**

    d. None of these

67. Which word represents the designing process of the iconic system:

    a. **Fuzzy**

    b. Cozy

    c. Musty

    d. Mossy

68. The fuzzy designing process requires the following systems:

    a. Designing the icon

    b. Selecting the application areas

    c. Constructing the corpus of icon

    d. Connect the word with icon

    e. **All of these**

1. _____ enables one to explore the resources of Windows:
a. **API**
b. CPP
c. MFC
d. ATL

2. Which application we will use to make program more portable:
a. **WindowsAPI**
b. WindowApp
c. MFC
d. None of these

3. The Win32API supports:
a. 16-bit Windows
b. 32-bit Windows
c. 64-bit Windows
d. **All of these**

4. Win32Program utilizes a central function called:
a. Main
b. App
c. **WinMain**
d. None of these

5. The arguments of the WinMain() function are mandatory and it communicate with:
a. Operating System
b. Hardware
c. Kernel
d. None of these

6. Which is the parameter of the WinMain():
a. HInstance
b. hPrecInstance
c. LPSTR lpCmdLine
d. Int nCmdShow
e. **All of these**

7. Which is used to install and configure the service application:
a. **Administration and Management**
b. Networking
c. Archie

d. Gopher

8. _____ is done by pressing the restart button while the computer is on:
a. Cold boot

b. **Warm boot**

c. Both a and b

d. None of these

9. _____ is done by pressing the power switch when it is turned off:

a. **Cold boot**

b. Warm boot

c. Both a and b

d. None of these

10. What is the full form of BIOS-ROM:

a. **Basic Input Output System – Read Only Memory**

b. Binary Input Output System – Read Only Memory

c. Binary Input Output System – Random Only Memory

d. Basic Input Output System – Random Only Memory

11. VRML stands for:

a. Virtual Reality Model Language

b. **Virtual Reality Modeling Language**

c. Virtual Read-only Modeling Language

d. Virtual Reality Mode Language

12. HTML stands for:

a. Hyper Text Meta Language

b. High Text Markup Language

c. **Hyper Text Markup Language**

d. High Test Markup Language

13. WPF stands for:

a. Windows Presentation Function

b. **Windows Presentation Foundation**

c. Windows Procedure Foundation

d. None of these

14. WCF stands for:

a. Windows Computer Foundation

b. **Windows Communication Foundation**

c. Windows Central Foundation

d. None of these

15. RPC stands for:

a. Remote Presentation Call

b. Radio Presentation Call

c. **Remote Procedure Call**

d.   None of these

16. SNMP stands for:

a.   Secure Network Management Protocol

b.   **Simple Network Management Protocol**

c.   Secured Network Management Procedure

d.   Simple Network Management Procedure

17. HTTP stand for:

a.   Hyper Text Tele Protocol

b.   **Hyper Text Transfer Protocol**

c.   Hyper Text Transfer Procedure

d.   Hyper Tele Transfer Procedure

18. FTP stands for:

a.   File Transaction Protocol

b.   **File Transfer Protocol**

c.   Format Transfer Protocol

d.   Formal Transfer Protocol

19. DNS stands for:

a.   Domain Network System

b.   **Domain Name System**

c.   Data Name System

d.   Data Name Service

20. BITS stands for:

a.   Binary Intelligent Transfer Service

b.   **Background Intelligent Transfer Service**

c.   Background Integrated Transfer Service

d.   Binary Integrated Text Service

21. WWW stands for:

a.   World Web Wide

b.   **World Wide Web**

c.   Web Wide World

d.   None of These

22. XML stands for:

a.   **eXtensible Markup Language**

b.   eXtra Markup Language

c.   eXtensible Mode Language

d.   None of these

23. URI stands for:

a.   Universal Resource Identifier

b.   **Uniform Resource Identifier**

c. Uniform Resource Identification

d. Universal Resource Identification

24. TCP/IP stands for:

a. Transfer Control Protocol / Internet Protocol

b. **Transmission Control Protocol / Internet Protocol**

c. Transfer Configuration Protocol / Internet Protocol

d. None of these

25. CSP stands for:

a. Cryptographic System Provider

b. **Cryptographic Service Providers**

c. Computer Service Provider

d. Cryptographic Service Protocol

26. _____ is a standard by which internet names are translated to their corresponding IP addresses:

a. DSP

b. DSW

c. **DNS**

d. DLL

27. _____ is supported by TCP/IP client accessing Web document on Web server:

a. **Web Browsers**

b. Operating System

c. Windows

d. None of these

28. What is return type of InitInstance:

a. **bool**

b. int

c. char

d. double

29. In Win32 which function is used to create application:

a. **WinMain**

b. WinApp

c. WinAPI

d. None of these

30. Security protects the data from:

a. Authorized accessing

b. **Unauthorized accessing**

c. Administrator accessing

d. None of these

31. Which function handle the key container:

a. CryptoAPI

b. **CryptAcquireContext**

c. CAPICOM

d. CryptoGraphics

32. The MFC library is a predefined set of:

a. Data types

b. Function

c. Classes

d. Constant

e. **All of these**

33. Which class is used to display something on screen:

a. **CWinApp**

b. MFC

c. CWinAPI

d. None of these

34. Which function is provide by CWinApp to display something on screen:

a. Start()

b. Load()

c. Close()

d. **InitApplication()**

35. Where the fundamental classes of MFC are declared:

a. **afxwin.h**

b. include.h

c. graphics.h

d. conio.h

36. What is included by frame of window:

a. Location

b. Dimension

c. Borders

d. **All of these**

37. Which class is used by MFC to create the frame:

a. CMainFrame

b. **CFrameWnd**

c. CMainWnd

d. None of these

38. Which class is used to create a Window frame:

a. **CFrameWnd**

b. CMainFrame

c. CMainWnd

d. None of these

39. Which function is associated with window frame:

a. InitApp()

b. Stop()

c. Destroy()

d. **Create()**

40. Which is the base class of CWinApp:

a. **CWinThread**

b. CWin

c. CWin_Tread

d. CThread

41. Which function is called to display the frame in resultant window:

a. CloseWindow()

b. **ShowWindow()**

c. DeleteWindow()

d. None of these

42. Which file is required to export the DLL function:

a. **A.def**

b. A.dll

c. A.exe

d. None of these

43. Which function is used to create DLL files:****

a. **DllMain**

b. DefMain

c. Main

d. Void_main

44. Which keyword is used to declare the variable and function to specify the external link:

a. **extern**

b. void

c. this

d. new

45. Which macro is used to handle the command message:

a. **ON_COMMAND**

b. ON_LBUTTONDOWN

c. ON_RBUTTONDOWN

d. ON_LBUTTONDBLCLK

46. Which class is used to handle the windows message and control notification:

a. **CWnd**

b. CFrameWnd

c.   CMDIFrameWnd

d.   CView

47.   Which classes are included by CWnd class:

a.   CFrameWnd

b.   CMDIFrameWnd

c.   CView

d.   CMDIChildWnd

e.   **All of these**

48.   MVC stands for:

a.   **Model View Controller**

49.   Which key events are identified by wParam:

a.   Shift

b.   Ctrl

c.   **Both a and b**

d.   None of these

50.   Which class is provided by MFC library:

a.   **CScrollView**

b.   CView

c.   CFrame

d.   None of these

51.   Web browser can access:

a.   Client computer

b.   Application Programs

c.   **Web Pages**

d.   All of these

52.   Which protocol is supported by web browser:

a.   TCP/IP

b.   IP

c.   TCP

d.   **All of these**

53.   A browser can support:

a.   Hyper Text

b.   Images

c.   Sound Files

d.   Flash Animations

e.   **All of these**

54.   Security is implemented by:

a.   Crypto API

b.   Cryptographic Service Providers

c.   CAPICOM

d.   **All of these**

55. Security protects data from:

a.   Fire

b.   Flood

c.   Unauthorized access

d.   **Authenticated user**

56. CSP contains a key that is stored in....

a.   Web Browser

b.   Text files

c.   Encrypted files

d.   **Key Database**

57. The parameters for Create() function are:

a.   LPCTSTR lpszClassName

b.   LPCTSTR lpszWindowName

c.   DWORD dwStyle

d.   lpszMenuName

e.   **All of these**

58. Which function is essential for DLL files:

a.   **DllMain**

b.   DefMain

c.   VoidMain

d.   Main

59. Parameter contains:

a.   ID

b.   wParam

c.   lParam

d.   **All of these**

60. Which is the Scroll message handler:

a.   WM_VSCROLL

b.   WM_HSCROLL

c.   **Both a and b**

d.   None of these

61. Which is the base class for Bitmap:

a.   **CBitmap**

b.   CView

c.   CScrollView

d.   None of these

62. Which function load bitmap image into CBitmap object:

a.   **LoadBitmapW**

b.   StartBitmap

c.   DeleteBitmap

d.   None of these

63. Which function is used to get size of scrolls:

a.   **GetDeviceScrollSizes()**

64. Which is the parent of all MFC view classes:

a.   CDocView

b.   CTableView

c.   CScrollView

d.   **CView**

65. The nMapMode argument holds a mapping mode that is:

a.   MM_TEXT

b.   MM_HIMETRIC

c.   MM_TWIPS

d.   MM_HIENGLISH

e.   **All of these**

66.   _____ handles the connections from client and can provide several independent screens:

a.   Client

b.   **Server**

c.   Both a and b

d.   None of these

67. What is required to provide the control for X server:

a.   Client's hostname

b.   IP address

c.   **Both a and b**

d.   None of these

68. By which program we can manipulate the access control list:

a.   **Xhost**

b.   Xhost+hostname

c.   Xhost-hostname

d.   None of these

69. We can add a host to the list with:

a.   Xhost

b.   **Xhost+hostname**

c.   Xhost-hostname

d.   None of these

70. We can remove host from the list with:

a. Xhost

b. Xhost+hostname

c. **Xhost-hostname**

d. None of these

71. DECNET stands for:

a. **Digital Equipment Corporation Networking**

72. X contains:

a. X Protocol

b. X Display Server

c. X Client

d. Xlib routines

e. **All of these**

73. X was developed to create a platform-independent network-based:

a. A complete OS

b. **Graphical User environment**

c. Both a and b

d. None of these

74. The X window protocol has the server that provides the _____ windowing mechanism:

a. Advance basic

b. Advance

c. **Basic**

d. None of these

75. Server handles the connections from _____ and can provides several independent screens:

a. Other servers

b. **Clients**

c. Internet

d. None of these

76. The function of the X Window is:

a. Establish a connection with the X server

b. Create a window

c. Create X resources

d. Wait, detect and perform event

e. **All of these**

77. The X windows system is GUI and is entirely based on:

a. Microsoft Windows

b. Macintosh Operating System

c. **Both a and b**

d. None of these

78. The X-Term terminal emulator and the user interface that supports:

a. Window

b. Mouse

c. Keyboard

d. **All of these**

79. It is used to listen to the network connections at a specific port is called:

a. X Client

b. **X Server**

c. X Window

d. X application

80. X Server supports:

a. Single Window Mode

b. Multiple Window Mode

c. **Both a and b**

d. None of these

81. Which network protocol is supported by X:

a. TCP/IP

b. DECNET

c. STREAMS

d. **All of these**

82. Which variable is used to determine where the x server is located:

a. **Display**

b. Search

c. Both a and b

d. None of these

83. What is the name of function that is added for WM_KEYDOWN:

a. **OnKeyDown**

b. OnKeyUp

c. Both a and b

d. None of these

84. Which is the parameters / arguments of OnKeyDown function:

a. nChar

b. nRepCnt

c. nFlags

d. **All of these**

85. Which function is used to set cursor:

a. **SetCursor**

86. In OnKeyDown which argument represent the number of times of key pressing:

a. nChar

b. **nRepCnt**

c.   nFlags

d.   None of these

87. Which argument keeps a combination flag that checks whether key is being pressed at the same time with the other keys:

a.   nChar

b.   nRepCnt

c.   **nFlags**

d.   None of these

88. The Class Wizard is use function for WM_SETCURSOR message:

a.   **OnSetCursor**

89. To register your own window class containing the desired mouse pointer by using:

a.   AfxRegisterClass()

b.   AfxRegisterWndClass()

c.   **Both a and b**

d.   None of these

90. Which class refers to the co-ordination point of screen:

a.   **CPoint**

91. In which namespace cursor are stored:

a.   **Cursor namespace**

92. Which is the property of the panel control:

a.   Location

b.   Size

c.   Border Style

d.   Cursor

e.   **All of these**

93. Which is the protective mechanism that lies between the computer network and the Internet to protect from malfunctions and network-based security threats:

a.   **Firewall**

b.   Archie

c.   Finger

d.   Active attacks

94. Which indicator represents the position of the mouse on a screen:

a.   **Cursor**

b.   Mouse

c.   Keyboard

d.   None of these

95. Which program is used for searches files anywhere on the network by the filename:

a.   **Archie**

b.   Firewall

c.   Finger

d.   Active attacks

1.   VLCs means

    a.   **Visual Language Compiler**

    b.   Visual Location Operator

    c.   Vector Location Operator

    d.   Vector Language Compiler

2.   VLC is used to _____

    a.   Design

    b.   Compile visual

    c.   Windows programs

    d.   **All of these**

    e.

3.   Which compiler is a frequently-used VLC that enables interactive learning

    a.   **SIL-ICON**

    b.   SILICON

    c.   SILI-CON

    d.   SILIC-ON

4.   Who introduced the SIL-ICON compiler and where:

    a.   Dave John at Calctech in 1979

    b.   **Dave Johannsen at Calctech in 1979**

    c.   James Gosling at Calctech in 1979

    d.   Dave Johannsen at Calcutta in 1979

5.   _____ also known as assembling of predefined blocks of layout:

    a.   **SIL-ICON**

    b.   VLC

    c.   VHIC

    d.   VHDL

6.   ID means

    a.   Interrupt Dictionary

    b.   **Icon Dictionary**

    c.   Input Dictionary

    d.   Inkjet Dictionary

7.   OD means

    a.   **Operator Dictionary**

    b.   Output Dictionary

    c.   Operand Dictionary

    d.   Operation Dictionary

8. Which is helpful to create icons for the programming part:

    a.   **OD**

    b.   ID

    c.   DOS

    d.   SIL-ICON

9. Which accepts symbolic images and logical icons as input values

    a.   **OD**

    b.   ID

    c.   VLC

    d.   SIL-ICON

10. _____ is also an iconic language system used for augmentative communication by people with speech disabilities:

    a.   Smiley

    b.   **Minspeak**

    c.   Maxspeak

    d.   None of these

11. VICON works as

    a.   **Visual icon manager**

    b.   Visual icon task

    c.   Vector icon manager

    d.   Visual icon management

12. A multidimensional sentence is the combination of an

    a.   ICON

    b.   EARCON

    c.   MICON

    d.   TICON

    e.   VICON

    f.   **All of these**

13. Which stores the icons used in a visual program:

    a.   **ID**

    b.   OD

    c.   VLC

    d.   EARCON

14. Which represents the size of the icon structure which is measured in bytes

    a.   WORD hWnd

b. **DWORD hWnd**

c. DWORD gWmd

d. DWORD gWnd

15. Which statement handles the Window to receive the notifications of icon area:

a. **UINT uID**

b. UINT uFlags

c. UINT

d. HICON

16. Which statement indicates that other members involved in this contain valid data:

a. UINT uID

b. **UINT uFlags**

c. UINT

d. HICON

17. Which handles the customized notifications area icon

a. GUID guidItem statement

b. HICON hBallonIcon

c. **Both a & b**

d. None of these

18. The physical interpretation of an icon image considers the following:

a. Design of an icon image

b. Selection of caption associated with the image

c. The context in which the icons appears

d. **All of these**

19. Who defined 'Iconography' as a finite set of icons and an iconic sentence as an iconic structure formed according to specific rules

a. **Korfhage**

b. Korley

c. Deword

d. None of these

20. The visual programming language compiler checks

a. Level of language

b. Scope of language

c. Visibility

d. **All of these**

21. Who implement the icons in the program by selected icon ID

a. visual programming

b. visual language

c. **visual language compiler**

d. none of these

22. The types of icon ID can be
    a.   Object icon
    b.   Transparent icon, command icon
    c.   Icon instance, icon copy
    d.   **All of these**

23. WIMP means
    a.   Windows, Images, Menus and Paints
    b.   Webs, Images, Menus and Pointers
    c.   **Windows, Icons, Menus and Pointers**
    d.   None of these

24. In WIMP, icons are defined to provide_____ to the resultant output
    a.   Verbalization
    b.   **Visualization**
    c.   Both a & b
    d.   None of these

25. RealWorld is an icon editor which is properly used for
    a.   Editing icon
    b.   **Creating icon**
    c.   Both a & b
    d.   None of these
    e.

26. Icons are of varying size from
    a.   2*2 pixel to 256*256 pixel
    b.   1*2 pixel to 255*256 pixel
    c.   3*3 pixel to 256*256 pixel
    d.   **1•1 pixel to 256•256 pixel**

27. An iconic sentence has two forms named
    a.   Action sentence and Operator Sentence
    b.   Icon sentence and background Sentence
    c.   **Action sentence and background loading command**
    d.   None of these

28. In iconic sentence which sentence keeps the first form and which keeps the second form
    a.   **Action sentence and background loading command**
    b.   Action sentence and Action loading command
    c.   Background loading command and Action sentence
    d.   background sentence and background loading command

29. Action sentence is made up of
    a.   5 parts

b. 2 parts

c. **3 parts**

d. 4 parts

30. The parts of action sentence are:

a. PLAYthing

b. Design action of the icon

c. Modifier

d. **All of these**

31. How many attributes has generalized icons:

a. **2**

b. 3

c. 4

d. 5

e.

32. First attribute of the generalized icon keeps the

a. Icon name

b. Menu

c. Relationship

d. **Both a & b**

33. Second attribute of the generalized icon keeps the

a. Icon name

b. Menu

c. **Relationship**

d. Both a & b

34. The VICON example specifies the

a. IS-A

b. IN-FRONT-OF

c. ON-TOP

d. BEHIND

e. ATTACHED-TO

f. **All of these**

g.

35. Which icon is used for representing the real object and maintaining the icon relation

a. **Object icon**

b. Transparent icon

c. Command icon

d. All of these

36. Which refers to a mask property for an object icon

    a.   Object icon

    b.   **Transparent icon**

    c.   Command icon

    d.   All of these

37. Which construct to apply the set of icon by the property of object icon

    a.   Object icon

    b.   Transparent icon

    c.   **Command icon**

    d.   All of these

38. OOER means

    a.   Object Oriented Entity Relation

    b.   Operator Oriented Entity Relation

    c.   **Object Oriented Entity Relationship**

    d.   Optical Object Entrance Relation

39. The second level of visual language compiler shares the

    a.   Object

    b.   **Class**

    c.   Sentence

    d.   All of these

    e.

40. The second level of visual language compiler implements the _____ of visual sentence

    a.   **Structure**

    b.   Class

    c.   Sentence

    d.   All of these

41. The three techniques are used for implementing the visual language specification are known as :

    a.   Grammatical approach

    b.   Logical approach

    c.   Procedural approach

    d.   **All of these**

42. Which is the main function of parser:

    a.   **Source program conforms to the language definition**

    b.   Translate link source to library

    c.   Source program conforms to logical definition

    d.   All of these

43. A visual language characterized with a set of attributes which can be classified as

    a.   Syntactic attribute

    b.   Graphical attribute

    c.   Semantic attribute

    d.   **All of these**

    e.

44. The object's appearance can be characterized by:

    a.   Syntactic attribute

    b.   **Graphical attribute**

    c.   Semantic attribute

    d.   All of these

    e.

45. The graphical attributes are:

    a.   Position

    b.   Size

    c.   Shape

    d.   Color

    e.   Name

    f.   **All of these**

46. Which attribute is responsible for the object's spatial arrangement on the screen:

    a.   Syntactic attribute

    b.   **Graphical attribute**

    c.   Semantic attribute

    d.   All of these

    e.

47. Which is used for associating semantics with a graphical object:

    a.   Syntactic attribute

    b.   Graphical attribute

    c.   **Semantic attribute**

    d.   All of these

48. What are the interconnections state:

    a.   Start, predicate and function

    b.   Predicate and function

    c.   Predicate and halt

    d.   **All of these**

49. RAID means

    a.   **Redundant array of inexpensive disk**

    b.   Rebounding array for inexpensive disk

    c.   Redundant array of expensive disk

    d.   Redundant array for inexpensive disk

50. Which can be modified without affecting the original icon

a. Icon instance

b. **Icon copy**

c. Command icon

d. Object icon

51. An icon relation is the example of :

a. Transparent icon

b. Icon instance

c. Icon copy

d. **Object icon**

52. The visual icon manager is implemented with structure

a. Oriented LISP editor

b. InterLISP–D text editor

c. InterLISP–M text editor

d. Both a & b

53. The actions of robot are controlled by:

a. One microprocessor

b. Two microprocessor

c. **One or many microprocessor**

d. None of these

54. Which refers to a small pictogram used to supplement the normal alphanumerics of the computer

a. Visual language

b. **Icon**

c. Compiler

d. Icon copy

55. Which refers to a set of practices by which images can be used to communicate concepts

a. **Visual language**

b. Icon

c. Icon object

d. Icon copy

e.

56. Which icon is used for serving the model of visual language compiler:

a. statementchart

b. **statechart**

c. stateclipchart

d. clipart

e.

57. The operator dictionary is used by the visual language is:

    a.   Compiler to solve

    b.   Interpret the dictionary entries

    c.   **Both a & b**

    d.   None of these

58. The design methodology is used to:

    a.   **Deal with the complete iconic system**

    b.   Contact with the complete iconic system

    c.   Deal with the complete object system

    d.   Contact with the complete object system

59. The OOER approach to visual programming enables:

    a.   Designers

    b.   Clients to make plan

    c.   Work accordingly

    d.   **All of these**

60. Which represent an object icon having mask property:

    a.   Object icon

    b.   **Transparent icon**

    c.   Command icon

    d.   Icon copy

---

1. In Microsoft Windows, which are embedded:

a.   DLL

b.   EXE

c.   CPL

d.   **All of these**

2. Which is not the Windows resource:

a.   Dialog Box

b.   Menus

c.   Pop-up menus

d.   **None of these**

3. In which file the compiler manage the various objects which are use in windows programming:

a.   **Text file**

b.   Resource file

c.   Control file

d.   Objfile

4. Which component prevents attacks from malicious and foreign program:

a. **Firewall**

b. Resources

c. Windows

d. None of these

5. Antivirus is used to catch:

a. Worms

b. Rootkits

c. Spywares

d. Virus

e. **All of these**

6. Which is not the antivirus software:

a. Windows Vista antivirus

b. Spyware antivirus

c. Avast antivirus

d. Norton antivirus

e. Kaspersky antivirus

f. **None of these**

7. Which element's file format is .RC:

a. Menu

b. Dialog

c. String

d. User-defined resource

e. Version information

f. Header file

g. Accelerator

h. **All of these**

8. Match the following:

i.	Cursor	a:	FNT
ii.	Bitmap	b:	ICO
iii.	Icon	c:	BMP
iv.	Font	d:	CUR

b. i-a, ii-c, iii-d, iv-b

c. **i-d, ii-c, iii-b, iv-a**

d. i-a, ii-b, iii-c, iv-d

e. i-c, ii-a, iii-d, iv-b

9. In resource editor what is the default name of newly created dialog:

a. **IDD_DIALOG1**

b.   DLG_DIALOG1

c.   ID_DIALOG1

d.   None of these

10. Which header file contains string and other mapping macros:

a.   string

b.   **tchar.h**

c.   cstring.h

d.   resources.h

11. The Dialog controls are referenced using:

a.   CWnd pointer

b.   Index number

c.   **Both a and b**

d.   None of these

12. Class Wizard can generate statements to call the MFC_____ functions for moving the information back and forth between the screen and the data members in dialog box:

a.   Data transfer and dispose

b.   **Data exchange and data validation**

c.   Both a and b

d.   None of these

13. Which dialog box force to user to do any action:

a.   **Modal**

b.   Modeless

c.   Both a and b

d.   None of these

14. Which is dialog control initialization function:

a.   OnDialog

b.   **OnInitDialog**

c.   InitDialog

d.   StartDialog

15. Which function is used to create Modal dialog box:

a.   CreateModal()

b.   **DoModal()**

c.   DrawModal()

d.   Modal()

16. Which function is create for cancel button event of dialog box:

a.   OnInitCancel()

b.   **OnCancel()**

c.   CancelClick()

d.   OnClickCancel()

17. Which function is used for converting an ID to a CWnd pointer is provided by the MFC library:

a.   CWnd::GetItem

b.   CWnd::GetPointer

c.   **CWnd::GetDlgItem**

d.   CWnd::GetDlgPointer

18. Match the following:

i.	Animation	a: CEdit
ii.	Button	b: CComboBox
iii.	Combo box	c: CButton
iv.	Edit box	d: CAnimateCtrl

b.   i–a, ii–c, iii–d, iv–b

c.   i–c, ii–b, iii–d, iv–a

d.   **i–d, ii–c, iii–b, iv–a**

e.   i–c, ii–a, iii–d, iv–b

19. Match the following:

i.	Header	a: CComboBoxEx
ii.	Hotkey	b: CImageList
iii.	Image list	c: CHotKeyCtrl
iv.	Extended combo box	d: CHeaderCtrl

b.   i–a, ii–c, iii–d, iv–b

c.   **i–d, ii–c, iii–b, iv–a**

d.   i–d, ii–a, iii–c, iv–b

e.   i–c, ii–a, iii–d, iv–b

20. Which function is used to convert a CWnd pointer to a control ID, in MFC library:

a.   **GetDlgCtrlID()**

b.   GetPointer()

c.   GetDlgItem()

d.   GetDlgPointer()

21. In VisualC++, which menu adds 'Resources':

a.   **Insert**

b.   Project

c.   Build

d.   Tools

22. Buttons and other utilities can be accessed through the _____ menu:

a.   Insert

b.   **Layout**

c.   Tools

d.   Window

23. Which is not the Dialog style:

a.   Title bar

b.   System menu

c.   Maximize box

d.   Minimize box

e.   Clip siblings

f.   Clip children

g.   Horizontal scroll

h.   Vertical scroll

i.   **None of these**

24. Match the following:

i.	IDS	a: A dialog box resource
ii.	IDM	b: A menu resource
iii.	IDC	c: A string resource
iv.	IDD	d: A command identifier

b.   i–a, ii–c, iii–d, iv–b

c.   **i–c, ii–b, iii–d, iv–a**

d.   i–a, ii–b, iii–c, iv–d

e.   i–c, ii–a, iii–d, iv–b

25. Match the following:

i.	IDA	a: A bitmap resource
ii.	IDI	b: A custom resource
iii.	IDB	c: An accelerator table resource
iv.	ID	d: A Icon and bitmap resource

b.   i–a, ii–c, iii–d, iv–b

c.   i–c, ii–b, iii–d, iv–a

d.   **i–c, ii–d, iii–a, iv–b**

e.   i–c, ii–a, iii–d, iv–b

26. Which two kinds of Dialog are:

a.   Modal

b.   Modeless

c.   **Both a and b**

d.   None of these

27. Which keyword is used to store Icons in resource files:

a.   **ICON**

b.   iconfile.ico

c.   Icon design

d.   None of these

28. A 16*16 size Icon support_____ colors:

a. **16**

b. 256

c. 512

d. 65536

29. Which function is provided by win32API for loading icons, bitmaps and cursors:

a. Load Icon

b. Load Bitmaps

c. **Load Image**

d. Load Cursor

30. In which toolbar Lines, curves, rectangle, text, ellipse tools are available:

a. Drawing toolbar

b. **Graphics toolbar**

c. Formatting toolbar

d. None of these

31. What is the size of Large Icon:

a. 16*16

b. **32•32**

c. 64*64

d. 128*128

32. Which parameters are used by LoadString() function:

a. hInstance

b.
uID

c. lpBuffer

d. nBufferMax

e. **All of these**

33. Which function returns the number of characters that are actually written into the string:

a. **LoadString**

b. UpdateString

c. RemoveString

d. CreateString

34. Keyboard Accelerators are processed by calling_____function:

a. **TranslateAccelerator()**

b.   PreTranslateAccelerator()

c.   Translate()

d.   None of these

35. Windows message is related to:

a.   **WM_CONTEXTMENU**

b.   WM_COMMANDLINE

c.   WM_COMMAND

d.   None of these

36. The ultimate ancestor for all classes in the .Net framework and the equivalent of the C# object class. Part of the system namespace is called:

a.   MarshalByRefObject

b.   Component

c.   **Object**

d.   Menu

37. An object with a distributed identifies whose state is only valid in the context where it was created. Part of the system namespace is called:

a.   Component

b.   Object

c.   Menu

d.   **MarshalByRefObject**

38. A MarshalByRefObject that can exit within a container part of the System. Component Model namespace is called:

a.   **Component**

b.   Menu

c.   MarshalByRefObject

d.   Object

39. The abstract base class for all menu object, the part of System.Windows.Forms namespace is called:

a.   MarshalByRefObject

b.   Component

c.   Object

d.   **Menu**

40. Which are the public properties for Menu class in the .Net framework:

a.   Handle

b.   IsParent

c.   MdiListItem

d.   MenuItems

e.   **All of these**

41. Which are the public function for Menu class in the .Net framework:

a.   GetContextMenu

b.   GetMainMenu

c.   MergeMenu

d.   **All of these**

42. Which are the public events for Menu class in the .Net framework:

a.   **Disposed**

b.   Handle

c.   IsParent

d.   None of these

43. Which are the public events for MenuItem class in the .Net framework:

a.   Click

b.   DrawItem

c.   MeasureItem

d.   Popup

e.   Select

f.   **All of these**

44. Which are the public functions for MenuItem class in the .Net framework:

a.   CloneMenu

b.   MergeMenu

c.   PerformClick

d.   PerformSelect

e.   **All of these**

45. Which are the public properties for MenuItem class in the .Net framework:

a.   Checked

b.   Enabled

c.   Index

d.   MergeOrder

e.   OwnerDraw

f.   **All of these**

46. Which are not the public properties for MenuItem class in the .Net framework:

a.   Parent

b.   RadioCheck

c.   Shortcut

d.   ShowShortcut

e.   Text

f.   Visible

g.   **None of these**

47. Which are the type of menus in Windows application:

a.   System menu

b.   Pop-up menu

c.   Drop-down menu

d.   **All of these**

48. System menus contain commands for:

a.   Restoring

b.   Moving

c.   Size

d.   Minimizing

e.   Maximizing

f.   Closing

g.   **All of these**

49. System menu is displayed by:

a.   Clicking the right mouse button

b.   Pressing the Alt spacebar

c.   **Both a and b**

d.   None of these

50. Which function is used to load the menu:

a.   **LoadMenu()**

b.   AppendMenu()

c.   CreateMenu()

d.   InsertMenu()

51. When the user select an item from the menu which message is generated:

a.   **WM_COMMAND**

b.   ON_COMMAND

c.   WM_PAINT

d.   None of the

52. Which macro of MFC creates a message map entry:

a.   ON_PAINT

b.   ON_LBUTTONCLK

c.   **ON_COMMAND**

d.   ON_RBUTTONCLK

53. Which function appends the new items at the end of existing items:

a.   **AppendMenu()**

b.   LoadMenu()

c.   CreateMenu()

d.   InsertMenu()

54. Which variable has been used to make sure that the same menu item do not keep getting appended or removed more than once:

a.   count

b.   **flag**

c.   this

d.   None of these

55. Which menu is added with a menu for the purpose of setting the appearance of the displayed image within the window:

a.   **Submenu**

b.   System menu

c.   Pop-up menu

d.   None of these

56. Which tools are provided by Windows for text editing:

a.   Edit control

b.   Windows rich edit common control

c.   **Both a and b**

d.   None of these

57. In MFC which classes are used for text editing:

a.   CEditView

b.   CRichEditView

c.   **Both a and b**

d.   None of these

58.   In CEditView class, the limitation of text size:

a.   **64 KB**

b.   32 KB

c.   128 KB

d.   16 KB

59. Which function is used to set the size and position of the edit window:

a.   SetTextPos()

b.   **SetWindowPos()**

c.   SetWindowText()

d.   None of these

60. Which function is used to retrieves plain text from the control:

a.   **GetWindowText()**

b.   SetWindowText()

c.   GetText()

d.   GetModify()

61.   Which function is used to store plain text in the control:

a.   **SetWindowText()**

b.   SetWindowPos()

c.   SetTextPos()

d. SetText()

62. Which function is used to gets a flag that indicates whether the user has selected text:

a. GetModify()

b. **GetSel()**

c. GetText()

d. None of these

63. Which function is used to sets the control's default format characteristics:

a. SetSelectionCharFormat()

b. SetModifyCharFormat()

c. **SetDefaultCharFormat()**

d. None of these

64. Which function is used to set the format characteristic of the selected text:

a. **SetSelectionCharFormat()**

b. SetModifyCharFormat()

c. SetDefaultCharFormat()

d. None of these

1. A_____ is an array of bits that specify the color of each pixel in an array of pixels:

a. **Bitmap**

b. Window

c. Image

d. All of these

2. Which windows are used in user interface to display information to the user or to get a response:

a. Images

b. **Dialogs**

c. Both a and b

d. None of these

3. The_____ supports the Windows animation technology:

a. Windows Ctrl

b. Windows

c. Windows Supervisor

d. **Windows animation manager**

4. Windows animation is also known as:

a. **Programmatic interface**

b. User interface

c. Graphics interface

d.   Network interface

5.   AVI stands for:

a.   Audio-Video Interleaved

b.   Audio-Video Interface

c.   Audio-Video Integration

d.   None of these

6.   To compile all types of Visual graphics programs, which vector and graphics programming interface we need:

a.   Direct2D

b.   Direct3D

c.   GDI+

d.   All of these

7.   The term animation include the series and sequence of:

a.   Graphics

b.   Images

c.   Pictures

d.   All of these

8.   The format supported by Visual Studio:

a.   .dat

b.   .mpg

c.   .avi

d.   .3gp

9.   Which Adobe software is frequently used to animate the graphics:

a.   Photoshop

b.   Flash

c.   PageMaker

d.   MS-Paint

10.   Which statement we use to make the animation in the centered position of the specified area:

a.   ACS_CENTER

b.   ACS_AUTOPLAY

c.   ACS_TRANSPARENT

d.   All of these

11.   In which class the flag ACS_TRANSPARENT is set:

a.   CAnimationCtrl

b.   CAnimationAlt

c.   Both a and b

d.   None of these

12.   Which function makes the animation play from the specified number to the nTo frame:

a.   STOP

b. **SEEK**

c. CLOSE

d. OPEN

13. Which ActiveX object is used to play Flash video or clip:

a. Flash Shockwave Object

b. Shockwave Object

c. **Shockwave Flash Object**

d. None of these

14. The font is taken as:

a. **GDI Object**

b. MFC

c. API

d. None of these

15. Which function is used to select the font:

a. **CDC::SelectObject()**

b. CDC::DeleteObject()

c. CDC::CreateObject()

d. None of these

16. Which is the Base class of font:

a. CSize

b. **CFont**

c. CString

d. CView

17. What the function return if the problem occurs while selecting the font:

a. TRUE

b. FALSE

c. **NULL**

d. All of these

18. How many types of font:

a. Three

b. Five

c. Seven

d. **Two**

19. The type of font that refers to the independent device is known as:

a. **TrueType**

b. FalseType

c. Both a and b

d. None of these

20. The type of font that is device-dependent is known as:

a. **Window display system font**

21. Which function is used to create the font:

a. CFont::DeleteFont()

b. CFont::SelectFont()

c. **CFont::CreateFont()**

d. None of these

22. Which control can be used to display text, drawing or picture:

a. **Static**

b. Edit

c. Rich Edit

d. Progress

23. In Windows Control Which types of controls are used:

a. Text-based

b. List-based

c. Progress control

d. Rich Edit control

e. Static control

f. **All of these**

24. Which is the parent class of CButton:

a. CWin

b. **CWnd**

c. Both a and b

d. None of these

25. Which class name is used to create a child window frame for an MDI application:

a. **MDICLIENT**

b. MDISERVER

c. Both a and b

d. None of these

26. Which button is used to display the grids:

a. **Toggle Grid Button**

b. Toggle Guides Button

c. Both a and b

d. None of these

27. Which button is used to hide the grid:

a. Toggle Grid Button

b. **Toggle Guides Button**

c. Both a and b

d. None of these

28. Which function is used to return the value for a rectangle:

a.   **GetWindowRect()**

b.   GetClientRect()

c.   GetServerRect()

d.   None of these

29. The object are used to display:

a.   Icons

b.   Bitmap

c.   Text

d.   Geometric shapes

e.   Animated pictures

f.   **All of these**

30. Which class is used with static control in VC++ MFC library:

a.   **CStatic**

b.   _

c.   _

d.   _

31. Which control in Visual C++ is used to display the text or requested text:

a.   Static control

b.   Rich Edit control

c.   **Edit control**

d.   Progress

32. Which variable is used to set the color of text:

a.   **crText color**

b.   crEdit color

c.   Both a and b

d.   None of these

33. The prime function of Windows is to the provide the _____, which are based on GUI:

a.   Windows

b.   Icons

c.   Mouse

d.   Pointer

e.   Scroll-bar

f.   **All of these**

34. Constants and their Corresponding Values

Constant	Value	Constant	Value
FW_DONTCARE	0	FW_BLACK	900
FW_EXTRALIGHT	200	FW_THIN	100

FW_LIGHT	300	FW_ULTRALIGHT	200
FW_NORMAL	400	FW_REGULAR	400
EW_MEDIUM	500	FW_REGULAR	600
FW_SEMIBOLD	600	FW_ULTRABOLD	800
FW_BOLD	700	FW_HEAVY	900
FW_EXTRABOLD	800		

35. The WS_EX_DLGMODALFRAME extended style is inserted at:

a **Run-time**

b Compile-time

c Design-time

d None of these

36. Which is not the color setting of static control:

a SS_BLACKFRAME

b SS_GRAYFRAME

c SS_WHITEFRAME

d **SW_WHITEFRAME**

37. Which function is called to change the caption:

a **CWnd::SetWindowText()**

b CWnd::SelWindowText()

c CWnd::DelWindowText()

d All of these

38. A Psychic Window system is based on the phenomenon of:

a Rekhi

b Emotions

c **Visual telepathy**

d All of these

39. Which constant is used to underline the text:

a   bUnderline

40. The control classes are based on:

a   CWnd

b   WinApp

c   WinAPI

d   All of these

41. The types of Windows are:

a   Parent

b   Child

c   Both a and b

d   None of these

42. The types of Border:

a   Raised Border

b   Sunken Border

c   Both a and b

d   None of these

43. Match the following:

i   CFM_BOLD   a: Strike out the characters

ii   CFM_ITALIC   b: Change the size of characters

iii   CFM_STRIKEOUT   c: Make the characters bold

iv   CFM_SIZE   d: Italicize the characters

b   i–a, ii–c, iii–d, iv–b

c   i–c, ii–d, iii–a, iv–b

d   i–a, ii–b, iii–c, iv–d

e   i–c, ii–a, iii–d, iv–b

44. Match the following:

i   CFM_CHARSET   a: Protect the characters

ii   CFM_FACE   b: Offset the characters

iii   CFM_OFFSET   c: Set the font name

iv   CFM_PROTECTED   d: Access the character set

b   i–a, ii–c, iii–d, iv–b

c   i–c, ii–d, iii–a, iv–b

d   i–a, ii–b, iii–c, iv–d

e   i–d, ii–c, iii–b, iv–a

45. Which system display a part of the application for interacting with the computer system:

a   Windows control

b   Edit control

c   Animation control

d   All of these

1.   Visual C++ is developed by:
a.   IBM
b.   **Microsoft**
c.   Sun Microsystem
d.   Apple

2.   Which language is used for developing operating system:
a.   **Visual C++**
b.   Visual Basic
c.   Visual Foxpro
d.   None of these

3.   Microsoft Visual C++ IDE is designed for:
a.   C
b.   C++
c.   CLI
d.   **All of these**

4.   Visual C++ is _____ based language:
a.   **GUI**
b.   CUI
c.   Both a and b
d.   None of these

5.   API stands for:
a.   Application Power Interface

b.   Application Point Interface
c.   **Application Programming Interface**
d.   None of these

6.   Microsoft Windows has the following windows elements:
a.   Toolbar
b.   Menus
c.   Dialog boxes
d.   **All of these**

7.   Visual C++ is:
a.   Procedure Oriented
b.   **Event-Driven Programming**
c.   Both a and b
d.   None of these

8. The most essential and basic header files that windows programming support:

a. windef.h

b. winnt.h

c. winbase.h

d. **All of these**

9. _____ is a group of data and methods and is used to create a variable :

a. **Class**

b. Object

c. Method

d. Message

10. _____ contains values which the program uses and can be changed as per the   program specifications:

a. Method

b. **Object**

c. Message

d. Class

11. _____ is a function which is defined within the class:

a. Object

b. Class

c. Message

d. **Method**

12. The programming that provides complex solution uses:

a. **MFC**

b. API

c. GUI

d. None of these

13. MFC stands for:

a. Microsoft File Class

b. **Microsoft Foundation Class**

c. Microsoft Form Class

d. None of these

14. The components of Visual C++ includes:

a. Tools

b. Resource Editors

c. ActiveX Template Library

d. **All of these**

15. ATL stands for:

a.   Active Tools Library

b.   **ActiveX Template Library**

c.   Active Template Library

d.   AcidX Template Library

16. The compiler generate _____ file from source file:

a.   EXE

b.   **OBJ**

c.   CPP

d.   C

17. The extension of workspace file is:

a.   EXE

b.   DSP

c.   **DSW**

d.   CPP

18. The extension of project file is:

a.   EXE

b.   **DSP**

c.   DSW

d.   CPP

19. The extension of VC++ resources file is:

a.   RES

b.   RS

c.   **RC**

d.   RCP

20. DLL stands for:

a.   Dynamic Level Library

b.   Direct Link Library

c.   Dynamic Layout Library

d.   **Dynamic Link Library**

21. Templates are stored in:

a.   ATL

b.   **STL**

c.   MFC

d.   DLL

22. Editor for coloring in VC++ that support feature like auto-tabbing , keyboard binding and dynamic syntax:

a.   VI

b.   EMACS

c.   VC++IDE

d. **All of these**

23. Which files the linker reads that are produced by the compiler of C/C++ and the resource compiler:

a. RES

b. OBJ

c. **Both a and b**

d. None of these

24. The Linker allows access for LIB files for:

a. Runtime

b. Source code

c. Execution

d. **All of these**

25. MFC contain #pragma statements are required for:

a. **Library Files**

b. Source Files

c. Resource Files

d. None of these

26. Which tool is used to show running process in tree view:

a. Process Viewer

b. **SPY++**

c. VC++

d. VB

27. In windows95 which tool is used to kill errant hidden processes:

a. Task Manager

b. Process Manager

c. **PVIEW**

d. Explorer

28. Which tool is used to control source code:

a. Source control

b. **Source Safe**

c. Code Safe

d. Code control

29. Registered ActiveX Control in windows:

a. **Gallery**

b. Class Wizard

c. App Wizard

d. Resource Wizard

30. Which file we can Import or Export for user generated gallery items:

a. **OGX**

b. CPP

c. CX

d. DLL

31. Which is directed to a program on occurrence of an event affecting the program:

a. Class

b. **Message**

c. Object

d. Method

32. _____ is a code generate that creates a working framework of Windows applications along with feature source code file names and class names:

a. Class Wizard

b. **App Wizard**

c. Resource Wizard

d. Gallery

33. _____ is a program that is implemented as a DLL:

a. App Wizard

b. **Class Wizard**

c. Gallery

d. Resource Wizard

34. In which menu Class Wizard is available:

a. **View**

b. Insert

c. Tools

d. Table

35. What is used to create a program by App Wizard :

a. **Dialog Box**

b. Combo Box

c. List Box

d. Group Box

36. MFC class library creates :

a. Document programs

b. View Programs

c. **Both a and b**

d. None of these

37. Which class is used to controls the data being used by application:

a. **Document Class**

b. View Class

c. Frame Class

d. Application Class

38. Which class is used for displaying information about the document for the user and for handling interaction :

a. Frame Class

b. Application Class

c. **View Class**

d. Document Class

39. Which class is used for containing physical elements such as view, toolbar and menu:

a. Application Class

b. Document Class

c. View Class

d. **Frame Class**

40. Which class control application level interaction with Windows:

a. View Class

b. **Application Class**

c. Document Class

d. Frame Classes

41. What is handled by CDocument class in MFC application:

a. Information

b. **Data**

c. Methods

d. All of these

42. The interaction between user and the document is handled by:

a. Document Class

b. Application Class

c. **View Class**

d. None of these

43. What type of application is built by AppWizard in MFC:

a. SDI

b. MDI

c. Dialog

d. **All of these**

44. SDI stands for:

a. Simple Document Interface

b. Single Data Interface

c. **Single Document Interface**

d.   Simple Data Interface

45. MDI stands for:

a.   Many Document Interface

b.   Multiple Data Interface

c.   Many Data Interface

d.   **Multiple Document Interface**

46. Which class is created by MFC while creating a project named "Hello" using MFC AppWizard:

a.   CHelloApp

b.   CHelloDoc

c.   CHelloView

d.   **All of these**

47. In a MFC which file contains all standard 'include files:'

a.   **stdafx.cpp**

b.   mainframe.cpp

c.   application.cpp

d.   frame.cpp

48. Events are occurred in any windows application when user ………..

a.   Move mouse pointer

b.   Click mouse

c.   Pressing a key

d.   **All of these**

49. Event messages are sent to……….

a.   CPU

b.   **Window**

c.   Operating System

d.   Monitor

50. Which type of message tell the program about start & close or convey resizing or movement:

a.   **Operating System Messages**

b.   Messages sent to controls

c.   Messages received from a control

d.   None of these

51. All the messages generated by windows program are stored in:

a.   Message Stack

b.   **Message Queue**

c.   Message Memory

d.   All of these

52. Which is used to connect messages sent to a program along with functions meant for handling such messages:

a.   Message Queue

b.   Message Handler

c.   **Message Map**

d.   Windows Procedure

53. Which message is sent when mouse is over the client area:

a.   **WM_MOUSEMOVE**

b.   WM_NCMOUSEMOVE

c.   MOUSEMOVE

d.   NCMOUSEMOVE

54. Which message is sent when mouse is over the menu or caption bar:

a.   WM_MOUSEMOVE

b.   **WM_NCMOUSEMOVE**

c.   MOUSEMOVE

d.   NCMOUSEMOVE

55. Which is not the mouse click event

a.   WM_LBUTTONDOWN

b.   **WM_BUTTONDOWN**

c.   WM_RBUTTONDOWN

d.   WM_MBUTTONDOWN

56. If we are going to create handling WM_LBUTTONDOWN message handling function then what is the name of function created by Class Wizard:

a.   OnLeftButtonDown (…)

b.   **OnLButtonDown (…)**

c.   OnButtonDown (…)

d.   None of these (…)

57. Which macro starts message map:

a.   END_MESSAGE_MAP

b.   **BEGIN_MESSAGE_MAP**

c.   AFX_MESSAGE_MAP

d.   None of these

58. Which macro ends message map:

a.   BEGIN_MESSAGE_MAP

b.   AFX_MESSAGE_MAP

c.   **END_MESSAGE_MAP**

d.   None of these

59. Which classes make use of virtual functions enabling program for accessing general-purpose functions using a base pointer:

a.   CWnd

b.   CObject

c. **Both a and b**

d. None of these

60. Match the following:

i.	WM_LBUTTONDOWN	a: OnLButtonDblClick
ii.	WM_LBUTTONDBLCLICK	b: OnRButtonDown
iii.	WM_RBUTTONDOWN	c: OnLButtonDown
iv.	WM_RBUTTONDBLCLICK	d: OnRButtonDblClick

b. i–a, ii–c, iii–d, iv–b

c. **i–c, ii–a, iii–b, iv–d**

d. i–a, ii–b, iii–c, iv–d

e. i–c, ii–a, iii–d, iv–b

61. Which class is derived from CObject adding much functionality and is shared by all windows in an MFC programs:

a. CView

b. **CWnd**

c. CMyView

d. None of these

62. The CObject is used always as:

a. **Base class**

b. Derived class

c. Child Class

d. None of these

63. Which macro is used for supporting runtime class identification for class declaration:

a. DECLARE_DYNCREATE

b. **DECLARE_DYNAMIC**

c. IMPLEMENT_DYNAMIC

d. IMPLEMENT_DYNCREAE

64. Which macro is used for supporting runtime class identification for class definition:

a. IMPLEMENT_DYNCREAT

b. DECLARE_DYNAMIC

c. **IMPLEMENT_DYNAMIC**

d. DECLARE_DYNCREATE

65. Which macro is used for supporting creation of dynamic object for class identification for class declaration:

a. **DECLARE_DYNCREATE**

b. DECLARE_DYNAMIC

c. IMPLEMENT_DYNAMIC

d. IMPLEMENT_DYNCREAT

66. Which macro is used for supporting creation of dynamic object for class definition:

a.   **IMPLEMENT_DYNCREATE**

b.   DECLARE_DYNAMIC

c.   IMPLEMENT_DYNAMIC

d.   DECLARE_DYNCREATE

67. Which macro is used for serialization support for class declaration:

a.   DECLARE_ DYNCREATE

b.   IMPLEMENT_SERIAL

c.   **DECLARE_ SERIAL**

d.   IMPLEMENT_DYNCREAT

68. Which operator is used for dynamic allocation of an object from free storage in C++:

a.   this

b.   static

c.   **new**

d.   delete

69. Which class can be used for determining an object type or for creating a new object:

a.   CViewClass

b.   **CRuntimeClass**

c.   CWndClass

d.   None of these

70. _____ is a simple numeric variable that denotes a location or an address in memory:

a.   **Pointer**

b.   Array

c.   String

d.   None of these

71. Which operator determines amount of storage needed for classes and structures:

a.   **sizeof**

b.   new

c.   delete

d.   update

72. Which macro sends an output message to the debug window of compiler:

a.   COUT

b.   FOUT

c.   **TRACE**

d.   Display

73. There are many applications that provide support for menus that are:

a.   Pop-up menu

b.   Floating menu

c. System menu

d. **All of these**

74. On selecting a menu item, which message is issued to the window of the main frame:

a. **WM_COMMAND**

b. WM_LBUTTONDOWN

c. WM_RBUTTONDOWN

d. WM_LBUTTONDBLCLK

75. Which class can be used to handle menus by MFC class Library:

a. CMainFrame

b. CView

c. **Cmenu**

d. CWinApp

76. Which name is used to identify the menu item:

a. **Caption**

b. Separator

c. Pop-up

d. Grayed

77. Which member function resembles the OnDraw member function from CMouseTestView:

a. **CMenuView::OnDraw**

b. CWinApp::OnDraw

c. CMainFrame::OnDraw

d. None of these

78. Which function is used to print a message:

a. **TextOut**

b. ViewOut

c. FOut

d. WriteText

79. _____ are basically the keyboard for message handling function:

a. Mouse Accelerators

b. Monitor Accelerators

c. **Keyboard Accelerators**

d. None of these

80. Which windows message is responsible for displaying the context menus:

a. **WM_CONTEXTMENU**

b. WM_VIEWMENU

c. WM_COMMAND

d. None of these

81. Which property is used for creating keyboard Accelerator:
a.   Set Properties
b.   Both a and b
c.   **Accel Properties**
d.   None of these

----

1. GUI stands for

    a. Graphics user interaction

    b. **Graphical user interface**

    c. Graphics usual interface

    d. None of these

    e.

2. The visual language includes _____ for representing visual sentences

    a. Visual language

    b. Icons

    c. **Both a & b**

    d. None of these

3. The icons are the_____ image of an object

    a. **Physical**

    b. Logical

    c. Both a & b

    d. None of these

    e.

4. Operation icons are also known as

    a. Program icons

    b. **Process icons**

    c. Visual icons

    d. None of these

5. It refers to computing with visual objects such as images which are inherently visual because of their key representation are called

    a. **Visual programming**

    b. Visual language

    c. Multidimensional language

    d. None of these

6. It refers to an idea that communication occurs through visual symbols, as opposed to verbal symbols or words are called

    a. Visual programming

    b. **Visual language**

    c. Multidimensional language

    d. None of these

7. It refers to programming by visual methods

    a. **Visual programming**

    b. Visual language

    c. Multidimensional language

    d. None of these

8. It refers to an language that consists of generalized icons and operators

    a. Visual programming

    b. Visual language

    c. **Multidimensional language**

    d. None of these

9. It refers to an symbols that are used to denote operations and are usually context-dependent

    a. Visual programming

    b. **Operation icons**

    c. Multidimensional language

    d. None of these

    e.

10. _____are operators that involve spatial relations among image, text or other spatial objects

    a. **Spatial operators**

    b. Visual operators

    c. Virtual operators

    d. None of these

11. VR stands for

    a. Visual reality

    b. Virtual relation

    c. **Virtual reality**

    d. None of these

12. Icons are combined using

    a. Expressions

    b. Syntax

    c. **Operators**

    d. None of these

13. TAOs stands for

    a. **Teleaction objects**

    b. Talent objects

    c. Teleaction oral

    d. None of these

14. To help multimedia application designers to construct index cells,_____ was built

    a. **A visual programming tool, IC Builder**

    b. A window programming tool, IC Builder

    c. A multimedia programming tool, IC Builder

    d. None of these

15. A visual programming tool are used for defining and/or constructing primary software components like

    a. Cells

   b. Circuits

   c. Blocks

   d. **All of these**

16. A visual program is a _____comprising generalized icons which are software constituents

   a. visual language

   b. **visual sentence**

   c. visual queries

   d. None of these

17. In visual sentence _____ are spatially arranged to describe a complex abstract entity

   a. The object icons

   b. Operation

   c. **Both a and b**

   d. None of these

18. More restrictions can be added to create subsets of rules for icons , earcons, micons and vicos that involve

   a. For earcons, special operators include fade_in, fade_out

   b. For micons, special operators include zoom_in,zoom_out,

   c. For ticons, special operatros include text_collate,text_merge,

   d. For vicons, special operators include montage, cut

   e. **All of these**

19. TAOs are created by attracting knowledge about events to the structure of each_____

   a. Multimedia objects

   b. Teleaction object

   c. **Both a and b**

   d. None of these

   e.

20. The most important task of a visual language is to keep the user's intent and the machine's interpretation the

    a. **Same**

    b. Different

    c. Both a & b

    d. None of these

21. The object icons represent

    a. Physical entities

    b. Logical entities

    c. **Conceptual entities**

    d. None of these

    e.

22. The object icons are arranged in a

    a. Same way

    b. Different way

    c. **Particular way**

    d. None of these

    e.

23. The operation icons denote

    a. Expression

    b. Syntax

    c. Symbol

    d. **Operations**

24. KIF stands for

    a. knowledge interchange form

    b. knowledge idea form

    c. **knowledge interchange format**

    d. None of these

25. Visual language uses mathematical notation for predicate calculus to express 'diagrammatical reasoning ',termed as

    a. **EG**

    b. AG

    c. PG

    d. CG

26.   EG means

    a. existent graphs

    b. expression graph

    c. **existential graphs**

    d. None of these

27. To bring an object into existence which symbol of visual representation are used

    a. Add verb

    b. New adjective

    c. **Create verb**

    d. Delete verb

28. To change the position of an object which symbol of visual representation are used

    a. **Remove verb**

    b. Add verb

    c. Erase verb

    d. Create verb

29. To eliminate objects especially by blotting out, cutting out or erasing which symbol of visual representation are used

    a. Remove verb

    b. **Delete verb**

    c. Erase verb

    d. Create verb

30. To include an object as a member of a group which symbol of visual representation are used

    a. **Add verb**

    b. New adjective

    c. Create verb

    d. Delete verb

31. To delete objects from a computer storage device which symbol of visual representation

are used

    a. Remove verb

    b. Delete verb

    c. **Erase verb**

    d. Create verb

32. Which operation result in a complete destruction of an object

    a. **Delete**

    b. Erase

    c. Remove

    d. Create

33. Which sign are finalized for create operation

    a. +

    b. −

    c. **• Multiply**

    d. /

34. PNG stands for

    a. Portal net graphics

    b. **Portable network graphics**

    c. Perspective network graphics

    d. None of these

35. SVG stands for

    a. Size vector graphics

    b. Shadow vector graphics

    c. **Scalable vector graphics**

    d. None of these

36. Which application have the characteristic for running on big monitor

    a. GIS

    b. CAD

    c. **Both a & b**

    d. None of these

e.

37. The Toolbar icons should be

    a. **Flat**

    b. Curved

    c. Colored

    d. None of these

38. How many colors available in the icon color palette

    a. 15

    b. 41

    c. **16**

    d. 26

39. For horizontal composition which spatial icon operators are used

    a. **hor**

    b. hors

    c. hrs

    d. hrz

40. For vertical composition which spatial icon operators are used

    a. **ver**

    b. vert

    c. verc

    d. verl

41. For overlay which spatial icon operators are used

    a. over

    b. **ovl**

    c. ovr

    d. ovy

42. For connect which spatial icon operators are used

    a. **con**

    b. conn

    c. cont

d. conne

43. which spatial operator are invisible operator

    a. ver

    b. hor

    c. ovl

    d. all of these

44. which spatial operator are visible operator

    a. ver

    b. hor

    c. ovl

    d. con

45. Visual language can capture the _____ nature of multimedia objects

    a. static

    b. dynamic

    c. TAO

    d. None of these

46. Name the icons of visual language which capture the dynamic nature of multimedia objects

    a. earcons

    b. micons

    c. vicons

    d. all of these

47. A visual program is a

    a. visual language

    b. visual sentence

    c. visual multimedia

    d. None of these

48. The physical appearance of a TAO is described by a

    a. visual sentence

    b. multimedia objects

c. **multidimensional sentence**

d. None of these

49. The multidimensional sentence may be

a. location-sensitive

b. time-sensitive

c. content-sensitive

d. **all of these**

50. Which language are helpful when the syntactic structure, dynamic behaviour and knowledge structure of TAO have to be specified

a. visual language

b. multidimensional language

c. **both a & b**

d. none of these