**E.G.S PILLAY ENGINEERING COLLEGE, NAGAPATTINAM**

**DEPARTMENT OF COMPUTER APPLICATIONS**

**SHORT ANSWER TEST – I ANSWER KEY**

Sub.Code & Name: MC9243 Visual Programming Date :

Year & Sem : II/IV Time : 50 Mins

Staff Name : Mr. S.Selvaganapathy Max. Marks : 30

**Answer all the Questions (15 x 2 =30)**

1. What are the main categories of Messages?

The Three main categories of messages are (i) Windows Message (ii) Control Notifications (iii) Command Messages.

1. List out the Data types defined in windows header file.

BOOL, BYTE, CHAR, DWORD, HANDLE, LPCSTR, LPSTR, LONG, SHORT, UINT,WORD.

1. What are the steps to display windows?

Once the window is created it can be showed in the screen using ShowWindow(hwnd,icmdshow) function and Update(hwnd) function.

1. Define default window procedure.

All the messages which the window message not choose to process are processed by the Default window procedure.

1. What is the use of GetMessage function?

The GetMessage function retrieves the message from the message queue and passes it to the Windows procedure.

Syntax: While(GetMessage(&msg, NULL,0,0))

{ TranslateMessage(&msg);

DispatchMessage(&msg);

}

1. Give examples for Resources.

Icons, Cursors, Character Strings, Custom resources, Menu, Keyboard Accelerators, Dialog box and Bitmap.

1. What you mean by Event-Driven?

Event driven programming means the flow of program execution are controlled by events triggered by user actions.

1. Classify GDI functions.

(i) Functions that GetDC and ReleaseDC

(ii) Functions that get information about Device Context

(iii) Functions that draw something on the client area.

(iv) Functions that Set and Get attributes DC

(v) Functions that deals with GDI Primitives

1. Write the Prototype of WinMain function.

int WINAPI Wintype(HINSTANCE hinstance, HINSTANCE hprevinstance, PSTR Szcmdline, int icmdshow);

1. List out the Messages associated with Scroll Bars.

WM\_VSCROLL (vertical scroll), WM\_HSCROLL (Horizontal scroll).

1. Give examples for windows function call.

LoadIcons, LoadCursors, GetStockObject, Register class, Message box, Create Window, Show Window and Update Window.

1. Differentiate queued and non-queued messages.

The queued messages are those that are placed in the program message queue by window. The non queue messages are the result of direct call of windows to window procedure.

1. What are all the fields in MSG structure?

HWND – The handle for window, WPARAM, LPARAM – 32 Bit message parameter having value depending on the message, TIME – The time at which the message is placed in the message queue.

1. Give the structure and use of TextOut function.

TextOut is the most common function that is used to display the text. The syntax is TextOut (hdc, x,y, pstext, ilength) – hdc – Handle to device content, x,y – Coordinates where the text begin, pstext – Text to be displayed, ilength – length of the text to be displayed.

1. List out Keystroke and Character Messages.

Non system character Message: WM\_CHAR, WM\_DEADCHAR

System character Message: WM\_SYSCHAR, WM\_SYSDEADCHAR