M.C.A. DEGREE EXAMINATION, FEBRUARY 2012.

Fourth Semester

DMC 1944 — VISUAL PROGRAMMING

(Regulation 2009)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A — (10 x 2 = 20 marks)

1. Define Event Driven Programming.

2. Write short notes on Evolution of GUI.

3. What is the role of Timer control in Visual Basic Applications?

4. Write short notes on Variant Data type.

5. What do you mean by Message Map in a VC++ application?

6. Explain the Components of WinMain().

7. List out different types of Dialog Based applications.

8. Explain the behavior of CTabCtrl.

9. Write short notes on Status Bars.

10. What do you mean by DLL?

PART B — (5 x 16 = 80 marks)

11. (a) (i) Write in detail about Windows Messaging. (10)

   (ii) Write Short notes on:

      (1) APIENTRY

      (2) CALLBACK

      (3) HANDLE Windows Data types. (6)

   Or
12. (a) (i) Write in detail about various Debugging Techniques in Visual Basic.  
(ii) Explain the Data Grid control in VB.

Or

(b) (i) Elaborate about Common dialog control in VB.  
(ii) Explain the File System Object features.  
(iii) Write short notes on ADO and DAO.

13. (a) (i) Explain the procedure for creating a simple window using MFC.  
(ii) Explain various button styles.

Or

(b) (i) Explain in details about Single Document Interface and Multi Document Interface.  
(ii) Explain types of windows bitmaps and the procedure for displaying a BMP file.

14. (a) (i) Explain about Property Pages and Property Sheets.  
(ii) Write short notes on Animate Control.

Or

(b) (i) Write short notes:

1. CFileDialog  
2. CColorDialog.

(ii) Explain the functionality of Tree Control.

15. (a) (i) Write Short notes on Activex.  
(ii) Explain in detail about the advantages and types of DLL.

Or

(b) (i) Explain various properties and methods associated with WinSock.

(ii) Explain ODBC technique and various components of it.
M.C.A. DEGREE EXAMINATION, FEBRUARY 2012.

Fourth Semester

DMC 1755 — VISUAL PROGRAMMING

(Regulation 2007)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A — (10 x 2 = 20 marks)

1. Write PAINTSTRUCT structure template.

2. Write a function call to load an icon in a window and describe its parameters.

3. What are Intrinsic Controls?

4. Write a template for user defined function.

5. What are the features of splitter window?

6. Write a serialize function for a class.

7. List out CRecordset member functions.

8. Write a skeleton of DLL Main function.

9. The user interface is the most important part of any computer system. Why?

10. What is network file system? Give Examples.

PART B — (5 x 16 = 80 marks)

11. (a) Explain in detail about Graphics device interface and its mapping mode. (16)

Or

(b) Write a simple DLL program and explain the functions involved in that program. (16)
12. (a) How to create an activeX control, resize that control and add a new property to that control? \hspace{1cm} (16)

\textbf{Or}

(b) Write the steps to create and run a simple MDI application in Visual Basic. \hspace{1cm} (16)

13. (a) Describe the Visual C++ components in detail. \hspace{1cm} (16)

\textbf{Or}

(b) Explain in detail about all Document-View Interaction Functions. \hspace{1cm} (16)

14. (a) (i) Describe a 32-bit ODBC DLL hierarchy with a neat sketch. \hspace{1cm} (8)

(ii) List out the features of an OLE container. \hspace{1cm} (8)

\textbf{Or}

(b) (i) Write the steps to join two data base tables in visual C++. \hspace{1cm} (8)

(ii) Differentiate between Implicit Linkage and Explicit Linkage. \hspace{1cm} (8)

15. (a) Describe in detail about various file systems. \hspace{1cm} (16)

\textbf{Or}

(b) Describe the General Principles of designing an user interface. \hspace{1cm} (16)
M.C.A. DEGREE EXAMINATION, FEBRUARY 2011.

Fourth Semester

DMC 1755 — VISUAL PROGRAMMING

(Regulation 2007)

Time : Three hours                  Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define Device Context.

2. Which API function is used to directly close our application from anywhere within the program?

3. State the advantages of control arrays.

4. List and explain the methods used to manage forms in Visual Basic.

5. What will happen if the OnPaint() handler fails to call the CWnd::BeginPaint() and CWnd::EndPaint() functions?

6. Differentiate Modal and Modeless Dialog boxes.


8. State the MFC classes used for ODBC Database programming.

9. What is the end result of software developed when focused only on technology and tasks instead of user and his goals?

10. Most software that we run on our PCs today is feature centric rather than goal centric - Explain.
PART B — (5 × 16 = 80 marks)

11. (a) (i) Write a note on WinMain procedure in detail. (6)
(ii) Write a Windows program to draw a rectangle on the window. (10)

Or

(b) (i) Explain the concept of processing the messages in Windows. (8)
(ii) Explain Dynamic Link Libraries in detail. (8)

12. (a) (i) Write a VB program segment that processes employee payroll using RDO. (8)
(ii) Explain the ActiveX Controls in VB. (8)

Or

(b) (i) Write a VB program to implement print preview using ActiveX Control. (8)
(ii) Explain the concept of Multiple Document Interface. (8)

13. (a) (i) Discuss the components of VC++. (8)
(ii) Write a VC++ program to handle Windows messages. (8)

Or

(b) (i) What are the steps to be taken when a MFC based Windows program gets executed? (8)
(ii) Write a VC++ program to choose a menu item using keyboard accelerator keys. (8)

14. (a) (i) How will you write your own class Library. Explain. (8)
(ii) Explain database management with ODBC. (8)

Or

(b) Explain about Object Linking and Embedding in detail. (16)

15. (a) Explain the goals of User Interface Design in detail. (16)

Or

(b) (i) Discuss the issues in Simultaneous Multi Platform Development. (8)
(ii) Discuss the file system related classes supported in VC++. (8)
M.C.A. DEGREE EXAMINATION, FEBRUARY 2010.
Fourth Semester
DMC 1755 — VISUAL PROGRAMMING
(Regulation 2007)

Time : Three hours
Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. List out the events at which a window procedure receives WM_PAINT message.

2. What is the purpose of TextOut function? Give its arguments.

3. What are Intrinsic Controls in VB?

4. How does one create a pop-up menu to handle text formatting?

5. Differentiate between Modal and modeless dialog box.

6. What are the major classes involved in Document view architecture? Give their purpose.

7. List out the classes involved in Database application.

8. What are various Dynamic data exchange classes in VC++?

9. Define GUI in conceptual level and as computer science terms.

10. What are the goals of consistency in interface design?
PART B — (5 × 16 = 80 marks)

11. (a) Explain two methods for getting a device context in Windows applications. (16)

Or

(b) Write a simple windows program for creating a DLL function. (16)

12. (a) (i) List out Form Events in Visual Basic. (6)

(ii) List out the properties that can be edited by VB menu editor. (10)

Or

(b) Explain how to create an MDI application in Visual Basic. (16)

13. (a) Write a simple MFC application to show a window. (16)

Or

(b) How does one create resources (Icon, Cursor and Menu) using resource editors in VC++? (16)

14. (a) (i) List out the reasons for using DLLs. (10)

(ii) Write a note on Object Linking and embedding. (6)

Or

(b) Write down the steps for creating the Basic Employee Application in VC++ using appwizard. Basic employee application must contains the following details:
(i) Employee – ID
(ii) Employee – Name
(iii) Rate paid (per day for an employee)
(iv) Department ID.

15. (a) Draw the rough block diagram of basic file system modules? Explain each module. (16)

Or

(b) Explain in detail the “Do’s and Dont’s” when placing controls in a form design. (16)