

Time: 3 Hours

Maximum Marks: 100

Answer All Questions

PART – A (10 x 2 = 20 Marks)

1. What are Virtual Keys codes?
2. Give the significance of message loop.
3. List the various methods of acquiring a GDI.
4. What are the various MFC classes associated with reading and writing documents from files?
5. Mention any two properties and methods associated with ListView control.
6. Name the method, when **CRichEditCtrl** is used, that need to be called before the dialog box is displayed and from which member function it must be called?
7. Differentiate between MDI and SDI applications.
8. What are keyboard accelerators? Give examples.
9. Name the various MFC ODBC classes?
10. Mention any four classes associated with network programming in VC++.

PART – B (5 X 16 = 80 Marks)

11. (i) Explain how mouse messages are handled using a sample program. (16)
12. a) Explain the various text metrics associated with default font and how they can be accessed through the application program. (16)
(OR)
b) Discuss about the various MFC classes associated with colors, pen and brush objects and the various methods of using them with pseudocodes. (16)
13. a) Discuss the various steps involved in creating a modeless dialog application. (16)
(OR)
b) Explain about the various dynamic controls in VC++ with sample coding. (16)
14. a) Write a short notes on the following:
(i) Document-View Architecture. (8)
(ii) Importing DLL. (8)
(OR)
b) Using a sample program explain how to create a menu driven application and handle menu messages. (16)
15. a) Write a program in VC++ that does a 2 X 2 split of a window and display images in each window. Also explain the various MFC classes and member functions used for the above purpose. (16)
(OR)
b) Discuss about the MFC ODBC architecture with suitable code and diagram. (16)