C 3146

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2007.

Fourth Semester

(Regulation 2004)

Computer Science and Engineering

CS 1253 — VISUAL PROGRAMMING

(Common to BE (Part-time) Third Semester Regulation 2005)

Time : Three hours   Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define Registering of window class.

2. What are the events generating WM_PAINT message?

3. What are the mapping modes?

4. What are the device context classes?

5. What is the use of property sheets?

6. Write a serialize function.

7. Differentiate ActiveX controls and Ordinary windows controls.

8. What is OLE?

9. Mention any four differences between process and thread?

10. What is the function of IIS?

PART B — (5 × 16 = 80 marks)

11. (a) Explain Windows programming architecture with sample program.

Or

(b) Write a Windows program to create 3 scroll bars and change the windows background color using the scroll bar thumb positions.

12. (a) Explain VC++ components.

Or

(b) (i) Write a VC++ program to create a Modal and modeless dialog boxes.

(ii) Differentiate modal and modeless dialog.

13. (a) Write a VC++ program to replace the standard application framework Edit, Cut, Copy, and paste toolbar buttons with 3 special-purpose buttons that control drawing in the view window.

Or

(b) (i) Compare the features of SDI and MDI applications with sample code.

(ii) With neat diagram discuss the hierarchy of view Classes supported in MFC.

14. (a) Explain the creation and usage of ActiveX control.

Or

(b) Explain (i) Containment (ii) Aggregation (iii) Inheritance with suitable example.

15. (a) Write a program in MFC to create a worker thread and explain the following:

(i) Controlling the thread from the main thread.

(ii) Sending messages between Main and Worker thread.

Or

(b) Write a program to query the database.