

various
(10)

Discuss.
(6)

n disk.
(16)

L 1057

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2006.

Fourth Semester

Computer Science and Engineering

CS 1253 — VISUAL PROGRAMMING

(Regulation 2004)

(Common to B.E. (Part-Time) Third Semester)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is a message?
2. What is a message loop?
3. Define device context.
4. Under what circumstances painting is needed?
5. Give any four penstyles.
6. Give the default font, pen, brush, bitmap.
7. What is appwizard?
8. What is classwizard?
9. What are accelerators?
10. What are tool bars?

PART B — (5 × 16 = 80 marks)

11. Write a program to create a Window. Explain the functions used and the message loop. (8 + 4 + 4)
12. (a) (i) Write a program using VC++ to display the character pressed. (8)
(ii) Write a program in VC++ to display mouse co-ordinates. (8)
- Or
- (b) (i) Write a program using VC++ to paint the background based on mouse position. (8)
(ii) Write a VC++ program to draw a coloured rectangle change the colour for event mouse click. (8)
13. (a) (i) Explain the document view architecture. (8)
(ii) Develop a calculator using dialog based application. (8)
- Or
- (b) Develop a DLL to add and multiply two numbers and write an application to use the DLL.
14. (a) Develop an activeX control and use it in an application using VC++.
- Or
- (b) (i) Explain containment and inheritance. (8)
(ii) What is OLE? Explain. (8)
15. (a) Develop a dialog based application to update a database.
- Or
- (b) (i) Write a VC++ program to play a video file. (8)
(ii) Explain how threading is achieved in VC++? (8)