

# CS410

## Visual Programming

### Important mcqs

#### Lec 1 - Windows Programming

1. What is the primary programming language used for Windows Programming?

- a) Java
- b) C++
- c) Python
- d) Ruby

**Solution: b) C++**

2. Which API is commonly used for Windows Programming to access system resources?

- a) DirectX
- b) WinAPI
- c) OpenGL
- d) POSIX

**Solution: b) WinAPI**

3. Which programming framework is often used for Windows desktop applications?

- a) .NET Core
- b) MFC (Microsoft Foundation Classes)
- c) Node.js
- d) Django

**Solution: b) MFC (Microsoft Foundation Classes)**

4. What is the extension for Windows executable files?

- a) .exe
- b) .dll
- c) .txt
- d) .bat

**Solution: a) .exe**

**5. Which programming language is commonly used for Universal Windows Platform (UWP) apps?**

- a) Swift
- b) Java
- c) C#
- d) Ruby

**Solution: c) C#**

**6. Which Windows Programming component is used for creating graphical user interfaces (GUI)?**

- a) DirectX
- b) WinForms
- c) Windows Forms
- d) Win32

**Solution: c) Windows Forms**

**7. Which Windows version introduced the Windows Presentation Foundation (WPF) framework?**

- a) Windows XP
- b) Windows 7
- c) Windows 8
- d) Windows Vista

**Solution: d) Windows Vista**

**8. Which tool is commonly used for debugging Windows applications?**

- a) Visual Studio Debugger

- b) Eclipse Debugger
- c) GDB (GNU Debugger)
- d) Xcode Debugger

**Solution: a) Visual Studio Debugger**

**9. Which Windows Programming approach allows communication between processes running on different machines?**

- a) IPC (Inter-Process Communication)
- b) RPC (Remote Procedure Call)
- c) AJAX (Asynchronous JavaScript and XML)
- d) REST (Representational State Transfer)

**Solution: b) RPC (Remote Procedure Call)**

**10. Which Windows component is used for handling events and messages in GUI applications?**

- a) Message Loop
- b) Event Loop
- c) Control Loop
- d) Polling Loop

**Solution: a) Message Loop**

## Lec 2 - Basic C Language Concepts

1. Question: Which keyword is used to define a constant in C?

- a) const
- b) constant
- c) #define
- d) final

**Solution: a) const**

2. Question: What is the correct syntax to declare a variable in C?

- a) variableName;
- b) int variableName;
- c) variableName = value;
- d) int variableName = value;

**Solution: b) int variableName;**

3. Question: What is the purpose of the "printf" function in C?

- a) To read user input
- b) To display output on the screen
- c) To perform mathematical operations
- d) To initialize a variable

**Solution: b) To display output on the screen**

4. Question: What does the "sizeof" operator return in C?

- a) The size of a variable in bytes
- b) The value of a variable
- c) The data type of a variable
- d) The address of a variable

**Solution: a) The size of a variable in bytes**

**5. Question: How do you declare a pointer variable in C?**

- a) pointerType variableName;
- b) int\* variableName;
- c) int variableName\*;
- d) \*int variableName;

**Solution: b) int\* variableName;**

**6. Question: What is the purpose of the "scanf" function in C?**

- a) To display output on the screen
- b) To read user input
- c) To perform mathematical operations
- d) To initialize a variable

**Solution: b) To read user input**

**7. Question: Which loop is used to execute a block of code repeatedly as long as the condition is true?**

- a) for loop
- b) while loop
- c) do-while loop
- d) switch loop

**Solution: b) while loop**

**8. Question: What is the output of the following code snippet?**

- a) 15
- b) 10
- c) 5
- d) Error

**Solution: a) 15**

**9. Question: What is the correct syntax for the ternary operator in C?**

- a) `x ? y : z;`
- b) `x : y ? z;`
- c) `x ? y : : z;`
- d) `: x ? y z;`

**Solution: a) `x ? y : z;`**

**10. Question: What does the "return" statement do in a function in C?**

- a) It declares a variable.
- b) It ends the function's execution.
- c) It performs a conditional check.
- d) It initializes a variable.

**Solution: b) It ends the function's execution.**

## Lec 3 - Arrays and Pointers

1. Question: In C, how do you declare an integer array named "numbers" with 5 elements?

- a) array numbers[5];
- b) int numbers[5];
- c) int[] numbers = {5};
- d) int numbers(5);

**Solution: b) int numbers[5];**

2. Question: What is the value of the expression "sizeof(numbers)" in C, where "numbers" is an integer array with 10 elements?

- a) 10
- b) 40
- c) 4
- d) 14

**Solution: b) 40**

3. Question: In C, how do you access the third element of an array named "data"?

- a) data(3);
- b) data[3];
- c) data{3};
- d) data.3;

**Solution: b) data[3];**

4. Question: What is the correct way to pass an array "arr" to a function in C?

- a) function(arr);
- b) function(arr[]);
- c) function(&arr);
- d) function(\*arr);

**Solution: b) function(arr[]);**

**5. Question: What is a pointer in C?**

- a) A variable that stores multiple values
- b) A variable that stores the address of another variable
- c) An array that points to another array
- d) A function that points to another function

**Solution: b) A variable that stores the address of another variable**

**6. Question: What does the "\*" symbol represent when used with a pointer variable in C?**

- a) Multiplication
- b) Exponentiation
- c) Address of a variable
- d) Dereferencing the pointer

**Solution: d) Dereferencing the pointer**

**7. Question: How do you declare a pointer variable named "ptr" that points to an integer in C?**

- a) `int* ptr;`
- b) `ptr* int;`
- c) `pointer ptr = int;`
- d) `ptr = int*;`

**Solution: a) `int* ptr;`**

**8. Question: What is the value of "ptr" after the following code: `int num = 10; int* ptr = &num;`?**

- a) 10
- b) The address of "num"
- c) The address of "ptr"
- d) Garbage value

**Solution: b) The address of "num"**



**9. Question: What happens when you increment a pointer in C using "ptr++"?**

- a) The pointer points to the previous element.
- b) The pointer points to the next element.
- c) The pointer becomes NULL.
- d) The pointer points to the first element.

**Solution: b) The pointer points to the next element.**

**10. Question: How do you dynamically allocate memory for an integer array "arr" of size 5 in C?**

- a) `int arr[5];`
- b) `int arr = (int*)malloc(5);`
- c) `int* arr = new int[5];`
- d) `int* arr = (int*)malloc(5 * sizeof(int));`

**Solution: d) `int* arr = (int*)malloc(5 * sizeof(int));`**

## Lec 4 - Structures and Unions

### 1. What is a structure in C/C++?

- a) A set of related functions
- b) A collection of variables of different data types
- c) A control flow statement
- d) A loop construct

**Solution: b) A collection of variables of different data types**

### 2. How do you access a member inside a structure in C/C++?

- a) Using the dot (.) operator
- b) Using the arrow (->) operator
- c) Using the at (@) symbol
- d) Using the pound (#) symbol

**Solution: a) Using the dot (.) operator**

### 3. What is the size of an empty structure in C/C++?

- a) 0 bytes
- b) 1 byte
- c) 4 bytes
- d) Depends on the architecture of the machine

**Solution: b) 1 byte**

### 4. What is the purpose of unions in C/C++?

- a) To define custom data types
- b) To group related variables
- c) To save memory by sharing memory among variables
- d) To implement conditional statements

**Solution: c) To save memory by sharing memory among variables**

**5. Which operator is used to access a member inside a union in C/C++?**

- a) Dot (.) operator
- b) Arrow (->) operator
- c) Colon (:) operator
- d) Double-colon (::) operator

**Solution: a) Dot (.) operator**

**6. What happens if you modify one member of a union and then access another member?**

- a) It is not allowed to modify union members individually
- b) The other member retains its old value
- c) It results in an error
- d) The behavior is undefined

**Solution: d) The behavior is undefined**

**7. Which statement is true about the alignment of structure members?**

- a) All members are aligned at even memory addresses
- b) The alignment depends on the order of declaration
- c) The alignment is automatic and doesn't follow any rule
- d) The alignment depends on the data type of the members

**Solution: d) The alignment depends on the data type of the members**

**8. What is the keyword used to define a union in C/C++?**

- a) class
- b) structure
- c) union
- d) typedef

**Solution: c) union**

**9. Can a structure have another structure as its member in C/C++?**

- a) Yes, but only one level deep
- b) No, structures cannot have other structures as members
- c) Yes, there is no such limitation
- d) Only if the structure is empty

**Solution: c) Yes, there is no such limitation**

**10. What is the primary difference between a structure and a union in C/C++?**

- a) A structure can hold variables of different data types, but a union cannot.
- b) A union can hold variables of different data types, but a structure cannot.
- c) A structure and a union are the same; there is no difference.
- d) The primary difference depends on the programming language being used.

**Solution: a) A structure can hold variables of different data types, but a union cannot.**

## Lec 5 - Preprocessor Directives

### Question 1:

Which preprocessor directive is used to include a file in the C/C++ program?

- A) #include
- B) #define
- C) #ifdef
- D) #ifndef

**Solution: A) #include**

### Question 2:

What is the purpose of the #ifdef directive in C/C++?

- A) It checks if a macro is defined.
- B) It includes a header file in the program.
- C) It defines a new macro.
- D) It checks if a macro is not defined.

**Solution: A) It checks if a macro is defined.**

### Question 3:

Which preprocessor directive is used to define a macro in C/C++?

- A) #ifdef
- B) #ifndef
- C) #define
- D) #include

**Solution: C) #define**

### Question 4:

What does the #ifndef directive do in C/C++?

- A) Checks if a macro is defined.

- B) Checks if a macro is not defined.
- C) Includes a header file in the program.
- D) Defines a new macro.

**Solution: B) Checks if a macro is not defined.**

**Question 5:**

**Which directive is used to concatenate two tokens in C/C++?**

- A) #define
- B) #ifdef
- C) ##
- D) #pragma

**Solution: C) ##**

**Question 6:**

**What is the purpose of the #pragma directive in C/C++?**

- A) To include a header file in the program.
- B) To define a new macro.
- C) To check if a macro is defined.
- D) To provide compiler-specific instructions.

**Solution: D) To provide compiler-specific instructions.**

**Question 7:**

**Which directive is used to undefine a previously defined macro in C/C++?**

- A) #undef
- B) #pragma
- C) #ifdef
- D) #ifndef

**Solution: A) #undef**

**Question 8:**

**What does the #error directive do in C/C++?**

- A) Includes a header file in the program.
- B) Prints an error message during compilation.
- C) Checks if a macro is defined.
- D) Undefines a previously defined macro.

**Solution: B) Prints an error message during compilation.**

**Question 9:**

**Which directive is used to include a file only if a certain condition is true in C/C++?**

- A) #define
- B) #error
- C) #ifdef
- D) #if

**Solution: D) #if**

**Question 10:**

**What does the #pragma once directive do in C/C++?**

- A) Includes a header file in the program.
- B) Defines a new macro.
- C) Prevents multiple inclusions of the same header file.
- D) Undefines a previously defined macro.

**Solution: C) Prevents multiple inclusions of the same header file.**

## Lec 6 - Bitwise Operators and Macros

1. Which bitwise operator in C sets a bit at a specific position?

- a) &
- b) |
- c) ^
- d) <<

**Solution: d) <<**

2. What does the bitwise AND operator (&) do when applied to two integers?

- a) Returns the minimum value
- b) Returns the maximum value
- c) Performs a bitwise OR operation
- d) Performs a bitwise AND operation

**Solution: d) Performs a bitwise AND operation**

3. Which bitwise operator is used to toggle a specific bit in a number?

- a) &
- b) |
- c) ^
- d) <<

**Solution: c) ^**

4. What will be the result of the expression  $12 | 9$  in binary?

- a) 11
- b) 12



- c) 9
- d) 13

**Solution: d) 13**

**5. Which bitwise operator is used to check if a specific bit is set in a number?**

- a) &
- b) |
- c) ^
- d) <<

**Solution: a) &**

**6. What is the result of the expression  $5 \ll 2$ ?**

- a) 10
- b) 20
- c) 15
- d) 25

**Solution: b) 20**

**7. What will be the value of x after the operation:  $x |= (1 \ll 3)$ ?**

- a) 0
- b) 1
- c) 8
- d) 16

**Solution: c) 8**

## 8. What does the #define directive do in C?

- a) Defines a new function
- b) Declares a variable
- c) Defines a new data type
- d) Defines a macro

**Solution: d) Defines a macro**

## 9. What is the purpose of the #ifdef preprocessor directive?

- a) To check if a function is defined
- b) To include a header file
- c) To define a new macro
- d) To conditionally compile code

**Solution: d) To conditionally compile code**

## 10. How can you unset a specific bit in an integer variable 'num' using a macro?

- a) #define UNSET\_BIT(num, bit) num |= (1 << bit)
- b) #define UNSET\_BIT(num, bit) num &= ~(1 << bit)
- c) #define UNSET\_BIT(num, bit) num ^= (1 << bit)
- d) #define UNSET\_BIT(num, bit) num = (1 << bit)

**Solution: b) #define UNSET\_BIT(num, bit) num &= ~(1 << bit)**

## Lec 7 - Calling Conventions, Storage Classes and Variable Scope

### **\*\*Question 1:\*\***

What is a "calling convention" in computer programming?

- A) A set of rules for naming variables within a function.
- B) A set of rules for calling functions from different programming languages.
- C) A set of rules that govern how functions pass arguments and return values.
- D) A set of rules for defining functions in object-oriented programming.

**\*\*Solution:\*\* C**

### **\*\*Question 2:\*\***

Which storage class has a global scope and retains its value across function calls?

- A) auto
- B) extern
- C) static
- D) register

**\*\*Solution:\*\* B**

### **\*\*Question 3:\*\***

What is the default storage class for local variables in most programming languages?

- A) auto
- B) static
- C) register
- D) extern

**\*\*Solution:\*\* A**

**\*\*Question 4:\*\***

Which storage class is used to define local variables with a lifetime that extends throughout the program's execution?

- A) static
- B) auto
- C) extern
- D) register

**\*\*Solution:\*\* A**

**\*\*Question 5:\*\***

In C/C++, what keyword is used to declare a function with a variable number of arguments?

- A) varargs
- B) vararg
- C) stdarg
- D) ellipsis

**\*\*Solution:\*\* D**

**\*\*Question 6:\*\***

In the context of function calling conventions, what does "caller-saved" refer to?

- A) The caller function is responsible for saving and restoring the registers used by the called function.
- B) The caller function is responsible for saving and restoring the stack space used by the called function.

- C) The caller function is responsible for saving and restoring its own local variables during the call.
- D) The caller function is responsible for saving and restoring the called function's local variables during the call.

**\*\*Solution:\*\* A**

**\*\*Question 7:\*\***

What is the purpose of the "register" storage class?

- A) It requests the compiler to allocate a register for the variable for faster access.
- B) It indicates that the variable's value is stored in a hardware register.
- C) It specifies that the variable can only be used within a specific function.
- D) It requests the compiler to optimize the variable for space efficiency.

**\*\*Solution:\*\* A**

**\*\*Question 8:\*\***

Which storage class is commonly used to share variables among multiple source files in C/C++?

- A) static
- B) extern
- C) register
- D) const

**\*\*Solution:\*\* B**

**\*\*Question 9:\*\***

What happens to a variable declared with the "static" storage class inside a function?

- A) The variable becomes a global variable.
- B) The variable retains its value across function calls.
- C) The variable is only accessible within the function where it is declared.
- D) The variable is automatically initialized to zero.

**\*\*Solution:\*\* B**

**\*\*Question 10:\*\***

**In C/C++, what is the significance of the "const" storage class for variables?**

- A) It ensures that the variable's value cannot be modified after initialization.
- B) It allows the variable to be accessed from any function in the program.
- C) It instructs the compiler to allocate the variable in read-only memory.
- D) It specifies that the variable's value cannot be optimized by the compiler.

**\*\*Solution:\*\* A**

## Lec 8 - Windows Basics

### **\*\*Question 1:\*\***

**Which operating system is developed by Microsoft and widely used in personal computers?**

- A) macOS
- B) Linux
- C) Windows
- D) Android

**\*\*Solution:\*\* C**

### **\*\*Question 2:\*\***

**What is the main purpose of the Start menu in Windows?**

- A) To shut down the computer.
- B) To browse the internet.
- C) To access various features and installed programs.
- D) To customize the desktop wallpaper.

**\*\*Solution:\*\* C**

### **\*\*Question 3:\*\***

**What does the Taskbar in Windows allow you to do?**

- A) Access Control Panel settings.
- B) Manage installed applications.
- C) View and switch between open programs.
- D) Search for files on the computer.

**\*\*Solution:\*\* C**

**\*\*Question 4:\*\***

**Which Windows feature allows you to run multiple applications simultaneously on the screen?**

- A) Start menu
- B) Taskbar
- C) Multitasking
- D) Control Panel

**\*\*Solution:\*\* C**

**\*\*Question 5:\*\***

**What is the purpose of the system tray (notification area) in Windows?**

- A) Display the date and time.
- B) Launch installed applications.
- C) Manage user accounts.
- D) Show notifications and provide quick access to system functions.

**\*\*Solution:\*\* D**

**\*\*Question 6:\*\***

**Which utility in Windows allows you to uninstall software applications?**

- A) Control Panel
- B) Task Manager
- C) Command Prompt



D) System Configuration

**\*\*Solution:\*\* A**

**\*\*Question 7:\*\***

**What is the default web browser in Windows?**

- A) Safari
- B) Edge
- C) Firefox
- D) Chrome

**\*\*Solution:\*\* B**

**\*\*Question 8:\*\***

**What does the "Recycle Bin" in Windows do?**

- A) Stores temporary files.
- B) Holds deleted files until permanently removed.
- C) Keeps track of recently accessed documents.
- D) Organizes files into categories.

**\*\*Solution:\*\* B**

**\*\*Question 9:\*\***

**Which Windows utility is used to check for and install updates to the operating system?**

- A) Control Panel
- B) Task Manager

C) Windows Update

D) Disk Cleanup

**\*\*Solution:\*\* C**

**\*\*Question 10:\*\***

**How can you access the Control Panel in Windows?**

A) Right-click on the desktop and select "Control Panel."

B) Click on the Start menu and search for "Control Panel."

C) Press the Windows key + R and type "control."

D) All of the above.

**\*\*Solution:\*\* D**

## Lec 9 - Windows Creation and Message Handling

### 1. What is a window in the context of graphical user interfaces?

- a) A type of mouse pointer
- b) A borderless frame
- c) A region on the screen that displays content and can interact with the user
- d) A computer peripheral

**Solution: c) A region on the screen that displays content and can interact with the user**

### 2. Which API is commonly used to create windows in Windows OS?

- a) JVM
- b) OpenGL
- c) DirectX
- d) WinAPI

**Solution: d) WinAPI**

### 3. What is the primary function of the Window Procedure in Windows programming?

- a) To create a new window
- b) To handle messages and events for a window
- c) To manage the position of the window on the screen
- d) To close an existing window

**Solution: b) To handle messages and events for a window**

### 4. Which message is sent to a window when the user clicks a mouse button?

- a) WM\_PAINT
- b) WM\_LBUTTONDOWN

- c) WM\_CLOSE
- d) WM\_KEYDOWN

**Solution: b) WM\_LBUTTONDOWN**

**5. What is the role of the WM\_PAINT message in Windows message handling?**

- a) It requests the window to be repainted.
- b) It closes the window.
- c) It resizes the window.
- d) It moves the window to a new position.

**Solution: a) It requests the window to be repainted.**

**6. The WM\_CLOSE message is generated when:**

- a) The window is minimized.
- b) The window is closed by the user or system.
- c) The window is moved.
- d) The window is resized.

**Solution: b) The window is closed by the user or system.**

**7. Which message is sent to a window when the user presses a key on the keyboard?**

- a) WM\_MOUSEMOVE
- b) WM\_KEYUP
- c) WM\_CHAR
- d) WM\_SIZE

**Solution: c) WM\_CHAR**

**8. Which Windows function is used to create a new window?**

- a) CreateWindowEx
- b) DrawWindow
- c) NewWindow
- d) OpenWindow

**Solution: a) CreateWindowEx**

**9. What is the purpose of the LPARAM and WPARAM parameters in the Window Procedure?**

- a) They hold the window's position and size information.
- b) They hold the message-specific information and additional data.
- c) They are used to set the window's title.
- d) They are used to close the window.

**Solution: b) They hold the message-specific information and additional data.**

**10. When handling a message in the Window Procedure, what should be returned after processing the message?**

- a) The window handle (HWND)
- b) The wParam parameter
- c) The message itself
- d) 0 (zero)

**Solution: d) 0 (zero)**

## Lec 10 - Architecture of Standard Win32 Application

**1. Question: What is the main entry point for a Win32 application?**

- a) Main()
- b) WinMain()
- c) ApplicationMain()
- d) Entry()

**Solution: b) WinMain()**

**2. Question: Which library is commonly used for Win32 application development?**

- a) JavaFX
- b) Qt
- c) WinAPI
- d) GTK

**Solution: c) WinAPI**

**3. Question: The WinMain function receives command line arguments in the form of:**

- a) An array of integers
- b) A null-terminated string
- c) An array of characters
- d) A pointer to a structure

**Solution: d) A pointer to a structure**

**4. Question: The primary purpose of the Window Procedure (WndProc) is to:**

- a) Register new window classes
- b) Process messages sent to the application

- c) Handle exceptions and errors
- d) Allocate memory for window objects

**Solution: b) Process messages sent to the application**

**5. Question: How is the message loop typically implemented in a Win32 application?**

- a) using a recursive function
- b) using a while loop
- c) using a for loop
- d) using a switch-case statement

**Solution: b) using a while loop**

**6. Question: Which message is commonly used for handling window creation in the Window Procedure?**

- a) WM\_PAINT
- b) WM\_CREATE
- c) WM\_DESTROY
- d) WM\_CLOSE

**Solution: b) WM\_CREATE**

**7. Question: The function used to create a new window in a Win32 application is:**

- a) CreateWindow
- b) CreateWindowEx
- c) NewWindow
- d) OpenWindow

**Solution: b) CreateWindowEx**

**8. Question: The window class styles are specified during:**

- a) Window creation
- b) Message loop processing
- c) Window destruction
- d) Message handling

**Solution: a) Window creation**

**9. Question: How does the application receive messages from the operating system?**

- a) Through function callbacks
- b) Through interrupt requests
- c) Through polling the message queue
- d) Through direct memory access

**Solution: c) Through polling the message queue**

**10. Question: Which function is used to release the resources associated with a window?**

- a) UnregisterClass
- b) DestroyWindow
- c) CloseWindow
- d) DisposeWindow

**Solution: b) DestroyWindow**



## Lec 11 - User Interfaces

**1. Question: What does UI stand for in software development?**

- a) User Interface
- b) User Interaction
- c) User Integration
- d) Universal Integration

**Solution: a) User Interface**

**2. Question: Which UI component is used to receive text input from the user?**

- a) Label
- b) Button
- c) Textbox
- d) Checkbox

**Solution: c) Textbox**

**3. Question: What is the primary purpose of a dropdown menu in a UI?**

- a) Display images
- b) Display information
- c) Show notifications
- d) Provide a list of options

**Solution: d) Provide a list of options**

**4. Question: Which UI element typically represents an action that users can trigger?**

- a) Label
- b) Checkbox

- c) Button
- d) Radio button

**Solution: c) Button**

**5. Question: What is the function of a progress bar in a UI?**

- a) Display loading images
- b) Show the progress of an ongoing task
- c) Indicate errors
- d) Play multimedia content

**Solution: b) Show the progress of an ongoing task**

**6. Question: Which UI component is used to display messages or information to users?**

- a) Checkbox
- b) Label
- c) Textbox
- d) Dropdown menu

**Solution: b) Label**

**7. Question: What is the primary role of a tooltip in a UI?**

- a) Provide navigation options
- b) Display additional information on hover
- c) Trigger background processes
- d) Play audio feedback

**Solution: b) Display additional information on hover**

**8. Question: Which UI component allows users to select multiple items from a list?**

- a) Radio button
- b) Checkbox
- c) Textbox
- d) Dropdown menu

**Solution: b) Checkbox**

**9. Question: What is the purpose of validation in UI design?**

- a) Enhance the visual appeal
- b) Improve performance
- c) Ensure data accuracy and integrity
- d) Enable voice commands

**Solution: c) Ensure data accuracy and integrity**

**10. Question: Which UI design principle focuses on arranging elements based on their importance or sequence?**

- a) Alignment
- b) Proximity
- c) Hierarchy
- d) Contrast

**Solution: c) Hierarchy**

## Lec 12 - Window Classes

### 1. What is a window class in graphical user interface programming?

- a) A specific type of window used for complex animations.
- b) A set of predefined windows provided by the operating system.
- c) A template that defines the structure and behavior of windows.
- d) A unique identifier assigned to each window in an application.

**Solution: c) A template that defines the structure and behavior of windows.**

### 2. Which function is used to register a window class in Windows API?

- a) CreateWindowEx()
- b) RegisterWindowClass()
- c) CreateWindowClass()
- d) RegisterClass()

**Solution: d) RegisterClass()**

### 3. What is the purpose of the window procedure in a window class?

- a) To register the window class with the operating system.
- b) To handle messages and events for the window.
- c) To create child windows within the main window.
- d) To set the initial style and attributes of the window.

**Solution: b) To handle messages and events for the window.**

### 4. How are window classes identified in an application?

- a) By a unique name string.
- b) By a numeric identifier assigned at runtime.

- c) By their position on the screen.
- d) By the color of the window's title bar.

**Solution: a) By a unique name string.**

**5. What is the purpose of the "hInstance" parameter in the RegisterClass function?**

- a) To specify the window's width and height.
- b) To pass a handle to the application's instance.
- c) To set the window's background color.
- d) To enable mouse interactions for the window.

**Solution: b) To pass a handle to the application's instance.**

**6. How does a window procedure process messages in Windows API?**

- a) By writing messages to a log file.
- b) By using a message queue for incoming messages.
- c) By displaying messages in a pop-up dialog.
- d) By forwarding messages to other windows.

**Solution: b) By using a message queue for incoming messages.**

**7. What happens if a window class is unregistered before creating windows?**

- a) Windows created with that class will become invisible.
- b) The application will crash when trying to create a window.
- c) The window class can never be registered again.
- d) Existing windows of that class will still be usable.

**Solution: b) The application will crash when trying to create a window.**

**8. How can you change the style of a window after it has been created using a window class?**

- a) By directly modifying the window's structure.
- b) By re-registering the window class with a new style.
- c) By using the SetWindowStyle function.
- d) By destroying the window and creating a new one.

**Solution: d) By destroying the window and creating a new one.**

**9. How does a window procedure handle the WM\_DESTROY message?**

- a) By creating a new window in its place.
- b) By freeing resources and cleaning up the window.
- c) By resizing the window to its default size.
- d) By changing the window's title text.

**Solution: b) By freeing resources and cleaning up the window.**

**10. What is the purpose of the "lpParam" parameter in the CreateWindowEx function?**

- a) To pass user-defined data to the window procedure.
- b) To specify the window's position on the screen.
- c) To set the initial width and height of the window.
- d) To enable or disable specific window features.

**Solution: a) To pass user-defined data to the window procedure.**

## Lec 13 - Graphics Device Interface

### 1. What does GDI stand for in computer graphics?

- a) Graphics Design Interface
- b) Graphics Display Interface
- c) Graphical Device Interface
- d) Graphical Display Interface

**Solution: c) Graphical Device Interface**

### 2. Which Windows API provides functions for 2D drawing and font rendering?

- a) GDI
- b) GUI
- c) API
- d) DirectX

**Solution: a) GDI**

### 3. Which GDI function is used to draw lines on the screen?

- a) DrawLine()
- b) LineTo()
- c) DrawPath()
- d) DrawSegment()

**Solution: b) LineTo()**

### 4. What is the purpose of the SelectObject function in GDI?

- a) To select a font for drawing text.
- b) To select a color for filling shapes.

- c) To select a pen or brush for drawing operations.
- d) To select a file for image loading.

**Solution: c) To select a pen or brush for drawing operations.**

**5. Which GDI function is used to draw text on the screen?**

- a) DrawText()
- b) TextOut()
- c) WriteText()
- d) PrintText()

**Solution: b) TextOut()**

**6. Which GDI object is used to store graphical images?**

- a) Pen
- b) Brush
- c) Bitmap
- d) Font

**Solution: c) Bitmap**

**7. What is the purpose of the StretchBlt function in GDI?**

- a) To draw a filled rectangle.
- b) To resize an image.
- c) To draw an elliptical shape.
- d) To draw text in bold format.

**Solution: b) To resize an image.**



**8. Which GDI function is used to create a custom color brush?**

- a) CreateSolidBrush()
- b) CreatePatternBrush()
- c) CreateColorBrush()
- d) CreateCustomBrush()

**Solution: a) CreateSolidBrush()**

**9. How is transparency achieved in GDI?**

- a) By using the SetTransparent function.
- b) By selecting a transparent color.
- c) GDI does not support transparency.
- d) By using the SetLayeredWindowAttributes function.

**Solution: d) By using the SetLayeredWindowAttributes function.**

**10. Which GDI function is used to draw an arc?**

- a) DrawArc()
- b) ArcTo()
- c) Arc()
- d) ArcSegment()

**Solution: c) Arc()**

## Lec 14 - Painting and Drawing

1. Which art form involves creating visual representations using brushes and pigments on canvas?

- a) Painting
- b) Drawing
- c) Sculpture
- d) Pottery

**Solution: a) Painting**

2. What is the primary medium used in drawing?

- a) Charcoal
- b) Oil paint
- c) Watercolor
- d) Acrylic paint

**Solution: a) Charcoal**

3. Which art form typically uses pencils, ink, or charcoal on paper?

- a) Painting
- b) Drawing
- c) Sculpture
- d) Photography

**Solution: b) Drawing**

4. What is the primary tool used in painting?

- a) Pencil
- b) Brush

- c) Chisel
- d) Sculpting tool

**Solution: b) Brush**

**5. Which art form involves shaping and manipulating materials like clay or stone?**

- a) Painting
- b) Drawing
- c) Sculpture
- d) Photography

**Solution: c) Sculpture**

**6. Which medium is known for its quick-drying properties and versatility in painting?**

- a) Oil paint
- b) Watercolor
- c) Acrylic paint
- d) Ink

**Solution: c) Acrylic paint**

**7. What is the technique of shading in drawing called, where darker areas are represented by closely spaced lines?**

- a) Hatching
- b) Stippling
- c) Blending
- d) Cross-hatching

**Solution: a) Hatching**

**8. What is the process of adding water to watercolor paint to achieve lighter tones?**

- a) Diluting
- b) Mixing
- c) Blending
- d) Wash

**Solution: a) Diluting**

**9. Which art form involves capturing images using a camera or other photographic equipment?**

- a) Painting
- b) Drawing
- c) Sculpture
- d) Photography

**Solution: d) Photography**

**10. Which medium provides a unique texture and effect when applied to a painting surface?**

- a) Watercolor
- b) Oil paint
- c) Pastels
- d) Acrylic paint

**Solution: c) Pastels**

## Lec 15 - Windows Management

**\*\*Question 1:\*\***

**Which Windows tool is used to view and manage running processes?**

- A) System Monitor
- B) Task Manager
- C) Event Viewer
- D) Registry Editor

**\*\*Solution:\*\***

**B) Task Manager**

**\*\*Question 2:\*\***

**Which Windows feature is used for organizing files and folders in a hierarchical structure?**

- A) Taskbar
- B) Start Menu
- C) File Explorer
- D) Control Panel

**\*\*Solution:\*\***

**C) File Explorer**

**\*\*Question 3:\*\***

**Which Windows utility is used to schedule automatic maintenance tasks such as software updates and disk optimization?**

- A) System Restore
- B) Windows Defender

- C) Action Center
- D) Task Scheduler

**\*\*Solution:\*\***

**D) Task Scheduler**

**\*\*Question 4:\*\***

**Which Windows component is responsible for managing hardware and software settings, user accounts, and system security?**

- A) Device Manager
- B) Control Panel
- C) Registry Editor
- D) Security Center

**\*\*Solution:\*\***

**C) Registry Editor**

**\*\*Question 5:\*\***

**Which Windows tool provides a real-time graphical representation of system performance and resource usage?**

- A) Performance Monitor
- B) Resource Monitor
- C) Task Manager
- D) Disk Cleanup

**\*\*Solution:\*\***

**B) Resource Monitor**

**\*\*Question 6:\*\***

**Which Windows feature allows multiple users to work on the same computer while keeping their settings and data separate?**

- A) User Account Control (UAC)
- B) Guest Account
- C) Fast User Switching
- D) System Restore

**\*\*Solution:\*\***

**C) Fast User Switching**

**\*\*Question 7:\*\***

**Which Windows utility is used to create and manage network connections, including Wi-Fi and Ethernet?**

- A) Network and Sharing Center
- B) Device Manager
- C) Task Manager
- D) Windows Firewall

**\*\*Solution:\*\***

**A) Network and Sharing Center**

**\*\*Question 8:\*\***

**Which Windows tool provides a central location for configuring and customizing various system settings?**

- A) Control Panel
- B) Task Manager

- C) Disk Cleanup
- D) Windows Defender

**\*\*Solution:\*\***

**A) Control Panel**

**\*\*Question 9:\*\***

**Which Windows feature provides a way to revert the system to a previous state in case of issues?**

- A) Action Center
- B) System Restore
- C) Task Scheduler
- D) Disk Cleanup

**\*\*Solution:\*\***

**B) System Restore**

**\*\*Question 10:\*\***

**Which Windows component is responsible for managing user authentication and access to resources on a network?**

- A) Network and Sharing Center
- B) Windows Defender
- C) User Account Control (UAC)
- D) Active Directory

**\*\*Solution:\*\***

**D) Active Directory**



## Lec 16 - Input Devices

**1. Question: Which input device is commonly used for pointing and clicking on a computer screen?**

- a) Keyboard
- b) Touchscreen
- c) Mouse
- d) Joystick

**Solution: c) Mouse**

**2. Question: Which input device uses pressure-sensitive technology for precise drawing and design work?**

- a) Keyboard
- b) Stylus
- c) Trackball
- d) Gamepad

**Solution: b) Stylus**

**3. Question: Which input device is used primarily for capturing images and documents?**

- a) Webcam
- b) Scanner
- c) Microphone
- d) Touchpad

**Solution: b) Scanner**

**4. Question: A touch-sensitive display that allows users to interact directly with the screen is called a:**

- a) Trackpad
- b) Joystick
- c) Touchscreen
- d) Keyboard

**Solution: c) Touchscreen**

**5. Question: Which input device is designed to detect and record sound waves?**

- a) Speaker
- b) Microphone
- c) Barcode reader
- d) Game controller

**Solution: b) Microphone**

**6. Question: What input device is commonly used for capturing handwriting and signatures?**

- a) Touchscreen
- b) Trackball
- c) Pen Tablet
- d) Joystick

**Solution: c) Pen Tablet**

**7. Question: Which device uses light and sensors to read barcodes and enter data into a computer system?**

- a) Microphone
- b) Barcode Reader
- c) Mouse
- d) Stylus

**Solution: b) Barcode Reader**

**8. Question: Which input device allows users to input commands by speaking?**

- a) Keyboard
- b) Mouse
- c) Touchpad
- d) Voice Recognition System

**Solution: d) Voice Recognition System**

**9. Question: What input device is used for capturing video footage and live streaming?**

- a) Webcam
- b) Scanner
- c) Touchscreen
- d) Joystick

**Solution: a) Webcam**

**10. Question: Which input device is used for gaming and controlling characters within video games?**

- a) Printer
- b) Trackpad
- c) Gamepad
- d) Touchscreen

**Solution: c) Gamepad**

## Lec 17 - Resources

**\*Question 1:\***

**Which type of resource is sunlight?**

- A) Renewable resource
- B) Non-renewable resource
- C) Human-made resource
- D) Inexhaustible resource

**\*\*Solution:\*\* A) Renewable resource**

**\*\*Question 2:\***

**Which is an example of a non-renewable resource?**

- A) Wind energy
- B) Solar energy
- C) Natural gas
- D) Biomass

**\*\*Solution:\*\* C) Natural gas**

**\*\*Question 3:\***

**What is the primary source of energy for fossil fuels?**

- A) Wind
- B) Sun
- C) Water
- D) Earth's core

**\*\*Solution:\*\* B) Sun**

**\*\*Question 4:\*\***

**Which resource is considered an abiotic factor?**

- A) Plants
- B) Animals
- C) Water
- D) Soil

**\*\*Solution:\*\* D) Soil**

**\*\*Question 5:\*\***

**Which resource plays a vital role in sustainable agriculture?**

- A) Pesticides
- B) Synthetic fertilizers
- C) Biodiversity
- D) Monoculture

**\*\*Solution:\*\* C) Biodiversity**

**\*\*Question 6:\*\***

**Which type of resource is coal?**

- A) Renewable resource
- B) Non-renewable resource
- C) Recyclable resource
- D) Natural resource

**\*\*Solution:\*\* B) Non-renewable resource**

**\*\*Question 7:\*\***

**What is the main advantage of hydroelectric power?**

- A) Minimal environmental impact
- B) High energy efficiency
- C) Abundant fuel supply
- D) Cost-effectiveness

**\*\*Solution:\*\* B) High energy efficiency**

**\*\*Question 8:\*\***

**Which resource is most directly responsible for climate change?**

- A) Wind energy
- B) Solar energy
- C) Fossil fuels
- D) Geothermal energy

**\*\*Solution:\*\* C) Fossil fuels**

**\*\*Question 9:\*\***

**What is an example of a sustainable use of water resources?**

- A) Excessive irrigation
- B) Industrial pollution
- C) Water conservation practices
- D) Open dumping of waste

**\*\*Solution:\*\* C) Water conservation practices**

**\*\*Question 10:\*\***

**Which type of resource is air?**

- A) Non-renewable resource
- B) Inexhaustible resource

C) Renewable resource

D) Synthetic resource

**\*\*Solution:\*\* B) Inexhaustible resource**

## Lec 18 - String and Menu Resources

**\*\*Question 1:\*\***

**In Android app development, what is the primary purpose of using string resources?**

- A) Storing images
- B) Handling user inputs
- C) Localization and text management
- D) Creating animations

**\*\*Solution:\*\* C) Localization and text management**

**\*\*Question 2:\*\***

**Which XML file is commonly used to define string resources in an Android app?**

- A) `strings.xml`
- B) `layout.xml`
- C) `strings\_resources.xml`
- D) `text.xml`

**\*\*Solution:\*\* A) `strings.xml`**

**\*\*Question 3:\*\***

**What is the benefit of using string resources over hardcoding text directly in code?**

- A) String resources improve app performance
- B) String resources make the code shorter
- C) String resources allow for easy localization and updates
- D) String resources enable offline functionality

**\*\*Solution:\*\* C) String resources allow for easy localization and updates**



**\*\*Question 4:\*\***

**In Android, which resource is used to define the structure and content of app menus?**

- A) `layout.xml`
- B) `menu.xml`
- C) `string.xml`
- D) `menu\_layout.xml`

**\*\*Solution:\*\* B) `menu.xml`**

**\*\*Question 5:\*\***

**What is the purpose of using menu resources in Android apps?**

- A) Displaying images
- B) Handling user gestures
- C) Organizing navigation and actions
- D) Playing audio files

**\*\*Solution:\*\* C) Organizing navigation and actions**

**\*\*Question 6:\*\***

**In Android, how are string resources typically accessed in Java/Kotlin code?**

- A) Using the `R.layout` class
- B) Using the `R.menu` class
- C) Using the `R.string` class
- D) Using the `R.drawable` class

**\*\*Solution:\*\* C) Using the `R.string` class**

**\*\*Question 7:\*\***

**Which attribute is used in menu resources to associate an action with a menu item?**

- A) `click`
- B) `action`
- C) `id`
- D) `link`

**\*\*Solution:\*\* C) `id`**

**\*\*Question 8:\*\***

**What is the purpose of defining string resources for app labels and titles?**

- A) Enhance app security
- B) Improve app performance
- C) Enable text-to-speech functionality
- D) Facilitate consistent branding and localization

**\*\*Solution:\*\* D) Facilitate consistent branding and localization**

**\*\*Question 9:\*\***

**Which of the following is NOT a best practice when working with string resources?**

- A) Hardcoding all text directly in code
- B) Defining all app text in the `strings.xml` file
- C) Using string placeholders for dynamic content
- D) Providing translations for different languages

**\*\*Solution:\*\* A) Hardcoding all text directly in code**

**\*\*Question 10:\*\***

**What is the role of a string resource ID in Android development?**

- A) It specifies the size of the string
- B) It assigns a unique identifier to the string resource

C) It controls the visibility of the string

D) It defines the font style of the string

**\*\*Solution:\*\* B) It assigns a unique identifier to the string resource**

## Lec 19 - Menu and Dialogs

**\*\*Question 1:\*\*** What is the primary purpose of a context menu in a graphical user interface (GUI)?

**\*\*Options:\*\***

- A) Display advertising content
- B) Provide navigation links
- C) Present contextual options
- D) Show system notifications

**\*\*Solution:\*\*** C) Present contextual options

**\*\*Question 2:\*\*** Which type of dialog is used to request user input or information in a GUI?

**\*\*Options:\*\***

- A) Context menu
- B) Confirmation dialog
- C) File dialog
- D) Toast notification

**\*\*Solution:\*\*** B) Confirmation dialog

**\*\*Question 3:\*\*** In a mobile app, which UI element typically contains options accessible through a swipe-down gesture?

**\*\*Options:\*\***

- A) Context menu
- B) Dropdown menu
- C) Navigation bar
- D) Action bar

**\*\*Solution:\*\* A) Context menu**

**\*\*Question 4:\*\* What is the purpose of a modal dialog in a software application?**

**\*\*Options:\*\***

- A) Display advertisements
- B) Interrupt user workflow
- C) Provide navigation links
- D) Show real-time data updates

**\*\*Solution:\*\* B) Interrupt user workflow**

**\*\*Question 5:\*\* Which type of menu remains hidden until the user activates it, often by clicking or hovering over a specific element?**

**\*\*Options:\*\***

- A) Context menu
- B) Dropdown menu
- C) Toolbar menu
- D) Docked menu

**\*\*Solution:\*\* B) Dropdown menu**

**\*\*Question 6:\*\* Which dialog box is commonly used to save or open files in an application?**

**\*\*Options:\*\***

- A) Context dialog
- B) Options dialog

- C) File dialog
- D) Modal dialog

**\*\*Solution:\*\* C) File dialog**

**\*\*Question 7:\*\* What is the purpose of a navigation drawer in a mobile app?**

**\*\*Options:\*\***

- A) Display notifications
- B) Show contextual options
- C) Provide app settings
- D) Offer navigation between screens

**\*\*Solution:\*\* D) Offer navigation between screens**

**\*\*Question 8:\*\* In a web application, what type of menu is typically displayed horizontally at the top of the page?**

**\*\*Options:\*\***

- A) Context menu
- B) Dropdown menu
- C) Sidebar menu
- D) Mega menu

**\*\*Solution:\*\* B) Dropdown menu**

**\*\*Question 9:\*\* What is the purpose of a toast notification in a GUI?**

**\*\*Options:\*\***

- A) Provide navigation links
- B) Display contextual options
- C) Show real-time data updates
- D) Request user confirmation

**\*\*Solution:\*\* C) Show real-time data updates**

**\*\*Question 10:\*\* Which type of menu is often used to provide a list of available actions related to a selected item?**

**\*\*Options:\*\***

- A) Context menu
- B) Dropdown menu
- C) Toolbar menu
- D) Docked menu

**\*\*Solution:\*\* A) Context menu**

## Lec 20 - Dialogs

**\*\*Question 1:\*\*** What is the primary purpose of a modal dialog in a software application?

- A) Provide real-time updates
- B) Display advertisements
- C) Require user interaction
- D) Show navigation links

**\*\*Solution:\*\*** C) Require user interaction

**\*\*Question 2:\*\*** Which type of dialog allows users to interact with other parts of the interface while it is open?

**\*\*Options:\*\***

- A) Modeless dialog
- B) Confirmation dialog
- C) Context dialog
- D) Information dialog

**\*\*Solution:\*\*** A) Modeless dialog

**\*\*Question 3:\*\*** What type of dialog might be used to confirm an irreversible action, like deleting a file?

**\*\*Options:\*\***

- A) Modeless dialog
- B) Confirmation dialog
- C) Context dialog
- D) Information dialog



**\*\*Solution:\*\* B) Confirmation dialog**

**\*\*Question 4:\*\* In a mobile app, which type of dialog might be used to request permission to access the user's location?**

**\*\*Options:\*\***

- A) Modeless dialog
- B) Confirmation dialog
- C) Permission dialog
- D) Input dialog

**\*\*Solution:\*\* C) Permission dialog**

**\*\*Question 5:\*\* What is the purpose of an input dialog in a software application?**

**\*\*Options:\*\***

- A) Display contextual options
- B) Show real-time updates
- C) Request user input
- D) Provide navigation links

**\*\*Solution:\*\* C) Request user input**

**\*\*Question 6:\*\* Which type of dialog might be used to display additional information about a feature or function?**

**\*\*Options:\*\***

- A) Context dialog
- B) Modeless dialog

- C) Information dialog
- D) Confirmation dialog

**\*\*Solution:\*\* C) Information dialog**

**\*\*Question 7:\*\* What is the key characteristic of a toast notification in a user interface?**

**\*\*Options:\*\***

- A) Requires user interaction
- B) Blocks other interactions
- C) Appears as a modal window
- D) Brief and unobtrusive message

**\*\*Solution:\*\* D) Brief and unobtrusive message**

**\*\*Question 8:\*\* When might a file dialog be commonly used in a software application?**

**\*\*Options:\*\***

- A) Confirming an action
- B) Providing real-time updates
- C) Selecting and saving files
- D) Displaying contextual options

**\*\*Solution:\*\* C) Selecting and saving files**

**\*\*Question 9:\*\* What is the purpose of a modeless dialog in a user interface?**

**\*\*Options:\*\***

- A) Request user confirmation

- B) Interrupt user workflow
- C) Provide real-time updates
- D) Allow interaction with the interface

**\*\*Solution:\*\* D) Allow interaction with the interface**

**\*\*Question 10:\*\* In a web application, what type of dialog might be used to gather user feedback?**

**\*\*Options:\*\***

- A) Feedback dialog
- B) Modeless dialog
- C) Context dialog
- D) Confirmation dialog

**\*\*Solution:\*\* A) Feedback dialog**

## Lec 21 - Using Dialogs and Windows Controls

**\*\*Question 1:\*\*** What is the primary purpose of using dialogs in a software application?

**\*\*Options:\*\***

- A) Provide advertisements
- B) Enhance navigation
- C) Gather user input
- D) Display real-time updates

**\*\*Solution:\*\*** C) Gather user input

**\*\*Question 2:\*\*** Which type of dialog requires user interaction before proceeding with a task?

**\*\*Options:\*\***

- A) Modeless dialog
- B) Confirmation dialog
- C) Context dialog
- D) Information dialog

**\*\*Solution:\*\*** B) Confirmation dialog

**\*\*Question 3:\*\*** What do modeless dialogs allow users to do while they are open?

**\*\*Options:\*\***

- A) Interact with other parts of the interface
- B) Display real-time updates
- C) Block all interactions
- D) Gather user feedback

**\*\*Solution:\*\* A) Interact with other parts of the interface**

**\*\*Question 4:\*\* What is the purpose of using windows controls in a user interface?**

**\*\*Options:\*\***

- A) Provide advertising content
- B) Enhance navigation only
- C) Gather user input
- D) Aid user interactions and tasks

**\*\*Solution:\*\* D) Aid user interactions and tasks**

**\*\*Question 5:\*\* Which windows control is typically used for selecting dates or times?**

**\*\*Options:\*\***

- A) Dropdown menu
- B) Radio button
- C) Checkbox
- D) Date picker

**\*\*Solution:\*\* D) Date picker**

**\*\*Question 6:\*\* How can checkboxes be used in windows controls?**

**\*\*Options:\*\***

- A) For selecting multiple options
- B) For navigation between screens
- C) To display real-time updates

D) For confirming irreversible actions

**\*\*Solution:\*\* A) For selecting multiple options**

**\*\*Question 7:\*\* Which windows control is used for entering single-line text input?**

**\*\*Options:\*\***

A) Text box

B) Radio button

C) Checkbox

D) Dropdown menu

**\*\*Solution:\*\* A) Text box**

**\*\*Question 8:\*\* What is the purpose of using radio buttons in windows controls?**

**\*\*Options:\*\***

A) Selecting multiple options

B) Displaying real-time updates

C) Allowing free-form text input

D) Selecting a single option from a group

**\*\*Solution:\*\* D) Selecting a single option from a group**

**\*\*Question 9:\*\* What do navigation bars and tabs help achieve in a user interface?**

**\*\*Options:\*\***

A) Gather user input

B) Display advertisements

C) Enhance navigation and organization

D) Show real-time updates

**\*\*Solution:\*\* C) Enhance navigation and organization**

**\*\*Question 10:\*\* In a software application, what is the purpose of using tooltips with windows controls?**

**\*\*Options:\*\***

A) Display advertisements

B) Provide real-time updates

C) Offer additional information or context

D) Gather user feedback

**\*\*Solution:\*\* C) Offer additional information or context**

## Lec 22 - Using Common Dialogs and Windows Controls

**\*\*Question 1: Which common dialog is used to open and select files from the system?\***

- A) OpenFileDialog
- B) SaveFileDialog
- C) PrintDialog
- D) ColorDialog

**\*\*Solution: A) OpenFileDialog\*\***

**\*\*Question 2: Which Windows Control is used to display a list of selectable items in a dropdown menu?\***

- A) ComboBox
- B) ListBox
- C) RadioButton
- D) CheckBox

**\*\*Solution: A) ComboBox\*\***

**\*\*Question 3: Which common dialog is used to pick colors in an application?\***

- A) OpenFileDialog
- B) SaveFileDialog
- C) PrintDialog
- D) ColorDialog

**\*\*Solution: D) ColorDialog\*\***



**\*\*Question 4: Which Windows Control is used to display images in an application?\***

- A) TextBox
- B) PictureBox
- C) Label
- D) Button

**\*\*Solution: B) PictureBox\*\***

**\*\*Question 5: Which common dialog is used to save files with a specified name and location?\***

- A) OpenFileDialog
- B) SaveFileDialog
- C) PrintDialog
- D) ColorDialog

**\*\*Solution: B) SaveFileDialog\*\***

**\*\*Question 6: Which Windows Control allows users to select multiple options from a list?\***

- A) ComboBox
- B) ListBox
- C) RadioButton
- D) CheckBox

**\*\*Solution: B) ListBox\*\***

**\*\*Question 7: Which common dialog is used to set print options before printing a document?\***

- A) OpenFileDialog
- B) SaveFileDialog
- C) PrintDialog
- D) ColorDialog

**\*\*Solution: C) PrintDialog\*\***

**\*\*Question 8: Which Windows Control is used to display a single-line text input field?\***

- A) ComboBox
- B) ListBox
- C) TextBox
- D) CheckBox

**\*\*Solution: C) TextBox\*\***

**\*\*Question 9: Which common dialog is used to select folders/directories from the system?\***

- A) OpenFileDialog
- B) SaveFileDialog
- C) FolderBrowserDialog
- D) ColorDialog

**\*\*Solution: C) FolderBrowserDialog\*\***

**\*\*Question 10: Which Windows Control is used to display a binary on/off choice?\***

- A) ComboBox
- B) ListBox

C) RadioButton

D) CheckBox

**\*\*Solution: D) CheckBox\*\***

