

10 Lecture - CS410

Important Mcqs

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