

13 Lecture - CS410

Important Mcqs

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()