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
${\bf 2.\ Which\ Windows\ API\ provides\ functions\ for\ 2D\ drawing\ and\ font\ rendering?}$
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()