# 24 Lecture - CS410

## **Important Mcqs**

| **Question 1:** What does DLL stand for?   |
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| a) Dynamic Load Library  |
| b) Dynamic Link Loader   |
| c) Dynamic Link Library  |
| d) Dynamic Language Locator  |
| **Solution:** c) Dynamic Link Library  |
| **Question 2:** Which of the following statements about DLLs is true?                                |
| a) DLLs are only used in Windows operating systems.  |
| b) DLLs contain only executable code and no data.  |
| c) DLLs cannot be loaded or unloaded dynamically.  |
| d) DLLs promote code reusability by allowing multiple programs to share the same code.               |
| **Solution:** d) DLLs promote code reusability by allowing multiple programs to share the same code. |
| **Question 3:** Which programming language is commonly used to create DLLs?                          |
| a) Java  |
| b) Python  |
| c) C++   |
| d) HTML  |
| **Solution:** c) C++   |

| **Question 4:** What is the primary advantage of using DLLs?  |
|---|
| a) They make the executable files larger.   |
| b) They make the software less modular.   |
| c) They enable code sharing and reduce redundancy.  |
| d) They are platform-independent.   |
|   |
| **Solution:** c) They enable code sharing and reduce redundancy.  |
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| **Question 5:** How are functions from a DLL accessed by a program?   |
| a) By embedding the DLL code directly into the program.   |
| b) By using a static link to the DLL.   |
| c) By dynamically loading the DLL and calling its functions.  |
| d) By creating a separate copy of the DLL for each program.   |
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| **Question 6:** What is the purpose of the "GetProcAddress" function in Windows API?  a) To load the entire DLL into memory.  b) To retrieve the address of a function within a loaded DLL.  c) To compile the DLL source code.  d) To link the DLL statically.  **Solution:** b) To retrieve the address of a function within a loaded DLL.  **Question 7:** Which library is commonly used for dynamic loading of DLLs in C++?  a) libDLL |

### \*\*Solution:\*\* b) dlfcn

#### \*\*Question 8:\*\* In which memory space are DLLs loaded?

- a) Separate memory space for each program
- b) Shared memory space for all programs
- c) Virtual memory space only
- d) ROM memory space

#### \*\*Solution:\*\* b) Shared memory space for all programs

#### \*\*Question 9:\*\* What can be a potential drawback of using DLLs?

- a) Increased memory usage for each program using the DLL
- b) Reduced code reusability
- c) Slower program execution due to dynamic loading
- d) Incompatibility with modern operating systems

#### \*\*Solution: \*\* a) Increased memory usage for each program using the DLL

#### \*\*Question 10:\*\* Which utility can be used to view the functions and symbols within a DLL?

- a) regedit
- b) Dependency Walker
- c) Disk Cleanup
- d) Device Manager

#### \*\*Solution:\*\* b) Dependency Walker