

24 Lecture - CS410

Important Mcqs

****Question 1:**** What does DLL stand for?

- 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.**

****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.

****Solution:** c) By dynamically loading the DLL and calling its functions.**

****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
- b) dlfcn
- c) loadlib
- d) dynamiclink

****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**