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.
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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++?
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