

Roll No.....

Total No. of Questions : 09]

[Total No. of Pages : 02

Paper ID [IT303]

(Please fill this Paper ID in OMR Sheet)

MAY 2008

B.Tech. (Sem.- 5th)

WINDOWS PROGRAMMING (IT-303)

Time : 03 Hours

Maximum Marks : 60

Instruction to Candidates:

- 1) Section - A is **Compulsory**.
- 2) Attempt any **Four** questions from Section - B.
- 3) Attempt any **Two** questions from Section - C.

Section - A

Q1)

(10 × 2 = 20)

- a) List the drawback of windows?
- b) What is kernel macros?
- c) What do you understand by the virtual key codes?
- d) Explain the concept of windows message.
- e) What is message queue list its working?
- f) Describe the repeating count parameter in windows?
- g) What is memory segmentation?
- h) How many memory models are there in windows. Give a list of these?
- i) What do you understand by the HREDRAW, CS?
- j) Describe the (i) cursor-handler (ii) Icon handler?

Section - B

(4 × 5 = 20)

- Q2) What are the basic I/O techniques provided in windows, explain device context handler, Releasing context handler?
- Q3) Define the predefined class in windows, give the differences between predefined class and user defined class?
- Q4) Explain the concept of child window, how can the child windows control, and define the child window control classes?
- Q5) How can the menus are created in windows. and how the pop-ups are created also explain the use of pop-ups?
- Q6) What is the need of graphical device interface how can windows determines the device capability?

Section - C

(2 × 10 = 20)

- Q7) What is the memory management. How many ways of memory management in windows are given? Explain the memory handles and locks also discuss the problem in windows memory handling?
- Q8) Discuss the memory models in windows. How the stub file are linked, also discuss the problem while linking a stub file?
- Q9) Write short notes on following:-
- Intel's segmented memory architecture.
 - Memory API, kernel macros.
 - Resources use in development of GUI.

