



SE-7361

B. E. IV (Sem - VII) (CO) Examination

April / May - 2011

User Interface

Time : 3 Hours]

[Total Marks : 100

Instructions :

(1)

नीचे दर्शायेव निशानीवाणी विगतो उत्तरवडी पर अवश्य कपनी. Fillup strictly the details of signs on your answer book.		Seat No. :
Name of the Examination :		<input type="text"/>
B. E. 4 (Sem - 7) (CO)		<input type="text"/>
Name of the Subject :		<input type="text"/>
User Interface		<input type="text"/>
Subject Code No. : <input type="text" value="7"/> <input type="text" value="3"/> <input type="text" value="6"/> <input type="text" value="1"/>		<input type="text"/>
Section No. (1, 2,.....): <input type="text" value="Nil"/>		
Student's Signature		

1 (a) Answer the following : 10

- (1) "A windows program must have at-least one message map." - State true or false.
- (2) Explain the functionality of C Bitmap :: Load Bitmap () function.
- (3) Which function is used to convert a point in logical coordinates into the current device coordinates ?
- (4) State true or false.  
"Command handlers (WM\_COMMAND) must have parameters."
- (5) Can you modify. rc file outside of VC++ editor ?  
Justify this answer.
- (6) When WM\_MOUSEMOVE is generated by MFC program ?
- (7) Give the full form of GDI.
- (8) To report the pressing of left mouse button in the non-client area a mesage \_\_\_\_\_ is generated.
- (9) What is purpose of null pen in graphics based application in MFC ?
- (10) Give the syntax of create () function.

- (b) (1) What steps should we follow to get MFC skeleton program executed ? 5
- (2) Discuss the message handler for the following messages : 5
- (a) WM\_PAINT
- (b) WM\_CLOSE
- 2 (a) Attempt any two : 12
- (1) Explain the following MFC functions with examples :
- (a) CListBox :: AddString ()
- (b) CListBox :: GetCursel ()
- (c) CListBox :: GetText ()
- (2) Discuss the steps for adding and displaying standard and user. defined icons and cursors in MFC application.
- (3) Justify the following statements :
- (a) Radio buttons are mutually exclusive check boxes.
- (b) Windows programs are unique.
- (b) What are queued and non-queued messages ? 3
- 3 (a) Explain Document/View architecture. 8
- (b) Write a detailed note on COM. 7

**OR**

- (a) Define the term : Resource. List out various types of resources in MFC, explain the same. Write the steps for adding resource in any MFC program. Also state the importance of resource compiler with respect to MFC program. 8
- (b) Enlist and explain the differences between application/window architecture and document/view architecture. 7
- 4 (a) Answer the following : 10
- (1) Define Usability Testing.
- (2) Blue is hard to focus. Why ?
- (3) Name the three interface functions of class I Unknown.
- (4) API DLL's are normally found in \_\_\_\_\_ directory.
- (5) Every COM interface is identified by \_\_\_\_\_ attribute.

- (6) Mapping of document to view is \_\_\_\_\_ to \_\_\_\_\_ .
- (7) The process of managing mouse messages even when the cursor goes out of the client area is known as \_\_\_\_\_ .
- (8) Successful compilation of .rc file produces file with \_\_\_\_\_ extension.
- (9) In Doc/View Architecture \_\_\_\_\_ class translates mouse and keyboard messages.
- (10) Init Instance() is member function of \_\_\_\_\_ class.
- (b) Explain Goals of Good interface design. **6**
- (c) Discuss : Explain goals of good interface design. **4**
- 5** (a) Write the pseudo-code or program for transferring text data to and from the clipboard and explain the same in brief. **8**
- (b) What is pre-emptive and non-preemptive multitasking. Explain in detail. **7**

**OR**

- 5** (a) Explain : (1) Visual affect usability. **8**  
(2) Visual define style
- (b) What are the audience expectations while designing a Graphical User Interface ? Explain in detail. **7**
- 6** (a) Write a brief note on the following : **8**  
Jaggies, Light-Box-Effect

**OR**

- (a) Discuss DDE conversations in detail. **8**
- (b) Discuss any four graphic design methods. **7**