



SE-7441

B. E. IV (Sem. VII) (I. T.) Examination

April / May – 2011

Graphical User Interface

Time : 3 Hours]

[Total Marks : 100

Instructions :

(1)

नीचे दशांशिक निशानीवाणी विगतो उत्तरवही पर अवश्य लपवी.  
Fillup strictly the details of signs on your answer book.

Name of the Examination :  
B. E. - 4 (Sem. 7) I.T.

Name of the Subject :  
Graphical User Interface

Subject Code No. : 7 4 4 1 Section No. (1, 2,.....) : Nil

Seat No. :  
[ ] [ ] [ ] [ ] [ ] [ ]

Student's Signature

- (2) Figures to extreme right indicate maximum marks.  
(3) Make necessary assumptions and clearly mention them, if required.  
(4) Support your answers with block diagram or neat sketches, if required.

1 (a) Answer the following : 10

- (1) Write the functionality of AfxRegisterWndClass().  
(2) List out various MFC messages for responding a keypress activity.  
(3) Give the name of MFC class which is at the top-most level of MFC hierarchy in version. 6.0  
(4) What is purpose of having 'separator' option in menu ?  
(5) State true or false :  
"Radio buttons are mutually exclusive check boxes."  
(6) \_\_\_\_\_ function will be called before the dialog box is displayed.  
(7) Which MFC function tells windows that the window is invalid and must be redrawn ?

- (8) Correct the following statement if incorrect :  
 “EndDialog( ) function is used to close all the current dialog boxes which are opened in an VC++6.0 application.”
- (9) For messages that you program doesn't explicitly handle, MFC supplies a \_\_\_\_\_.
- (10) Can you import.bmp file (which is made in painbrush) into bitmap resource in VC++6.0? How?
- (b) List out MFC function for string manipulation along with its MFC class with examples. **5**
- (c) Match the following : **5**
- | A                      | B   |
|------------------------|---|
| (a) DoModal ( )        | 1. Called when window is minimized or restored            |
| (b) Onpaint( )         | 2. Responding to menu selection                           |
| (c) ON COMMAND( )      | 3. Activating a dialog box                                |
| (d) Get Window Text( ) | 4. Getting text from edit box                             |
| (e) OnClose( )         | 5. Deactivating a dialog box                              |
|                        | 6. Getting or setting text from push button               |
|                        | 7. Called after or during closing a window or application |
- 2** (a) Attempt any two : **12**
- (1) Enlist and explain the steps for creating a document/view framework.
- (2) Write short note on :
- (a) Repaint problem
- (b) Virtual Window theory
- (c) Viewport and Window extents
- (3) Give the difference between traditional programming and MFC programming.
- (b) Explain the following functions : **3**
- (a) CListBox::GetCurSel( )
- (b) CWnd::GetDlgItem(int)

- 3 (a) Write different steps for MFC application skeleton and also explain the same in detail. 8
- (b) Give the difference between Modal and Modeless dialog boxes. Explain the dialog box interaction mechanism with the user. 7

**OR**

- (a) What are messages ? Enlist and explain various steps for responding message in VC++6.0 8
- (b) What do you mean by 'Socket' in socket programming in VC++ ? Write steps to implement socket programming in VC++ ? Which kinds of problems might be faced during this programming ? 7
- 4 (a) Attempt the following questions : 10
- (1) List out common non visual mistakes while designing an interface.
  - (2) What is the use of compound document container in the object linking and embedding ?
  - (3) Write down the minimum system requirement for windows 1.0.
  - (4) What is the purpose of OLE Server ?
  - (5) What is TLS ?
  - (6) Define COM interface.
  - (7) DDE conversation is initiated by \_\_\_\_\_ program.
  - (8) \_\_\_\_\_ and \_\_\_\_\_ are light receptors in eyes.
- State the following true of false :**
- (9) For low resolution screen Serif fonts are easier to read.
  - (10) "Windows 95 "is two-dimension presentation of shallow, threee dimensional world.
- (b) Explain the following terms : 4
- (i) Jaggies.
  - (ii) The Light Box effect.

- (c) Write down the steps for transferring and retrieving text to and from the Clipboard. 4
- 5 Attempt the following questions : (any four) 16
- (1) Explain non-preemptive and preemptive multitasking.
  - (2) Explain types of the conversation carried out in dynamic data exchange.
  - (3) Explain Registry.
  - (4) Explain goals of good interface design.
  - (5) Explain Rat's eye view *vs.* Bird's eye view.
- 6 Answer the following :
- (a) Which design techniques are used to achieve visual effects ? 8

**OR**

- (a) Write down a short note on perceptual effects of colour. 8
- (b) Give the fundamental principle of design when applied to software interfaces. 6
- (c) Give the difference between "classical style design" and "flashier style design". 2