University of Technology / Computer Science Dept.

Subject: Windows programming
Class: Fourth
Examiner: Dr. Rihab F. Hassan

Time: 3 hours


Q1) Answer the following:
1. How static control differs from dynamic control?
2. What are the main parts of any windows skeleton program?
3. Can we use visual programming techniques under DOS environment? Why?
4. What are the main difference between windows98 and windows 3.1?
5. What are the benefits of DLL.

   (15 marks)

Q2) a) What is the API function that can be used to?
1. Display a window
2. Output a text to a window.
3. Obtain the current contents of an Edit Box.
4. Display a message box to display a simple output.
5. Cause a window to send WM_PAINT message.

   (10 marks)

Q2) b) What is the message that would be sent for each of the following cases?
1. Release the right button of the mouse.
2. Press the close box of the window.
3. Resize the window.
4. Select an item from a menu.
5. Activate a dialog box.

   (10 marks)

Q3)a) Write a piece of code to toggle a check box if it is not UNCHECKED.
Q3)b) Write a piece of code to display the contents of an EditBox in a MessageBox.
Q3)c) Write a piece of code to selecting an item from a list by using double click method.

   (15 marks)

Q4) Fill the following blanks:
1. The windows applications communicate with windows98 through ------------------.
2. The ------------------ read any pending message from the application message queue and then dispatches that message back to windows98.
3. The ------------------ are used to present mutually exclusive options.
4. There are two types of items that can be used to define a menu -------- and --------.
5. Most programmer use a ------------------ to specify the contents of a dialog box.

   (10 marks)

Good luck