NOTE: 10 marks for each question

Q1. Define with purposes for the following:-

1- bErase  
2- nWinMode  
3- HWND  
4- SetDoubleClickTime()  
5- WM_COMMAND

Q2: The important messages that your program will receive is WM_PAINT why, Explain each API function that used with example, write the structure of PAINTSTRUCT?

Q3. Write the structure Message(MSG) and explain using of message loop and what is the updating on it when using for each dialog box (modal, modeless) with examples?

Q4. Answer the following:

A- Write the segment of skeleton of windowclass and create of window with prototype?

B- what are the purposes of the API function

SendMessage(), and where it used in DialogBox?
Q5. For the below figure answer the following:-

1. Write the header and Recourse file for this figure.

2. Initialized the list box with values in the figure.

3. When press menu item Dialog show this dialog box.

4. When press push button (Copyright) select the current item in the list and print it in the same window.

5. When Select Book button is pressed, the ListBox select the string "Java: the complete reference" that matching in listbox and print the selection in the message box.

6. When press Cancel button, closing the DialogBox directly.

Note: the dialog Box type is modeless

Q6: For the below figure answer the following:-

1. Write the header file and resources file?

2. Write function process for (color, low, high, fonts, resolution) With Accelerator key(colors ctrl+c, Low alt+L, fonts "F") the output for each item is a messagebox title"introduction menu", body is the item caption?