

- (b) What is the use of accelerator ? Write a code segment for creating the accelerator using MFC.

UNIT – IV

8. (a) Explain the concept of MFC programming without view document architecture. How is it different from programming with view document architecture ?
- (b) Discuss about database management with ODBC and communicating with other application.
9. Explain the need of ODBC for database connectivity. Enumerate its advantages and disadvantages.
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Roll No.

67243

**MCA 5th Semester (With New Notes)
Examination – May, 2018**

WINDOWS PROGRAMMING & VISUAL C++ (New)

Paper : MCA-503

Time : Three Hours]

[Maximum Marks : 80

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard, will be entertained after examination.

Note : Attempt five questions in all. Question No. 1 is compulsory. In addition to compulsory question, attempt four more. Questions selecting one question from each unit.

1. Compulsory Question :

- (a) Differentiate message loop and message map
- (b) Name two basic classes for each MFC application and discuss the use of both of them.

- (c) What are console applications and why these are used ?
- (d) What is delayed rendering ? Name the formats for rendering the objects.
- (e) Differentiate explicit and implicit resources with example.
- (f) What is splitter window ? Discuss with example.
- (g) Differentiate between relation and snapshot.
- (h) How connection is established with database in windows application ?

UNIT – I

- 2. (a) Discuss the general flow of execution within an MFC application with diagrammatic representation in detail.
- (b) What are the difference between check box and radio button ? Explain with coding.
- 3. Discuss different mechanisms used for dialog box. Explain these with the help of program to show the exchange and validation of data.

UNIT – II

- 4. (a) What is the use of clipboard? How memory is allocated and how text can be transferred to the clipboard ?
- (b) Discuss the steps involved in creating user defined DLL in VC++.
- 5. (a) What are metafiles ? How these are different from bitmaps ? Discuss their different formats with function used within them.
- (b) What is Sound API ? How waveform audio is used in it ?

UNIT – III

- 6. (a) Define device context. How device context for only client area and for entire window could be obtained ?
- (b) What is dockable toolbar ? How it can be created ? Explain with code segment.
- 7. (a) What are different ways to create a menu ? Explain with code segment in which menu is created using LoadMenu().