

**Windows Programming
(IT-303, Dec-07)**

Section-A

- 1). a). How an icon is generated?
- b). How a window class is registered?
- c). What is window message?
- d). What are the memory models available in windows?
- e). What is a device context?
- f). How a window is a climated?
- g). How a mouse cursor can be changed?
- h). How parent window control a child window?
- i). How pop-ups are attached to top-level?
- j). How a graphics character is generated on a printer?

Section-B

- 2). How a logical font can be created, explain with example?
- 3). What are the major functions available in list-box class?
- 4). Design a pop up menu for the management information system of an institute; make your own assumption about the system?
- 5). Design a small note pad type editor by making use of the edit class?
- 6). What are the Buttons available in windows, explain.

Section-C

- 7). How memory is handled in window, explain with reference to the Intel segmented memory architecture.
- 8). (a) What are the common dialog boxes available in windows, explain.
 (b) How stubs files are linked in windows?
- 9). (a) What are the various drawback of windows?
 (b) Design an I/O system for the menu for a system, make your own assumption about the system.