WINDOW PROGRAMMING BASED COMPUTER MCQ PRACTICE QUESTIONS AND ANSWERS PDF WITH EXPLANATION

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Q1. Window class, onEnable/1, defines

a) is executed when a window is becoming visible or is being hidden

b) when a window is being disabled or enabled this event is executed

c) this event is executed when the user switches to another window of the same application

d) when a window receives the keyboard focus this event is executed

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Q2. Window class, onKeyUp/3, defines

a) a key on the keyboard is pressed

b) a key on the keyboard is released

c) a mouse button was double clicked

d) the user clicks on a window

Q3. Checkbox in window programming

a) displays text and can be clicked with the mouse or spacebar

b) a checkmark which the user can select

c) a list from which one item can be selected.

d) area in which text may be entered.

Q4. Memo in window programming

a) does nothing except draw a rectangle, it is used to visually group controls together

b) displays text

c) for input of multiple lines of text

d) none of these

Q5. Combobox in window programming

a) displays text and can be clicked with the mouse or spacebar

b) a checkmark which the user can select

c) a list from which one item can be selected.

d) area in which text may be entered.

Q6. Window class, onChar/3, defines

a) during the processing of a key this event is executed with the ASCII value of the key pressed

b) a menu command was selected

c) a menu item is selected

d) a window was resized

Q7. Window class, onMouseDoubleClick/5, defines

a) a mouse button was double clicked

b) the user clicks on a window

c) a key on the keyboard is pressed

d) a key on the keyboard is released

Q8. Window class, onSetCursor/3, defines

a) the window wants to know what cursor it must display for the mouse pointer

b) the mouse is moved over a window

c) when a mouse button is pressed this event is executed

d) a mouse button is released

Q9. Window class, onMouseUp/5 , defines

a) the window wants to know what cursor it must display for the mouse pointer

b) the mouse is moved over a window

c) when a mouse button is pressed this event is executed

d) a mouse button is released

Q10. All the classes necessary for Windows programming are in the module

a) win.txt

b) win.std

c) win.main

d) none of these

Q11. Window class, onEraseBackground/1, defines

a) is executed when a visible window is being created

b) is executed when a window is being closed, it is possible to prevent the window from closing

c) when the background of a window must be erased this event is executed

d) when a window must be re-painted this event is executed

Q12. Panels is

a) the exterior of a window.

b) the interior of a frame window

c) windows used for input/output that are placed on a panel window

d) None of these

Q13. Controls are

a) the exterior of a window.

b) the interior of a frame window.

c) windows used for input/output that are placed on a panel window

d) None of these

Q14. Window class, onPaint/2, defines

a) is executed when a visible window is being created

b) is executed when a window is being closed, it is possible to prevent the window from closing

c) when the background of a window must be erased this event is executed

d) when a window must be re-painted this event is executed

Q15. Window class, onSize/2, defines

a) during the processing of a key this event is executed with the ASCII value of the key pressed

b) a menu command was selected

c) a menu item is selected

d) a window was resized

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Answers to the above questions :

Q1. Answer: (b)

Q2. Answer: (b)

Q3. Answer: (b)

Q4. Answer: (c)

Q5. Answer: (c)

Q6. Answer: (a)

Q7. Answer: (a)

Q8. Answer: (a)

Q9. Answer: (d)

Q10. Answer: (a)

Q11. Answer: (c)

Q12. Answer: (b)

Q13. Answer: (c)

Q14. Answer: (d)

Q15. Answer: (d)

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