



**CS411 Visual Programming**  
Solved MCQS  
For Midterm Exam

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**Question No: 1 ( Marks: 1 ) - Please choose one**

Event-based programming is also known as:

Service-oriented architecture (SOA)

**Event-driven Architecture (EDA) (Page 11)**

Service-driven Architecture (SDA)

Event-based Architecture (EBA)

**Question No: 2 (Marks: 1) - Please choose one**

Polymorphism works on the basis that child class should have \_\_\_\_\_ feature/s of its parent class.

1. Only one
2. No
3. Few
- 4. All**

**Question No: 3 ( Marks: 1 ) - Please choose one**

The base class will have the \_\_\_\_\_ functionality of all derived classes

- 1. Common**
2. Specialized
3. Unique
4. Different

**Question No: 4 ( Marks: 1 ) - Please choose one**

Clean room design is also called \_\_\_\_\_

1. Clear Room Design
- 2. Wall Technique Design (Page 13)**
3. Chinese Wall Technique
4. French Wall Technique

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**Question No: 5 ( Marks: 1 ) - Please choose one**

Indexers are similar to properties, but are accessed via a/an \_\_\_\_\_ rather than a property name.

**1. Index Argument** [Click here 4 detail](#)

2. Reference
3. Pointer
4. Integer Argument

**Question No: 6 ( Marks: 1 ) - Please choose one**

Types not defined in any namespace are said reside in the \_\_\_\_\_ namespace.

1. Local
2. Static
3. Virtual

**4. Global** [Click here 4 detail](#)

**Question No: 7 ( Marks: 1 ) - Please choose one**

A compiled C# file is called

1. Complied File
2. Source File

**3. Assembly File (Page 41)**

4. EXE File

**Question No: 8 ( Marks: 1 ) - Please choose one**

Cool stands for \_\_\_\_\_.

1. Class Oriented Object Language
2. Consumer Oriented Object Language
3. C-like Object Oriented Language

**4. C++-like Object Oriented Language (Page 13)**

**Question No: 9 ( Marks: 1 ) - Please choose one**

The initial name for C# was \_\_\_\_\_.

1. COAL
2. COOP
3. COAP

**4. COOL (Page 13)**

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**Question No: 10 ( Marks: 1 ) - Please choose one**

The Main method returns a non-zero value which indicates the\_\_\_\_\_.

1. Source of Program
- 2. Error in Program [Click here 4 more detail](#)**
3. Termination of Program
4. Exception in Program

**Question No: 11 ( Marks: 1 ) - Please choose one**

Attributes add \_\_\_\_\_to year program.

1. Clearance
2. Errors
- 3. Meta Data (Page 40)**
4. Ambiguity

**Question No: 12 ( Marks: 1 ) - Please choose one**

Wait for a single event is \_\_\_\_\_operation.

1. Waiting
2. Waste
3. Idle
- 4. Blocking (Page 8)**

**Question No: 13 ( Marks: 1 ) - Please choose one**

To use kbhit() command, you need to include which header file in your program?

1. fstream.h
2. stdio.h
3. iostream.h
- 4. conio.h [Click here 4 more detail](#)**

**Question No: 14 ( Marks: 1 ) - Please choose one**

Which of the following is built from request-response?

1. Event-processing Architecture (EDA)
2. Service-driven Architecture (SDA)
- 3. Service-oriented Architecture (SOA) (Page 11)**
4. Event-bas Architecture (EBA)

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**Question No: 15 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_let any classes behave like an array.

1. Properties

2. Fields

**3. Indexers (Page 29)**

4. Finalizers

**Question No: 16 ( Marks: 1 ) - Please choose one**

All the members of interfaces are implicitly\_\_\_\_\_.

1. Private

2. Static

**3. Public (Page 34)**

4. Abstract

**Question No: 17 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_methods do not have names.

1. Attribute

**2. Anonymous (Page 46)**

3. None of given

4. Non-Anonymous

**Question No: 18 ( Marks: 1 ) - Please choose one**

Derived Event is:

Introduced into an event processing system by an event consumer.

**Generated as a result of event that takes place inside an event processing system. (Page 11)**

Introduced into an event processing system by an event producer.

A set of associated events.

**Question No: 19 ( Marks: 1 ) - Please choose one**

Which of the following is an occurrence within a particular system or domain?

Object

**Event (Page 7)**

Result

Message

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**Question No: 20 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is an entity that receives events from the system.

Event Producer

**Event Consumer (Page 11)**

Event Channel

Event Generator

**Question No: 21 ( Marks: 1 ) - Please choose one**

Writing higher-level functions that call upon lower-level functions \_\_\_\_\_ a program.

Decode

Harder

Refactor

**Simplify**

**Question No: 22 ( Marks: 1 ) - Please choose one**

Which statement is True?

A "catch" block always executes whether or not an exception is thrown and whether or not the "try" block runs to completion.

A "finally" block executes only, when an exception is thrown and when the "try" block runs to completion.

A "finally" block may or may not executes whether or not an exception is thrown and whether or not the "try" block runs to completion.

**A "finally" block always executes whether or not an exception is thrown and whether or not the "try" block runs to completion. [Click here 4 detail](#)**

**Question No: 23 ( Marks: 1 ) - Please choose one**

Attributes of a program can be queried at run time through \_\_\_\_\_.

**Reflection (Page 41, [for more detail](#))**

Value

Reference

Extension

**Question No: 24 ( Marks: 1 ) - Please choose one**

During the program execution, program can be stopped with the help of \_\_\_\_\_.

Attributes

Compiler

Exception Handling

**Breakpoints (Page 47)**

**Question No: 25 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_, \_\_\_\_\_ and \_\_\_\_\_ of applications that use events, either directly or indirectly is called event-based programming.

- Model, Code, Operation
- Analyze, Design, Operation
- Code, Operation, Maintain

**Design, Coding, Operation (Page 8)**

**Question No: 26 ( Marks: 1 ) - Please choose one**

Clean room design is useful as a defense against \_\_\_\_\_.

- Copyright
- Trade secret infringement

**Copyright and trade secret infringement (Page 13)**

None of the given options

**Question No: 27 ( Marks: 1 ) - Please choose one**

The result of Exception can bring \_\_\_\_\_ in the program.

- Reliability
- Stability

**Inconsistency (Page 40)**

Consistency

**Question No: 28 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ method reads the whole document in memory.

**XmlDocument (Page 48)**

- XmlLine
- XPath
- XmlReader

**Question No: 29 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ in the namespace indicate a hierarchy of nested namespaces.

- Arrows
- Dots
- Semicolon

**Brackets (Page 22)**

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**Question No: 30 ( Marks: 1 ) - Please choose one**

If we run the program from within Visual Studio, the console window disappears quickly so we can use \_\_\_\_\_ to keep screen from going away.

**Console.ReadLine() (Page 15)**

Console.WriteLine()

Console.Title

Console.Clear

**Question No: 31 ( Marks: 1 ) - Please choose one**

Which of the following is an entity that introduces event into the system?

Event Channel

Event Stream

Event Consumer

**Event Producer (Page 11)**

**Question No: 32 ( Marks: 1 ) - Please choose one**

At the time an event is fired, the \_\_\_\_\_ methods will be invoked.

**Registered [Click here 4 detail](#)**

Public

Static

Unregistered

**Question No: 33 ( Marks: 1 ) - Please choose one**

The easiest way to declare an event is to put the event keyword in front of a \_\_\_\_\_ member.

Interface

**Delegate [Click here 4 detail](#)**

Class

Struct

**Question No: 34 ( Marks: 1 ) - Please choose one**

Which of the following does NOT include in event processing operations?

Deleting Events

Reading Events

**Terminating Events (Page 8)**

Transforming Events

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**Question No: 35 ( Marks: 1 ) - Please choose one**

An event is a list of \_\_\_\_\_

- constants
- variable
- pointers
- delgates**

**Question No: 36 ( Marks: 1 ) - Please choose one**

C# is a \_\_\_\_\_ and .NET is a \_\_\_\_\_.

- Platform, Language
- Package, Language
- Language, Package

**Language platform (Page 13)**

**Question No: 37 ( Marks: 1 ) - Please choose one**

Anonymous methods \_\_\_\_\_ the code size.

- Double
- Expand
- Reduce (Page 46)**
- Extend

**Question No: 38 ( Marks: 1 ) - Please choose one**

g++ is a command of \_\_\_\_\_.

- Dev C++
- Unix based system**
- Windows based system
- None of the given options

**Question No: 39 ( Marks: 1 ) - Please choose one**

A class can inherit from \_\_\_\_\_ class/classes.

- Two
- Single [Click here 4 detail](#)**
- Three
- Multiple

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**Question No: 40 ( Marks: 1 ) - Please choose one**

Which of the following events may or may not relate to an actual occurrence?

**Probabilistic Events (Page 7)**

Actual Events

Real Events

Expected Events

**Question No: 41 ( Marks: 1 ) - Please choose one**

Which of the following statements is TRUE about raw event?

**It is introduced into an event processing system by an event producer. (Page 11)**

It is generated as a result of event processing.

It is introduced into an event processing system by an event consumer.

It is a subscription mechanism for events.

**Question No: 42 ( Marks: 1 ) - Please choose one**

A method performs an action in a series of statements, called a \_\_\_\_\_.

Code Block

Method Block

Routine Block

**Statement Block** [Click here for detail](#)

**Question No: 43 ( Marks: 1 ) - Please choose one**

Graphical user interfaces and the event-driven model are not applied on which of the following?

Web Applications

**Console Applications**

Mobile applications

Desktop Applications

**Question No: 44 ( Marks: 1 ) - Please choose one**

The System.Console is a \_\_\_\_\_ which enables us to do Console Input and Output.

Structure

**Class (Page 14)**

Namespace

Library

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**Question No: 45 ( Marks: 1 ) - Please choose one**

Events are based on the principle of \_\_\_\_\_.

Request

Response

Coupling

**Decoupling (Page 10)**

**Question No: 46 ( Marks: 1 ) - Please choose one**

In event-driven architecture (EDA), \_\_\_\_\_ sends event to \_\_\_\_\_.

Event Consumer, Event Producer

**Event Producer, Event Consumer (Page 10)**

Event Handler, Event Producer

Event Generator, Event Producer

**Question No: 47 ( Marks: 1 ) - Please choose one**

XML is a stricter version of \_\_\_\_\_.

Java

CSS

**HTML (Page 47)**

C#

**Question No: 48 ( Marks: 1 ) - Please choose one**

Extension methods \_\_\_\_\_ access the private data members of the class in which they are extended.

May

**Cannot [click here 4 more detail](#)**

May not

Can

**Question No: 49 ( Marks: 1 ) - Please choose one**

BAML is compressed representation of \_\_\_\_\_.

CAML:NS

**XAML (Page 71)**

XAML:NS

CAML

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**Question No: 50 ( Marks: 1 ) - Please choose one**

In context of XAML child element rules, if the child is plain text and a type converter exists to transform the child into the parent type (and no properties are set on the parent element), treat the child as the input to the type converter and use the output as the \_\_\_\_\_.

**Parent object instance (Page 68)**

Interface object instance  
none  
Child object instance

**Question No: 51 ( Marks: 1 ) - Please choose one**

IsNumeric(string s) is a function of \_\_\_\_\_ class.

Math class  
Program class  
String class

**MyUtils class (Page 53)**

**Question No: 52 ( Marks: 1 ) - Please choose one**

XAML specification defines rules that map ".NET" namespaces, types, properties, and events into \_\_\_\_\_.

I) XML namespaces II) XML elements III) XML Attributes

(I) Only  
(II) Only

**(I), (II) and (III) only (Page 63)**

(III) Only

**Question No: 53 ( Marks: 1 ) - Please choose one**

Visual Studio has a snippet called \_\_\_\_\_ that automatically expands into a definition of a dependency property, which makes defining one much faster than doing all the typing yourself!

**Propdp (Page 77)**

Property extension  
Dpprop  
Dependency property

**Question No: 54 ( Marks: 1 ) - Please choose one**

Suppose we want to restrict the user to don't decrease the height of a WPF element from a specific amount then which property will be used?

**MinHeight (Page 83)**

none  
HeightMinimum  
MinimumHeight

**Question No: 55 ( Marks: 1 ) - Please choose one**

WPF element in "DockPanel" has property "dock". There is/are \_\_\_\_\_ possible value(s) of "dock" property.

two  
three

**four (Page 93)**

one

**Question No: 56 ( Marks: 1 ) - Please choose one**

WPF4 was released in

2012

**2010 [Click here for detail](#)**

2005

2003

**Question No: 57 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ allows to keep the user interface description and implementation separate.

GDI

**WPF (Page 61)**

Avalon

Altia

**Question No: 58 ( Marks: 1 ) - Please choose one**

When the data is passed from one place to another in chunks, this data is called \_\_\_\_\_.

Bits

Line

Byte

**Stream**

**Question No: 59 ( Marks: 1 ) - Please choose one**

We want the width of button should cover the whole width of StackPanel in WPF then what should be value of HorizontalAlignment property of button?

Parent

Whole

Fill

**Stretch (Page 97)**

**Question No: 60 ( Marks: 1 ) - Please choose one**

Which of the following is/are not derived from “Control” class?

ListBox  
StatusBar

**None of the given (Page 73)**

**Question No: 61 ( Marks: 1 ) - Please choose one**

If we want to move an object in the 2-D x-y coordinate system then which transform class will be used?

**Translate Transform (Page 89)**

Skew Transform  
Skew Transform  
Rotate Transform

**Question No: 62 ( Marks: 1 ) - Please choose one**

Dependency properties are represented by \_\_\_\_\_ .

**System.Windows.DependencyProperty (Page 77)**

System.Windows.Dependency.Property  
System.Windows.Dependency  
System.Windows.Property.Dependency

**Question No: 63 ( Marks: 1 ) - Please choose one**

System.Windows.Controls.Button b = new System.Windows.Controls.Button(); b.Content = "OK"; For the above code (written in C#) the corresponding XAML code will be:

**<Button xmlns=http://schemas.microsoft.com/winfx/2006/xaml/presentation Content="OK"/> (Page 63)**

<Button xmlns= “OK” Content="http://schemas.microsoft.com/winfx/2006/xaml/presentation "/>  
<Button xmlns=http://schemas.microsoft.com/winfx/2006/xaml/presentation Event="OK"/>  
<Button xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation" Call="OK"/>

**Question No: 64 ( Marks: 1 ) - Please choose one**

\_\_\_\_\_ is a base class similar to UIElement but for document-related pieces of content that don't have rendering behavior on their own.

**ContentElement (Page 73)**

VisualElement  
SystemElement  
XAMLElement

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**Question No: 65 ( Marks: 1 ) - Please choose one**

In context of XAML child element rules, if the parent supports a content property and the type of the child is compatible with that property, treat the child as its \_\_\_\_\_.

Super class

Sub class

**Value (Page 68)**

Interface

**Question No: 66 ( Marks: 1 ) - Please choose one**

Mapping to the WPF namespaces is \_\_\_\_\_ in-side the WPF assemblies.

Specified at compile time

**Hard-coded (Page 63)**

None of the given

Dynamically specified

**Question No: 67 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ user interfaces, enabled by WPF, is getting a lot of attention.

Loutish

**Polished (Page 61)**

Coarse

Distracted

**Question No: 68 ( Marks: 1 ) - Please choose one**

The \_\_\_\_\_ method is used to read the whole file at once.

**ReadAllText("test.txt");** [Click here for detail](#)

ReadAll();

Read("test.txt");

ReadLine();

**Question No: 69 ( Marks: 1 ) - Please choose one**

With the help of WPF, an ugly looking application can be \_\_\_\_\_ by the designers.

Rearranged

Re-created

**Re-themed(Page 61)**

Rejected

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**Question No: 70 ( Marks: 1 ) - Please choose one**

Additional XML namespaces (on the root or on children) must be \_\_\_\_\_ to be used on any identifiers from that namespace.

Given a common prefix

Qualified with “Pre” keyword

**Given a distinct prefix (Page 63)**

Qualified with “Ext” keyword

**Question No: 71 ( Marks: 1 ) - Please choose one**

Extension methods can only be defined in \_\_\_\_\_ class.

Dynamic class

Normal class

String class

**Static class** [Click here for detail](#)

**Question No: 72 ( Marks: 1 ) - Please choose one**

If we want to rotate an object clockwise about a specified point in a 2-D x-y coordinate system then which transform class will be used?

**None of given (Page 87)**

Translate Transform

Skew Transform

Scale Transform

**Question No: 73 ( Marks: 1 ) - Please choose one**

The code given below is equivalent to \_\_\_\_\_. `<SolidColorBrush>White</SolidColorBrush>`

`<WhiteBrush >MyWhiteBrush </ WhiteBrush>`

None of the given options

**`<SolidColorBrush Color="White"/>` (Page 65)**

`<Brush Style= “SolidWhite” >`

**Question No: 74 ( Marks: 1 ) - Please choose one**

“FrameworkElement” is the base class that adds support for \_\_\_\_\_.

Some common mechanisms for Windows-based controls

Data binding

Styles

**All of the given options (Page 73)**

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**Question No: 75 ( Marks: 1 ) - Please choose one**

All elements of WPF have following property/properties.

Width

None of given options

**Height and Width**

Height

**Question No: 76 ( Marks: 1 ) - Please choose one**

If we exclude the mechanism of calling the objects through name then:

**Code will not compile**

Code will be difficult to debug

Code will have errors

Code will become design dependent

**Question No: 77 ( Marks: 1 ) - Please choose one**

If we want to place a component at top in "dockpanel" then which one is correct syntax?

PanelDock="Top"

Dock="Top"

**DockPanel.Dock="Top" (Page 93)**

DockPanel="Top"

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