

## D112/CMP535/EE/20170607

**Time : 3 Hours**

**Marks : 80**

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**Instructions :**

1. All Questions are Compulsory.
  2. Each Sub-question carry 5 marks.
  3. Each Sub-question should be answered between 75 to 100 words. Write every questions answer on separate page.
  4. Question paper of 80 Marks, it will be converted in to your programme structure marks.
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1. Solve any **four** sub-questions.
  - a) What is importance of device context? Explain how to use GDI objects to draw colored shapes. 5
  - b) What is mouse capturing? How to release the captured mouse? 5
  - c) Explain the difference between CpaintDC and CClientDC. 5
  - d) What is mapping mode and how to use it? 5
  - e) Explain how to set and handle the timer in the program? 5
2. Solve any **four** sub-questions.
  - a) Explain how to retrieve the color of the menu and active caption bar? 5
  - b) What is networking? Explain need for network communication. 5
  - c) Explain how communication takes place between server and client? 5
  - d) Explain to create an FTP client. 5
  - e) Explain how to create an application that launches worker thread. 5

3. Solve any **four** sub-questions.

- a) How to create an application that uses synchronisation of classes? 5
- b) Explain the various view class and their purpose. 5
- c) Describe how to set image list for the tree control? 5
- d) Explain the process of adding a mouse handler. 5
- e) Explain how to store data in document? 5

4. Solve any **four** sub-questions.

- a) What is serialization? Explain how to add serialization support for a class? 5
- b) Explain what is COM? 5
- c) Explain what is in-proc and ad-proc servers? 5
- d) Differentiate between multithreading and multitasking. 5
- e) What are ISP servers? Describe how dial-up connection is used to access internet services? 5

