

# Professional Online Academy Vu Topper RM



**CS411-Visual Programming**  
**Update MCQ'S Mid Term**  
**By Vu Topper RM**



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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Type converters in WPF are similar to \_\_\_\_\_.

A. Namespaces

**B. Markup extensions**

C. Multimedia Integration

D. Rich compositions

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following is the correct C# code to create a button in WPF project?

Options:

**A. System.Windows.Controls.Button b = new**

**System.Windows.Controls.Button(); b.Content = "OK";**

B. System.Forms.Button b = new System.Forms.Button(); b.Content = "OK";

C. System.Forms.Windows.Button b = new System.Forms.Windows.Button(); b.Content = "OK";

D. System.Windows.Button b = new System.Windows.Button(); b.Content = "OK";

**Question No:3**

**(Marks:1)**

**Vu-Topper RM**

CAML stands for \_\_\_\_\_

A. Centralized Application Markup Language

B. Composite Application Markup Language

C. Compiled Application Matrix Language

**D. Compiled Application Markup Language**

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**Question No:4**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ element is used in XAML to embed the C# code in XAML file.

A. X>Name

B. X:Content

C. X:Button

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## D. X:Code

**Question No:5**

**(Marks:1)**

**Vu-Topper RM**

The process in which we link the WPF element data to any external source is known as \_\_\_\_\_

- A. Property Value Inheritance
- B. Abstract Class
- C. Data Binding**
- D. Element Declaration

**Question No:6**

**(Marks:1)**

**Vu-Topper RM**

Suppose, we want to change the color of button to Black, as soon as mouse enters it. For that we have declared the button in C# code as Button b = sender as Button;

Now, what will be the correct way to change the foreground color of a button according to above mentioned specifications? (Note: Suppose the code is being written in the event handler Button\_mouseenter as specified by its corresponding XAML)

- A. b = color.black;
- B. b.Foreground = Brushes.Black;**
- C. b.color= black;
- D. color = b.black;

**Question No:7**

**(Marks:1)**

**Vu-Topper RM**

Suppose, the property of x coordinate of the button timely changes in such a way that after every 100 seconds value of x coordinate increments by 1, then this case refers to \_\_\_\_\_

- A. Animation**
- B. Transformation
- C. Property Element
- D. Tunneling

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**Question No:8**

**(Marks:1)**

**Vu-Topper RM**

Which of the following property will be used to restrict the user to not increase the width of a WPF element from a specific value?

- A. DecreaseWidth
- B. WidthMinimum
- C. MinWidth**
- D. MinimumWidth

**Question No:9**

**(Marks:1)**

**Vu-Topper RM**

Which will take precedence in sizing if explicit given width and height values of WPF application are not in range?

- A. Width = 0, height = 0
- B. Width = -1, height = -1
- C. Explicit width, height values
- D. Min, max (default values)**

**Question No:10**

**(Marks:1)**

**Vu-Topper RM**

Exceptions are derived from \_\_\_\_\_ class.

- A. Error.Exception
- B. Windows.Error
- C. Exception.Error
- D. System.Exception**

**Question No:11**

**(Marks:1)**

**Vu-Topper RM**

By default, the data members of a class are \_\_\_\_\_

- A. Private, Public
- B. Private**
- C. Protected, Public
- D. Public

**Question No:12**

**(Marks:1)**

**Vu-Topper RM**

Event-based programming is also known as:

- A. Event-based Architecture (EBA)

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- B. Service-oriented architecture (SOA)
- C. Service-driven Architecture (SDA)
- D. Event-driven Architecture (EDA)**

**Question No:13** (Marks:1)

**Vu-Topper RM**

A delegate is like \_\_\_\_\_ in some other languages.

- A. Function pointers**
- B. Access Specifier
- C. Scope modifier
- D. Static variables

**Question No:14** (Marks:1)

**Vu-Topper RM**

Select the correct statement about an Exception?

- A. It occurs during Just-In-Time compilation
- B. It occurs at run time**
- C. It occurs during data binding
- D. It occurs during loading of program

**Question No:15** (Marks:1)

**Vu-Topper RM**

Which reference modifier is used to define reference variable?

- A. &
- B. ref**
- C. def
- D. #

**Question No:16** (Marks:1)

**Vu-Topper RM**

\_\_\_\_\_ is an example of request and response based application.

- A. Web Browser
- B. E-Commerce site**
- C. Pressing a button
- D. Swiping of credit card

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**Question No:17**

**(Marks:1)**

**Vu-Topper RM**

Which of the following statement is correct about WPF?

- A. WPF can use Python language for designing
- B. WPF does not support declarative programming
- C. WPF can develop mobile apps
- D. WPF is resolution independent**

**Question No:18**

**(Marks:1)**

**Vu-Topper RM**

Rotate Transform has default value \_\_\_\_\_ for center-x, center-y, Angle.

- A. 2
- B. 1
- C. 0**
- D. 3

**Question No:19**

**(Marks:1)**

**Vu-Topper RM**

Mapping to the WPF namespaces is \_\_\_\_\_ inside the WPF assemblies.

- A. Statically declared**
- B. Dynamically specified
- C. Specified at compile time
- D. Hard-coded

**Question No:20**

**(Marks:1)**

**Vu-Topper RM**

In Windows Presentation Foundation, XAML tag always correspond to

- A. Function
- B. Class
- C. Property**
- D. Object

**Question No:21**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ works with Graphic Cards.

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**A. OpenGL**

B. GDI

C. DirectX

D. XNA

**Question No:22**

**(Marks:1)**

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\_\_\_\_\_ refers to the space between an element and the content inside it.

A. Tunneling

**B. Padding**

C. Style

D. Margin

**Question No:23**

**(Marks:1)**

**Vu-Topper RM**

You are required to load a XAML file using C# code, in that case which of the following command will be used?

A. `using (Xaml fs = new Xaml() { Window = (Window)XamlReader.Load(fs); }`

B. `using (XamlFile fs = new XamlFile("myfile.xaml", FileMode.Open, FileAccess.Read)) { Window = (Window)XamlReader.Load(fs); }`

C. `using (File fs = new File("myfile.xaml", FileMode.Open, FileAccess.Read))`

**D. `using (FileStream fs = new FileStream("myfile.xaml", FileMode.Open, FileAccess.Read)) { Window = (Window)XamlReader.Load(fs); }`**

**Question No:24**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is primarily used to describe interfaces in WPF and Silverlight.

A. HTML

B. Javascript

C. C++

**D. XAML**

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**Question No:25**

**(Marks:1)**

**Vu-Topper RM**

Choose the correct WPF C# code corresponding to the given XAML code.

```
<Collections: Hashtable xmlns: collections = "clr-namespace:
System.Collections; assembly = mscorlib" xmlns: sys = "clr-namespace:
System; assembly = mscorlib" xmlns: x = " <Sys: Int32 x: Key = "key1">
7 </ sys: Int32> <Sys: Int32 x: Key = "key2"> 23 </ sys: Int32> </
Collections: Hashtable>
```

A. System.Hashtable h=new System.Hashtable(); h.Add("key1", 8); h.Add("key2", 20);

B. System.Forms.Hashtable h=new System.Collections.Hashtable(); h.Add("key1", 7); h.Add("key2", 23);

**C. System.Collections.Hashtable h=new System.Collections.Hashtable(); h.Add("key1", 7); h.Add("key2", 23);**

D. System.Hashtable.Forms h=new System.Hashtable(); h.Add("key1", 9); h.Add("key2", 33);

**Question No:26**

**(Marks:1)**

**Vu-Topper RM**

The reason behind why XAML is good for User Interface is because of its \_\_\_\_\_ nature.

A. Class

B. Abstract

**C. hierarchical**

D. Base

**Question No:27**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ methods do not have names.

A. Private

B. Non-anonymous

**C. Anonymous**

D. Static

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**Question No:28**

**(Marks:1)**

**Vu-Topper RM**

What feature from the list below does Java offer?

- A. Multiple Inheritance
- B. Pointers
- C. Operator Overloading
- D. Function Overriding**

**Question No:29**

**(Marks:1)**

**Vu-Topper RM**

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

- \_\_\_\_\_.
- A. Error in Program**
  - B. Success of Program
  - C. Termination of Program
  - D. Exception in Program

**Question No:30**

**(Marks:1)**

**Vu-Topper RM**

Choose the correct Output for the following C# code :  
static void Main(string[] args){ string s = "Virtual" + " University " + "of" + " Pakistan "; Console.WriteLine(s); Console.ReadLine();}

- A. Virtual University of Pakistan**
- B. VirtualUniversityofPakistan
- C. Compile time error
- D. Run time error

**Question No:31**

**(Marks:1)**

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\_\_\_\_\_ keyword is used to declare a base class method while performing overriding of base class methods.

- A. Extend
- B. Virtual
- C. Overload
- D. Override**

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**Question No:32**

**(Marks:1)**

**Vu-Topper RM**

In C++, \_\_\_\_\_ function is used to check if this stream has raised any error or not.

- A. eof()
- B. fstream
- C. good()**
- D. peek()

**Question No:33**

**(Marks:1)**

**Vu-Topper RM**

On successful compilation of a Java source code \_\_\_\_\_ is generated.

- A. Octal code
- B. Hexadecimal code
- C. Output
- D. Bytecode**

**Question No:34**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is declared like a class but have no implementation?

- A. Interfaces**
- B. Structure
- C. Encapsulation
- D. Inheritance

**Question No:35**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Method Block
- B. Statement Block**
- C. Code Block
- D. Routine Block

**Question No:36**

**(Marks:1)**

**Vu-Topper RM**

In C#, which of the following keyword is used for including the

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namespaces in the program?

A. #

**B. Using**

C. Import

D. Extend

**Question No:37**

**(Marks:1)**

**Vu-Topper RM**

In C++, which of the following library is included for 'cin' and 'cout' function?

A. #include<conio.h>

B. #include<fstream.h>

**C. #include<iostream>**

D. #include<ifstream>

**Question No:38**

**(Marks:1)**

**Vu-Topper RM**

In C#, polymorphism is achieved through\_\_\_\_\_

A. Encapsulation

B. Poly programming

**C. Method Overloading**

D. Data binding

**Question No:39**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is the feature of C#?

**A. Supports Interface**

B. Multiple Inheritance

C. Locals can shadow global variables

D. Operator Overloading is not allowed

**Question No:40**

**(Marks:1)**

**Vu-Topper RM**

If math class had added property with get and set accessors, then which of the following statements will work correctly?

A. System.out.Println("math.add")

B. Console.WriteLine(math.add);

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**C. math.add=40;**

D. math m = new math ( );m.add =50;

**Question No:41**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ operations are completed before the next operation can be started.

A. Deadlock

B. Chaining

**C. Synchronous**

D. Asynchronous

**Question No:42**

**(Marks:1)**

**Vu-Topper RM**

In C++,\_\_\_\_\_ function is used to return the next character in the input sequence,without extracting it.

A. good()

**B. peek()**

C. fstream

D. putback()

**Question No:43**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ library is used to perform file input and output function in C++.

A. #include<conio.h>

B. #include<file.I/O>

C. #include<iostream>

**D. #include<fstream>**

**Question No:44**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ language is supported by Microsoft .Net platform.

**A. C#**

B. Java

C. Php

D. C

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**Question No:45**

**(Marks:1)**

**Vu-Topper RM**

Defining a method in subclass having same name and type signature as a method in its super class is known as\_\_\_\_\_

A. Method Hiding

**B. Method Overriding**

C. Method Overloaing

D. Method Binding

**Question No:46**

**(Marks:1)**

**Vu-Topper RM**

<p>What will be the output of the following C# code? static void

Main(string[] args){ int i; for (i = 0; ; ) {

Console.WriteLine(&quot;Virtual University&quot;); }

Console.ReadLine();}

A. <p>No Output</p>

B. <p>Syntax error</p>

C. <p>Virtual University</p>

**D. <p>It will print &quot;Virtual University&quot; in a continuous loop</p>**

**Question No:47**

**(Marks:1)**

**Vu-Topper RM**

<p>In WPF, Matrix transform has a single matrix property of type

\_\_\_\_\_</p>

A. <p>System.Windows.Controls.Matrix&nbsp;&nbsp;&nbsp;</p>

**B. <p>System.Windows.Media.Matrix</p>**

C. <p>System.Media.Matrix</p>

D. <p>System.Windows.Media.Control.Matrix&nbsp;&nbsp;&nbsp;</p>

**Question No:48**

**(Marks:1)**

**Vu-Topper RM**

In WPF canvas, if left and right both values are specified then \_\_\_\_\_ is ignored.

A. left

B. top

**C. right**

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D. Both left & right

**Question No:49**

**(Marks:1)**

**Vu-Topper RM**

Dependency Property has the built-in feature of providing

- A. Object validation
- B. Read-only classes
- C. Object Instantiation
- D. Change Notification**

**Question No:50**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ is like events in Windows forms which are raised by the element in which the event is originated.

- A. Channeling
- B. Tunneling
- C. Bubbling**
- D. Direct Event

**Question No:51**

**(Marks:1)**

**Vu-Topper RM**

We use "UIElement" property ClipToBounds= "true" when

- A. We want area child element don't cross the boundary of parent.**
- B. Parent area also increase on increasing of area of child element.
- C. We want area of child element is allowed to cross the boundary of parent.
- D. None of these these.

**Question No:52**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ allows child elements in a tree of elements to obtain the value of a particular property from parent elements.

**A. Property Value inheritance**

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- B. Property Element
- C. Property Abstract Nature
- D. Property Polymorphism

**Question No:53**

**(Marks:1)**

**Vu-Topper RM**

The attached property is separated by a \_\_\_\_\_

- A. Dot**
- B. Semi colon
- C. Comma
- D. Colon

**Question No:54**

**(Marks:1)**

**Vu-Topper RM**

In tunneling, event move from \_\_\_\_\_.

- A. Top to Down**
- B. Right to Left
- C. Diagonally
- D. Left to Right

**Question No:55**

**(Marks:1)**

**Vu-Topper RM**

Type Converter exists for \_\_\_\_\_ transform.

- A. Scale**
- B. Translate
- C. Render
- D. Matrix

**Question No:56**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ Function registers routed event.

- A. RegisteredRoutedEvent();
- B. Registerroudevent();**
- C. RegistersRoute();
- D. Registerroudeve();

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**Question No:57**

**(Marks:1)**

**Vu-Topper RM**

Which of the following property will be used to restrict the user to not decrease the height of a WPF element from a specific value?

- A. DecreaseHeight
- B. MinimumHeight
- C. HeightMinimum
- D. MinHeight**

**Question No:58**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is the callback which can be registered with property that can change the value of property.

- A. Element Property
- B. Bubbling
- C. Coerce**
- D. Tunneling

**Question No:59**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following is NOT a routed event?

- A. Bubbling
- B. Tunneling
- C. Channeling**
- D. Direct

**Question No:60**

**(Marks:1)**

**Vu-Topper RM**

Dockpanel uses \_\_\_\_\_ property while docking elements in different orientations.

- A. Attached**
- B. Resolution Independency
- C. Rich composition
- D. Property Value Inheritance

**Question No:61**

**(Marks:1)**

**Vu-Topper RM**

In Dockpanel, \_\_\_\_\_ attribute doesn't fill the remaining space at

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the end.

- A. Lastchildfill=nil;
- B. Lastfill=true;
- C. Lastchildfill=true;
- D. Lastchildfill=false;**

**Question No:62** (Marks:1)

**Vu-Topper RM**

In Bubbling, event moves from \_\_\_\_\_

- A. Bottom to Top**
- B. Left to Right
- C. Right to Left
- D. Top to Bottom

**Question No:63** (Marks:1)

**Vu-Topper RM**

96 pixels are equal to \_\_\_\_\_ inch (es) in DPI display settings.

- A. 2
- B. 3
- C. 1
- D. 4**

**Question No:64** (Marks:1)

**Vu-Topper RM**

\_\_\_\_\_ is the subclass of grid used to freeze some rows and columns of grid.

- A. Grid Panel
- B. Wrap Grid
- C. Selective Panel
- D. Selective Scrolling Grid**

**Question No:65** (Marks:1)

**Vu-Topper RM**

GDI stands for \_\_\_\_\_

- A. Graphical Dots Interface
- B. Graphic Device Infrastructure
- C. Graph Device Instructions

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## D. Graphic Device Interface

Question No:66

(Marks:1)

Vu-Topper RM

The goal of WPF and XAML is used to keep separate the user interface design and \_\_\_\_\_

- A. Tools
- B. Content
- C. Element Tree

**D. Implementation**

Question No:67

(Marks:1)

Vu-Topper RM

Choose the correct option among the following indexes which correctly allows to index in same way as an array?

- A. A function
- B. An interface

**C. A property**

D. A class

Question No:68

(Marks:1)

Vu-Topper RM

Identify wrong statement.

**A. Delegates is a value type**

B. A single delegate can invoke more than one method

C. Delegates could be shared

D. Delegates are type safe wrappers for function pointers

Question No:69

(Marks:1)

Vu-Topper RM

In C#, all binary operators are \_\_\_\_\_

- A. Right-associative
- B. Center-associative
- C. Top-associative

**D. Left-associative**

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**Question No:70**

**(Marks:1)**

**Vu-Topper RM**

To perform I/O operations, we must use \_\_\_\_\_ header file.

- A. <conio>
- B. <ifstream>
- C. <ofstream>
- D. <fstream>**

**Question No:71**

**(Marks:1)**

**Vu-Topper RM**

A single try block must be followed by which of these?

- A. catch
- B. both finally & catch**
- C. finally
- D. throw

**Question No:72**

**(Marks:1)**

**Vu-Topper RM**

Select the correct statement about constructors in C#?

- A. Constructors has a return type
- B. Constructors can not be overloaded
- C. Constructors can not be declared as private
- D. Constructors have same name as that of class.**

**Question No:73**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Reading Events
- B. Deleting Events
- C. Terminating Events**
- D. Transforming Events

**Page 8**

**Question No:74**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Index Argument**

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- B. Pointer
- C. Reference
- D. Integer Argument

**Question No:75** (Marks:1) **Vu-Topper RM**  
In C#, when an object type is converted to a value type, it is called

- A. Abstraction
- B. Data Conversion
- C. Polymorphism
- D. Unboxing**

**Question No:76** (Marks:1) **Vu-Topper RM**  
Events are based on the principle of \_\_\_\_\_.

- A. Request
- B. Coupling
- C. Response

**D. Decoupling** Page 10

**Question No:77** (Marks:1) **Vu-Topper RM**  
Vector Graphics measure in \_\_\_\_\_

- A. Ordinal Scale
- B. Real units**
- C. Ratio
- D. Intervals

**Question No:78** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ key will provide a label access in WPF.

- A. Ctrl
- B. Alt**
- C. Shift
- D. Ctrl+Alt

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**Question No:79**

**(Marks:1)**

**Vu-Topper RM**

Choose the correct option about Extension methods in C#.

- A. They must be declared in the same assembly (but may be in different source files)
- B. They can be declared as instance member
- C. They must be declared static**
- D. Extension methods can be used to override existing instance methods

**Question No:80**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ library is used for dictionary in C#.

- A. System.Windows.ResourceDictionary**
- B. System.Windows.Dictionary
- C. System.Windows.Resource
- D. System.Windows.DictionaryResource

**Question No:81**

**(Marks:1)**

**Vu-Topper RM**

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

- A. CAML
- B. XAML**
- C. CAMLNS
- D. ZAMLNS

**Question No:82**

**(Marks:1)**

**Vu-Topper RM**

In XAML, tag declaration is equivalent to C#'s \_\_\_\_\_

- A. Object Validation
- B. Variable declaration
- C. Object declaration
- D. Object instantiation**

**Question No:83**

**(Marks:1)**

**Vu-Topper RM**

Choose the correct syntax of Jagged Array in C#.

- A. int jaggedArray=new int[3];

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- B. `int jaggedArray[]=new int[3];`  
C. `int[][] jaggedArray = new int[3][];`  
D. `int[] jaggedArray=new int[3];`

**Question No:84** (Marks:1)

**Vu-Topper RM**

Translate Transform works on \_\_\_\_\_ axes.

- A. X,Y  
B. Y  
C. X **Page 86**  
D. X,Y,Z

**Question No:85** (Marks:1)

**Vu-Topper RM**

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

- A. Given a common prefix  
B. Qualified with "Pre" keyword  
C. **Given a distinct prefix** **Page 71**  
D. Qualified with "Ext" keyword

**Question No:86** (Marks:1)

**Vu-Topper RM**

Markup extensions are surrounded by \_\_\_\_\_

- A. Angle Brackets  
B. **Curly braces**  
C. Parentheses  
D. Square Brackets

**Question No:87** (Marks:1)

**Vu-Topper RM**

COOL stands for \_\_\_\_\_.

- A. Class Oriented Object Language  
B. Consumer Oriented Object Language  
C. C-like Object Oriented Language  
D. **C++-like Object Oriented Language** **Page 13**

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**Question No:88**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is built from request-response?

A. Event-processing Architecture (EDA)

B. Service-driven Architecture (SDA)

**C. Service-oriented Architecture (SOA)**

**Page 13**

**Question No:89**

**(Marks:1)**

**Vu-Topper RM**

In System.Console, "Console" is a \_\_\_\_\_ which enables us to do console Input and Output.

A. Structure

**B. Class**

**Page 14**

C. Namespace

D. Library

**Question No:90**

**(Marks:1)**

**Vu-Topper RM**

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 \_\_\_\_\_.

**A. Parent object instance**

B. Interface object instance

C. None

D. Child object instance

**Question No:91**

**(Marks:1)**

**Vu-Topper RM**

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.

**A. Propdp**

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- B. Property extension
- C. Dpprop
- D. Dependency property

**Question No:92** (Marks:1) **Vu-Topper RM**

WPF4 was released in \_\_\_\_\_.

- A. 2016
- B. 2014
- C. 2012
- D. 2010**

**Question No:93** (Marks:1) **Vu-Topper RM**

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

- A. Parent
- B. Whole
- C. Fill
- D. Stretch**

**Question No:94** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ library is used to import the dependency properties in WPF project.

- A. System.Windows.Dependency
- B. System.Windows.DependencyProperty**
- C. System.Windows.property.Dependency
- D. System.Windows.Property.Dependency

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Question No:95

(Marks:1)

Vu-Topper RM

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

- A. System.Windows.DependencyProperty**
- B. System.Windows.Dependency.Property
- C. System.Windows.Dependency
- D. System.Windows.Property.Dependency

Question No:96

(Marks:1)

Vu-Topper RM

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

- A. Loutish
- B. Coarse
- C. Polished**
- D. Distracted

Question No:97

(Marks:1)

Vu-Topper RM

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

- A. ReadAllText(“test.txt”);
- B. ReadAll();**
- C. Read(“test.txt”);
- D. ReadLine();

Question No:98

(Marks:1)

Vu-Topper RM

\_\_\_\_\_ is the method of copying a design by reverse engineering and then recreating it without infringing any of the copyrights and trade secrets associated with the original design.

- A. Wall Room Design
- B. Clear Room Design
- C. Event Room Design

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## D. Clean room designs

Question No:99

(Marks:1)

Vu-Topper RM

\_\_\_\_\_ is not a defense against patents and clean room design.

- A. Event Invention
- B. Clear Room Design
- C. Dependent Invention

**D. Independent invention**

Question No:100

(Marks:1)

Vu-Topper RM

Why do we use cin.get() in C++ Program?

- A. It is used to access character array**
- B. It is used to print all values of array
- C. It is used to take input from user
- D. It is used to get numeric data

Question No:101

(Marks:1)

Vu-Topper RM

In XML, CDATA Section looks like:

- A. <![CDATA[.....]]>**
- B. ![CDATA[ ... ]>
- C. <![CDATA[ ... ]]
- D. <[CDATA[ ... ]]>

Question No:102

(Marks:1)

Vu-Topper RM

In WPF, If we try to add listbox item in listbox object which is already null, it will give us \_\_\_\_\_

- A. Logical error
- B. Syntax error

**C. Runtime exception**

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D. Compile time error

**Question No:103**

**(Marks:1)**

**Vu-Topper RM**

DependencyProperty.Register is the \_\_\_\_\_ type of method of dependency property.

**A. Static**

B. Class

C. Element

D. Abstract

**Question No:104**

**(Marks:1)**

**Vu-Topper RM**

At the time an event is fired, the \_\_\_\_\_ methods (with that event) will be invoked.

A. Protected

B. Private

C. Public

**D. Registered**

**Question No:105**

**(Marks:1)**

**Vu-Topper RM**

Which keyword is used to define the macros in C++?

A. Define

B. Macro

C. #macro

**D. #define**

**Question No:106**

**(Marks:1)**

**Vu-Topper RM**

What is the return type of destructors?

A. Int

B. Void

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C. Float

**D. No return types.**

**Question No:107**

**(Marks:1)**

**Vu-Topper RM**

Which type of panel is used when we have to customize the builtin controls in wpf?

A. Grid

B. Wrap

C. Stack

**D. Primitive**

**Question No:108**

**(Marks:1)**

**Vu-Topper RM**

In XAML 2006, X:Classmodifier by default access level is \_\_\_\_\_

**A. Public**

B. Private

C. Internal

D. Protected

**Question No:109**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is an occurrence within a particular system or domain.

A. Class

**B. Event**

C. Object

D. Program

**Question No:110**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ enables to extend XAML and set any property that can be set in XAML using attribute syntax.

A. Data Binding

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- B. Rich Composition
- C. Markup Extension**
- D. Resolution Independence

**Question No:111** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ Sequence is not allowed within a CDATA section.

- A. < >
- B. ( )
- C. ] ]**
- D. { }

**Question No:112** (Marks:1) **Vu-Topper RM**  
Which of the following keyword is used to change data and behavior of a base class by replacing a member of the base class with a new derived member?

- A. New**
- B. Base
- C. Overrides
- D. Overloads

**Question No:113** (Marks:1) **Vu-Topper RM**  
Singleton method has \_\_\_\_\_ instance(s).

- A. 4
- B. 3
- C. 2
- D. 1**

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**Question No:114**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Unique
- B. Different
- C. Common**
- D. Specialized

**Question No:115**

**(Marks:1)**

**Vu-Topper RM**

The code given below is equivalent to \_\_\_\_\_.

- A. <Brush Color="White">
- B. <Brush Style= "SolidWhite" >
- C. <solidColorBrush Color="White"/>**
- D. <WhiteBrush >MyWhiteBrush </ WhiteBrush>

**Question No:116**

**(Marks:1)**

**Vu-Topper RM**

Silverlight is the subset of \_\_\_\_\_

- A. .NET**
- B. C++
- C. Python
- D. Window Forms

**Question No:117**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Real Events
- B. Actual Events
- C. Expected Events
- D. Probabilistic Events**

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**Question No:118**

**(Marks:1)**

**Vu-Topper RM**

This is an example of \_\_\_\_\_, when a program is written to respond to the button clicks, menu selections, and other actions of the user in whatever order the user use them.

- A. User-Driven Programming
- B. Action-Driven Programming.
- C. Mouse-Driven Programming
- D. Event-Driven programming**

**Question No:119**

**(Marks:1)**

**Vu-Topper RM**

Select the correct statement about the Structure in C#?

- A. Its syntax is similar to class**
- B. It can implement destructors
- C. It is a Reference type
- D. It can implement inheritance

**Question No:120**

**(Marks:1)**

**Vu-Topper RM**

For a Horizontal grid splitter, \_\_\_\_\_ has to be specified.

- A. Size
- B. Hight
- C. Width**
- D. Alignment

**Question No:121**

**(Marks:1)**

**Vu-Topper RM**

In WPF, \_\_\_\_\_ function registers an attached property with the property system.

- A. Reg\_Attached(String,Type,Type,PropertyMetadata,ValidateValueCallback)

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**B. RegisterAttached(String,Type,Type,PropertyMetadata,ValidateValueCallback)**

C. Register\_Atached(String,Type,Type,PropertyMetadata,ValidateValueCallback)

D. None of these

**Question No:122**

**(Marks:1)**

**Vu-Topper RM**

Which of these keywords is used to manually throw an exception in C#?

A. Try

B. Catch

C. Finally

**D. Throw**

**Question No:123**

**(Marks:1)**

**Vu-Topper RM**

“FrameworkElement” is the base class that adds support for

**A. Data binding**

B. Inheritance

C. Abstract Class

D. Polymorphism

**Question No:124**

**(Marks:1)**

**Vu-Topper RM**

Select correct statement about properties of read and write in C#.

**A. A read only property will only have get accessor**

B. A write only property will only have get accessor

C. A property cannot be either read only or write only

D. A property can simultaneously be read or write only

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**Question No:125** (Marks:1)

**Vu-Topper RM**

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

- A. Coal
- B. Cool**
- C. Coop
- D. Coap

**Question No:126** (Marks:1)

**Vu-Topper RM**

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

- A. Event Producer**
- B. Event Consumer
- C. Event Stream
- D. Event Channel

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**Question No:127** (Marks:1)

**Vu-Topper RM**

In this code statement:

Button b = sender as Button

As keyword is used for \_\_\_\_\_

- A. Casting**
- B. Validation
- C. Declaration
- D. Instantiation

**Question No:128** (Marks:1)

**Vu-Topper RM**

Which of the following method is used to read all the lines in a file at once?

- A. File.read
- B. File.Exist

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- C. File.ReadAllText  
**D. File.ReadAllLines**

**Question No:129** (Marks:1) **Vu-Topper RM**

Which of the following is an insertion operator in C++?

- A. &  
**B. <<**  
C. >  
D. ==

**Question No:130** (Marks:1) **Vu-Topper RM**

A fraud detection event on banking transaction is an example of

- A. Linear Events  
B. Predictive Events  
C. Sequential Events  
**D. Probabilistic events**

**Question No:131** (Marks:1) **Vu-Topper RM**

Handlers in C# for routed events have a \_\_\_\_\_ parameter

- System.Object**  
System. Handlers

**Question No:132** (Marks:1) **Vu-Topper RM**

Which of the following feature enables to obtain information about the use and capabilities of types at runtime?

- A. Attributes  
**B. Reflection**  
C. Properties

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D. Runtime type ID

**Question No:133**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is the necessary condition to implement delegates.

A. Inheritance

**B. Class Declaration**

C. Function overloading

D. Runtime Polymorphism

**Question No:134**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following is the builtin transform function in WPF?

A. Left Move

B. Top transform

C. Query transform

**D. Matrix Transform**

**Question No:135**

**(Marks:1)**

**Vu-Topper RM**

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

A. Java

B. CSS

**C. HTML**

D. C#

**Question No:136**

**(Marks:1)**

**Vu-Topper RM**

Which of these methods used to read strings from the console?

A. Get ()

B. Get line ()

C. Read ()

**D. Readline ()**

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**Question No:137**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is used to declare a class into multiple files and all these files are combined into a single class file when the application is compiled.

- A. Inheritance
- B. Partial class**
- C. Abstract Class
- D. Property Element

**Question No:138**

**(Marks:1)**

**Vu-Topper RM**

Arrays in C# are \_\_\_\_\_ objects.

- A. Logical
- B. Arithmetic
- C. Reference**
- D. Value

**Question No:139**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Exception in program
- B. Source of programme
- C. Termination of program
- D. Successful execution of a program**

**Question No:140**

**(Marks:1)**

**Vu-Topper RM**

A class can inherit from \_\_\_\_\_ class/classes in C#.

- A. Two
- B. Single**
- C. Three
- D. Multiple

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**Question No:141**

**(Marks:1)**

**Vu-Topper RM**

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

**A. Code will not compile**

B. Code will be difficult to debug

C. Code will have an error

D. Code will design dependent

**Question No:142**

**(Marks:1)**

**Vu-Topper RM**

Margin defines an extra space \_\_\_\_\_ while considering edges of the element

A. Between

B. Inside

**C. Outside**

D. Anywhere

**Question No:143**

**(Marks:1)**

**Vu-Topper RM**

Tag of namespace in XAML is just a \_\_\_\_\_

**A. String**

B. Integer

C. Float

D. Property

**Question No:144**

**(Marks:1)**

**Vu-Topper RM**

Which of the following keyword is used to monitor exceptions?

A. Finally

**B. Try**

C. Throw

D. Catch

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**Question No:145**

**(Marks:1)**

**Vu-Topper RM**

Which keyword is used to declare the indexers?

- A. Base
- B. This**
- C. Extract
- D. Super

**Question No:146**

**(Marks:1)**

**Vu-Topper RM**

Which method is used to write single byte to the file?

- A. Write ()
- B. Write Line()
- C. Write Byte()**
- D. Write Key()

**Question No:147**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ Function will register a dependency property in WPF.

- A. Dependency Property .reg()
- B. Dependency Property. Registration ()
- C. Dependency Property. Reiterated()
- D. Dependency Property. Register()**

**Question No:148**

**(Marks:1)**

**Vu-Topper RM**

We use "UIElement" property ClipToBounds= "false" when

\_\_\_\_\_.

- A. We want area child element don't cross the boundary of parent.
- B. Parent area also increase on increasing of area of child element.
- C. We want area of child element is allowed to cross the boundary of parent.**
- D. None of these these.

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Question No:149

(Marks:1)

Vu-Topper RM

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

- A. Arrows
- B. Dots**
- C. Semicolon
- D. Brackets

Question No:150

(Marks:1)

Vu-Topper RM

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

- A. Event Producer
- B. Event Consumer**
- C. Event Channel
- D. Event Generator

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Question No:151

(Marks:1)

Vu-Topper RM

Against \_\_\_\_\_ keyword a partial class is generated which gets written in C#.

- A. X:class**
- B. Xmlns
- C. <button>

Question No:152

(Marks:1)

Vu-Topper RM

\_\_\_\_\_ property value is used to set width and height of element in WPF according to its content.

- A. Name
- B. X:class
- C. Nan**
- D. Tree

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**Question No:153**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Clear Room design
- B. Wall Technique Design
- C. Chinese Wall Technique**
- D. French Wall Technique

**Page 13**

**Question No:154**

**(Marks:1)**

**Vu-Topper RM**

If we want to scale an object in the 2-D x-y coordinate system then \_\_\_\_\_ class will be used.

- A. Rotate transform
- B. Matrix transform
- C. Translate transform**
- D. Skew transform

**Question No:155**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Copyright
- B. Trade secret infringement
- C. Copyright and trade secret infringement**
- D. None of the given

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**Question No:156**

**(Marks:1)**

**Vu-Topper RM**

Which provider has the highest priority while providing a value to a dependency property?

- A. Style Setters
- B. Theme Style Setters
- C. Local Value**
- D. Default Value

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**Question No:157**

**(Marks:1)**

**Vu-Topper RM**

Which property is used to change the Z Order of elements in WPF?

- A. Z-Coordinate
- B. Zpanel
- C. Zindex**
- D. Zvalue

**Question No:158**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Console.ReadLine ()**
- B. Console.WriteLine()
- C. Console.Title
- D. Console.Clear

**Question No:159**

**(Marks:1)**

**Vu-Topper RM**

When parent element space is not enough for the content of child element, this type of situation arises due to \_\_\_\_\_

- A. Short memory
- B. Content Overflow**
- C. Indexing
- D. Grid

**Question No:160**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Visual Element

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- B. SystemElement
- C. XAMLElement
- D. Content Element**

**Question No:161** (Marks:1) **Vu-Topper RM**

In XAML 2006, x:AsyncRecords works on \_\_\_\_\_ thread(s).

- A. Single
- B. Multiple
- C. Both 1 & 2**
- D. None of given

**Question No:162** (Marks:1) **Vu-Topper RM**

DependencyObject.ClearValue method clears the \_\_\_\_\_ value in a dependency property.

- A. Default
- B. Local**
- C. Setter
- D. Getter

**Question No:163** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ header file should be included with kbhit() command.

- A. stdio.h
- B. Conio.h**
- C. fstream.h
- D. iostream.h

**Question No:164** (Marks:1) **Vu-Topper RM**

How can you specify null property in markup extension?

- A. :null:

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- B. (null)
- C. [x:null]
- D. {x:null}**

**Question No:165** (Marks:1) **Vu-Topper RM**  
Button,listbox and status bar are derived from Control \_\_\_\_\_ class in WPF.

- A. Xml
- B. Base**
- C. Pointer
- D. Element

**Question No:166** (Marks:1) **Vu-Topper RM**  
Dock panel is used in \_\_\_\_\_ interface.

- A. Top level**
- B. Left level
- C. Right level
- D. Bottom level

**Question No:167** (Marks:1) **Vu-Topper RM**  
If we insert some objects in a single cell in Grid panel, then these objects are placed on \_\_\_\_\_ .

- A. One after the other
- B. One on Side of the other
- C. One on Top of the other**
- D. One on Bottom of the other

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**Question No:168**

**(Marks:1)**

**Vu-Topper RM**

Which of these methods of the class String is used to obtain length of string object?

- A. Get()
- B. Size of()
- C. Length()**
- D. Length of()

**Question No:169**

**(Marks:1)**

**Vu-Topper RM**

A C# \_\_\_\_\_ is a class member that is activated whenever the event, it was designed for, occurs.

- A. Attribute
- B. Argument
- C. Method
- D. Event**

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**Question No:170**

**(Marks:1)**

**Vu-Topper RM**

Which of the following access specifiers can be used for an interface in C#?

- A. Private
- B. Public**
- C. Internal
- D. Protected

**Google**

**Question No:171**

**(Marks:1)**

**Vu-Topper RM**

Tasks that proceed independently of one another are said to execute \_\_\_\_\_

- A. Intensively
- B. Synchronously
- C. Simultaneously

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## D. Asynchronous

Google

Question No:172

(Marks:1)

Vu-Topper RM

A stream in which the events may be of different types is referred to as \_\_\_\_\_ event stream.

- A. Mutual
- B. Continuous
- C. Homogenous

**D. Heterogeneous**

**Page 10**

Question No:173

(Marks:1)

Vu-Topper RM

Select wrong statement about destructor in C#?

- A. Class can have one destructor only
- B. Destructor work opposite to constructor
- C. Destructor can have modifiers or parameter**
- D. Destructor cannot be inherited or overloaded

Question No:174

(Marks:1)

Vu-Topper RM

The common type system of C# has value types and \_\_\_\_\_ types.

- A. Class
- B. Enum
- C. Object

**D. Reference**

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Question No:175

(Marks:1)

Vu-Topper RM

The \_\_\_\_\_ pointer in methods refers to the object on which the method is called.

- A. This**
- B. Super
- C. Go
- D. None

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**Question No:176**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Platform, Language
- B. Package, Language
- C. Language, Package
- D. Language, Platform**

**Question No:177**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Local**
- B. Static
- C. Virtual
- D. Global

**Question No:178**

**(Marks:1)**

**Vu-Topper RM**

In Event-Driven Architecture (EDA), \_\_\_\_\_ sends event to \_\_\_\_\_.

- A. Event Handler, Event Producer
- B. Event Producer, Event Consumer**
- C. Event Generator, Event Producer
- D. Event Consumer, Event Producer

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**Question No:179**

**(Marks:1)**

**Vu-Topper RM**

In C#, when a value type is converted to object type, it is called \_\_\_\_\_.

- A. Boxing**
- B. Abstraction
- C. Polymorphism
- D. Data Conversion

**Question No:180**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following is not the feature of C#?

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- A. Interface supported
- B. Multiple inheritance**
- C. Operator Overloading is allowed
- D. Locals can not shadow global variables

**Question No:181** (Marks:1) **Vu-Topper RM**  
Choose the wrong statement about structures in C#.NET?

- A. A structure cannot be empty
- B. Structures can have destructors**
- C. Structure members cannot be declared as protected
- D. Structures can implement an interface but they cannot inherit from another structure

**Question No:182** (Marks:1) **Vu-Topper RM**  
g++ is a command of \_\_\_\_\_

- A. Dev C++
- B. Unix based system**
- C. Windows based system
- D. None of the given options

**Question No:183** (Marks:1) **Vu-Topper RM**  
Which keyword is used for correct implementation of an interface in C#?

- A. Intf
- B. Interface**
- C. Int Interface
- D. Success of program

**Question No:184** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ class reads the whole document in memory.

- A. XPath
- B. Xml Line
- C. Xml Reader

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**Question No:185**

**(Marks:1)**

**Vu-Topper RM**

WCF stands for:

- A. Windows Class Foundation
- B. Windows Classic Foundation

**C. Windows Communication Foundation**

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D. None

**Question No:186**

**(Marks:1)**

**Vu-Topper RM**

Which of these keywords is not a part of exception handling?

- A. Try
- B. Catch
- C. Throw

**D. Finally**      **Google**

**Question No:187**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ operator is used to signifies the destructor in C#.

- A. #
- B. =
- C. &
- D. ~**

**Question No:188**

**(Marks:1)**

**Vu-Topper RM**

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

- A. No
- B. Few
- C. All**
- D. Only one

**Question No:189**

**(Marks:1)**

**Vu-Topper RM**

An Event that is generated as a result of event processing that takes

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place inside an event processing system is called\_\_\_\_\_

- A. Raw Event
- B. Event Stream
- C. Derived Event**
- D. Event Consumer

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**Question No:190**

**(Marks:1)**

**Vu-Topper RM**

Which of the following doesn't have Graphical User Interfaces and the Event-Driven Model?

- A. Web Application
- B. Mobile Application
- C. Desktop Application
- D. Console-Application**

**Question No:191**

**(Marks:1)**

**Vu-Topper RM**

For the first time, WPF was announced in \_\_\_\_\_

- A. 2004
- B. 2003**
- C. 2002
- D. 2001

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**Question No:192**

**(Marks:1)**

**Vu-Topper RM**

Waiting for a single event is \_\_\_\_\_ operation.

- A. Blocking**
- B. Unblocking
- C. Both
- D. None

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**Question No:193**

**(Marks:1)**

**Vu-Topper RM**

Reactions of events are either \_\_\_\_\_ or \_\_\_\_\_.

- A. Blocking, Synchronous
- B. Synchronous, Blocking
- C. Asynchronous, Blocking

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## D. Synchronous, Asynchronous

Question No:194

(Marks:1)

Vu-Topper RM

In WPF, \_\_\_\_\_ class defines an object which has read-only (frozen) state.

- A. Freeze
- B. Frozen
- C. Read-Only

**D. Freezable**

Google

Question No:195

(Marks:1)

Vu-Topper RM

In XAML, namespace other than the default one is denoted by

- A. Xlmns.x
- B. Xlmns:x**
- C. Xlmns/x
- D. Xlmns(x)

Question No:196

(Marks:1)

Vu-Topper RM

All classes of Windows Presentation foundation are derived from \_\_\_\_\_ class.

- A. Xaml
- B. Object**
- C. Abstract
- D. Element

Question No:197

(Marks:1)

Vu-Topper RM

<Button.Content> tag in XAML is the syntax for \_\_\_\_\_

- A. Class**
- B. From
- C. Namespece
- D. Proper element

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**Question No:198**

**(Marks:1)**

**Vu-Topper RM**

xmlns namespace must be declare once in a XAML file at \_\_\_\_\_ element.

- A. Root**
- B. Form
- C. Child
- D. Middle

**Question No:199**

**(Marks:1)**

**Vu-Topper RM**

In WPF, if there is any name property then that property is also be taken as a substitute of \_\_\_\_\_

- A. X:static
- B. X:name**
- C. X:binding
- D. X:reference

**Question No:200**

**(Marks:1)**

**Vu-Topper RM**

Which of the following property will be used to restrict the user to not increase the height of a WPF element from a specific value?

- A. HeightMaximum
- B. MaximumHeight**
- C. MaxHeight
- D. IncreaseHeight

**Question No:201**

**(Marks:1)**

**Vu-Topper RM**

Defining any type of controls as a content of another control is \_\_\_\_\_

- A. Data Bining
- B. Rich Composition**
- C. Vector based rendering
- D. Resolution dependency

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**Question No:202**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ convert from a string in XAML markup into particular objects/data types in an object graph.

- A. Data binding
- B. Type converters**
- C. Rich composition
- D. Resolution Independence

**Question No:203**

**(Marks:1)**

**Vu-Topper RM**

In WPF, if Trigger is \_\_\_\_\_ then its Setter's value will be Set.

- A. Active**
- B. Hidden
- C. Inactive
- D. None of these

**Question No:204**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following is the first step in compiling XAML?

- A. Converting XAML into .exefile
- B. Converting XAML to byte code
- C. Converting a XAML file into a special binary format**
- D. Performing the plumbing that connects XAML with procedural code automatically

**Question No:205**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following is the default panel in Visual Studio and expression blend?

- A. Grid**
- B. Canvas
- C. Wrap Panel
- D. Stack Panel

**Question No:206**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ transforms elements before they are laid out by the

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parent panel.

- A. Skew transform
- B. Layout transform**
- C. Matrix transform
- D. Render transform

**Question No:207**

**(Marks:1)**

**Vu-Topper RM**

In WPF, the default value for HorizontalAlignment and VerticalAlignment properties of child elements is \_\_\_\_\_

- A. Left
- B. Right
- C. Center
- D. Stretch**

**Question No:208**

**(Marks:1)**

**Vu-Topper RM**

Which one of the following panels is most powerful, versatile and customizable?

- A. Doc panel
- B. Grid Panel**
- C. Stack panel
- D. Canvas panel

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**Question No:209**

**(Marks:1)**

**Vu-Topper RM**

Which of the following device is sensitive to pressure?

- A. Stylus**
- B. Printer
- C. Mouse
- D. Keyboard

**Question No:210**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ class provides type conversion to convert a string name into an object reference to the object with that name.

- A. NameConverter

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- B. None of the these
- C. NameObjectConverter
- D. NameReferenceConverter**

**Question No:211** (Marks:1)

**Vu-Topper RM**

In WPF, Subtags don't add as a(n) \_\_\_\_\_

- A. List
- B. Array
- C. Dictionary
- D. Designated Attribute**

**Question No:212** (Marks:1)

**Vu-Topper RM**

Which one is considered to be a keyword with reference to XAML 2006?

- A. X Null
- B. X Static**
- C. X Name
- D. X Array

**Question No:213** (Marks:1)

**Vu-Topper RM**

\_\_\_\_\_ and delegates work hand in hand.

- A. Events** **Page 38**
- B. Static members
- C. post-processors
- D. pre-processors

**Question No:214** (Marks:1)

**Vu-Topper RM**

An event processing agent is said to be \_\_\_\_\_ if the way it processes one event does not influence the way it processes any subsequent events.

- A. Producer
- B. Stateless** **Page 10**
- C. Consumer
- D. Heterogeneous

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**Question No:215**

**(Marks:1)**

**Vu-Topper RM**

A stream in which all the events must be of the same type is called \_\_\_\_\_ event stream.

- A. Mutual
- B. Continuous
- C. Heterogeneous
- D. Homogeneous**

**Page 10**

**Question No:216**

**(Marks:1)**

**Vu-Topper RM**

What is the key feature of Java?

- A. Platform Dependent
- B. Platform independent
- C. Both (a) and (b)**
- D. Virtual machine Based language.

**Question No:217**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ let any class behave like an array.

- A. Fields
- B. Indexers**
- C. Finalizers
- D. Properties

**Question No:218**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ classes are used to restrict the inheritance in C#.

- A. XAML
- B. Object
- C. Sealed**
- D. Property

**Question No:219**

**(Marks:1)**

**Vu-Topper RM**

By default, there will be \_\_\_\_\_ number of columns if we do not mention any column definition in grids.

- A. 2

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B. 3

**C. 1**

D. None of these

**Question No:220**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is a timer based change of value.

A. Themes

B. Styles

C. Template

**D. Animation**

**Question No:221**

**(Marks:1)**

**Vu-Topper RM**

In WPF, \_\_\_\_\_ use(s) the method to add additional data with the sealed class object.

A. Class

B. Xmlns

C. Tree Structure

**D. Dependency Properties**

**Question No:222**

**(Marks:1)**

**Vu-Topper RM**

"Viewbox" element uses different types of stretching with the help of stretch property. There is/are \_\_\_\_\_ possible value(s) of stretch property.

**A. 4**

B. 2

C. 3

D. 1

**Question No:223**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ transform requires an angle in transformation.

A. Scale transform

B. Button transform

**C. Rotate transform**

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D. Element transform

**Question No:224**

**(Marks:1)**

**Vu-Topper RM**

When elements in XAML overlaps, in that scenario which technique is used to decide which element should come at the top of other element?

- A. Rotate
- B. Z Order**
- C. Scaling
- D. Alignment

**Question No:225**

**(Marks:1)**

**Vu-Topper RM**

In WPF, Translate Transform has \_\_\_\_\_ default value for X & Y.

- A. 2
- B. 1
- C. 0**
- D. 3

**Question No:226**

**(Marks:1)**

**Vu-Topper RM**

Default value of Grid.Row is \_\_\_\_\_

- A. 0**
- B. 1
- C. 2
- D. 3

**Question No:227**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ library is used for Transforms in C#.

- A. System.Controls.Transform
- B. System.Windows.Transform
- C. System.Windows.Media.Transform**
- D. System.Windows.Controls.Transform

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**Question No:228**

**(Marks:1)**

**Vu-Topper RM**

A \_\_\_\_\_ transforms element after they are laid out by the parent panel (but before they are rendered).

- A. Matrix Transform
- B. Skew Transform
- C. Render Transform
- D. Layout transform**

**Question No:229**

**(Marks:1)**

**Vu-Topper RM**

In WPF, \_\_\_\_\_ function adds another type as an owner of a dependency property that has already been registered to a type.

- A. AddOwner(Type, PropertyMetadata)**
- B. Owner(Type, PropertyMetadata)
- C. Owner\_Add(Type, PropertyMetadata)
- D. Add\_Owner(Type, PropertyMetadata)

**Question No:230**

**(Marks:1)**

**Vu-Topper RM**

In WPF, \_\_\_\_\_ library is used for scrolling.

- A. System.Windows.Controls.Scroll
- B. System.Media.ScrollViewer
- C. System.Windows.Controls.Viewer
- D. System.Windows.Controls.ScrollViewer**

**Question No:231**

**(Marks:1)**

**Vu-Topper RM**

Which symbol is used to declare the preprocessor directives?

- A. \$
- B. \*
- C. #**
- D. ^

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**Question No:232**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Skew Transform
- B. Scale Transform
- C. Rotate Transform**
- D. Translate Transform

**Question No:0\_1**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ is represented by an event-object.

- A. Information
- B. Entity
- C. Object
- D. Event**

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**Question No:233**

**(Marks:1)**

**Vu-Topper RM**

“Situation” is an event occurrence that requires a(n) \_\_\_\_\_.

- A. Reaction**
- B. Class
- C. Object
- D. Action

**Page 8**

**Question No:234**

**(Marks:1)**

**Vu-Topper RM**

In C#, comments are written using \_\_\_\_\_.

- A. # and \*/\*
- B. // and /\*\*/**
- C. # and /\*
- D. // and \*/\*

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**Question No:235**

**(Marks:1)**

**Vu-Topper RM**

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

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- A. Attributes
- B. Compiler
- C. Exception Handling

**D. Breakpoints** Page 47

**Question No:236** (Marks:1) **Vu-Topper RM**

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

- A. Reliability
- B. Stability

**C. Inconsistency** Page 40

- D. Consistency

**Question No:237** (Marks:1) **Vu-Topper RM**

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

- A. Web Application

**B. Console Application** Page 5

- C. Mobile Application
- D. Desktop Application

**Question No:238** (Marks:1) **Vu-Topper RM**

What is NSMutableArray?

- A. Object
- B. Method

**C. Class Reference** Page 217

- D. Group

**Question No:239** (Marks:1) **Vu-Topper RM**

Objective – c introduces \_\_\_\_\_ messaging in c?

**A. Smalltalk style** Page 217

- B. Short session

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- C. Group
- D. New Style

**Question No:240** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ Can add/remove/change “CSS” properties based on input or mouse clicks.

- A. J#
- B. JQuery
- C. HTML

**D. None of the given option**

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**Question No:241** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ events may or may not relate to an actual occurrence.

- A. Observed Events
- B. Deducted Events

**C. Probabilistic Events**

**Page 10**

**Question No:242** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ method reads the whole document in memory.

**A. XmlDocument**

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- B. XmlLine
- C. XPath
- D. XmlReader

**Question No:243** (Marks:1) **Vu-Topper RM**  
\_\_\_\_\_ processing operations include reading, creating, transforming, and deleting events.

A. Observed Events

**B. Common event**

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- C. Deducted Events
- D. Probabilistic Events

**Question No:244** (Marks:1) **Vu-Topper RM**

The interface forces each component to expose specific \_\_\_\_\_ members that will be used in a certain way.

- A. Private
- B. Public**
- C. Both of above

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**Question No:245** (Marks:1) **Vu-Topper RM**

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

- A. Dock="Top"
- B. PanelDock="Top"
- C. DockPanel="Top"

**D. DockPanel.Dock="Top"** **Page 93**

**Question No:246** (Marks:1) **Vu-Topper RM**

In a code segment, if the Visibility="Collapsed" then which of the following events are not generated?

- A. Mouse Events**
- B. RoutedEvents
- C. Key down Events
- D. Keyboard Events

**Question No:247** (Marks:1) **Vu-Topper RM**

To create rollover effect, the preferred way is to use \_\_\_\_\_ with IsMouseOver property

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- A. Trigger**
- B. Element
- C. Bubbling
- D. Tunneling

**Question No:248** (Marks:1) **Vu-Topper RM**

Suppose we have declared a button in XAML as shown in give n code.  
Choose the correct C# code which gets this button in C#.

`<Button x: Name="okbutton">OK</Button>`

- A. `Button okbutton=(Button)window.( "okbutton");`
- B. `Button okbutton=(Button)window.searchname( "okbutton");`
- C. `Button okbutton=(Button)window.getbutton( "okbutton");`
- D. `Button okbutton=(Button)window.findname( "okbutton");`**

**Question No:249** (Marks:1) **Vu-Topper RM**

Event –based programming is also known as:

- A. Service –oriented architecture(SOA)
- B. Event – driven Architecture(EDA)**
- C. Service –driven Architecture(SDA)

**Question No:250** (Marks:1) **Vu-Topper RM**

When a user select element from list box, after selecting compiler marked the selected element as

- A. Fix
- B. Selected
- C. Handled
- D. Bubble**

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**Question No:251**

**(Marks:1)**

**Vu-Topper RM**

Design of silver light mostly follows the design of \_\_\_\_\_

- A. C++
- B. WPF**
- C. Console
- D. C#

**Question No:252**

**(Marks:1)**

**Vu-Topper RM**

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

- A. Double
- B. Expand
- C. Reduce**
- D. Expand

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**Question No:253**

**(Marks:1)**

**Vu-Topper RM**

Overloaded operators must be \_\_\_\_\_.

- A. Referenced
- B. Static**
- C. Objective
- D. Delegates

**Question No:254**

**(Marks:1)**

**Vu-Topper RM**

A (n) \_\_\_\_\_ is Overloaded operators must.

- A. Delegate**
- B. XAML
- C. Function
- D. Constructor

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**Question No:255**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ allow attaching a handler for an event that is defined in an element other than the one adding the handler.

**A. Tunneling**

B. Bubbling

C. Routed Event

D. Attached Event

**Question No:256**

**(Marks:1)**

**Vu-Topper RM**

\_\_\_\_\_ library is used behind Xbox Graphics.

A. NXA

B. XNA

**C. DirectX**

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D. Directy

**Question No:257**

**(Marks:1)**

**Vu-Topper RM**

When your C# program is compiled, it creates a file called \_\_\_\_\_

A. Class

B. EXE

C. Object

**D. Assembly**

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**Question No:258**

**(Marks:1)**

**Vu-Topper RM**

Which of the following is used for communicating with unmanaged COM in C#?

**A. Single Threaded Apartment**

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B. Multiple Threaded Apartment

C. Assembly Threaded Apartment

D. Reference Threaded Apartment

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**Question No:259**

**(Marks:1)**

**Vu-Topper RM**

BAML stands for \_\_\_\_\_

- A. Beta Application Markup Language
- B. Beta Application Machine Language
- C. Binary Application Machine Language
- D. Binary application markup language**

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**Question No:260**

**(Marks:1)**

**Vu-Topper RM**

Stylus can behave same as \_\_\_\_\_ but has higher resolution.

- A. Mouse** **Page 113**
- B. Joystick
- C. Keyboard
- D. Touchpad

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