

CS609-System Programming

UPDATE HANDOUTS

MID TERM MCQS

Prepared by: JUNAID MALIK

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- Which of the following tasks is not performed by the operating system.
  - ❖ Multitasking
  - ❖ Memory Management
  - ❖ File Management
  - ❖ **Hardware repairing**
- Windows operating system allows us to run a huge process in a small memory space due to
  - ❖ Efficient primary memory management
  - ❖ Flexibility naming scheme for resources
  - ❖ High processing speed of processor
  - ❖ **Virtual memory management**
- To provide an interface between the user and computer, a system is required which is called \_\_\_\_\_.
  - ❖ Application software
  - ❖ **Operating system**
  - ❖ Customized software
  - ❖ Both application and customized software
- A process-1 in windows operating system can access the memory space of process-2 if \_\_\_\_\_.
  - ❖ Process-1 has no privilege to access memory space of other processes
  - ❖ Both processes have same ID
  - ❖ Process-1 loaded in the same space as process-2
  - ❖ **Process-1 has privilege to access memory space of other processes.**
- Windows operating system provides a naming scheme for the resources which allows maximum character only
  - ❖ **255**
  - ❖ 16
  - ❖ 55
  - ❖ 155
- DOS was a \_\_\_\_\_ operating system.
  - ❖ GUI based
  - ❖ **Command line**
  - ❖ Real time
  - ❖ Multitasking
- API stands for \_\_\_\_\_.
  - ❖ **Application programming interface**
  - ❖ Advance programming interface
  - ❖ Application programming integrity

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- ❖ Application programs interoperability.
8. Which operating system was offered by Microsoft that was used prior to windows
- ❖ LINUX
  - ❖ UNIX
  - ❖ Solaris
  - ❖ **Dos**
9. Which of the following theme is not consider while introducing the new version of windows.
- ❖ Enhanced API
  - ❖ Scalability
  - ❖ Performance
  - ❖ **Increasing cost**
10. Which version of windows is used for mobile devices
- ❖ Windows ME
  - ❖ **Windows CE**
  - ❖ Windows vista
  - ❖ Windows server
11. In 2021, which of the following desktop operating systems was widely used in the world market?
- ❖ **Windows**
  - ❖ Fedora
  - ❖ Salaris
  - ❖ Linux
12. Using \_\_\_\_\_ commands can be issued to the system through icons, buttons, shortcuts, sound etc
- ❖ Result- driven interface
  - ❖ **Graphical user interface**
  - ❖ Menu-driven interface only
  - ❖ Command only
13. One of the major causes of windows dominance in PC's market is its
- ❖ **User-friendly GUI**
  - ❖ Best security features
  - ❖ Feature of multitasking
  - ❖ Best marketing strategy
14. Which statement is not correct about the windows operating system
- ❖ **It can only be used in desktop system**
  - ❖ It supports both 32&64-bit architecture
  - ❖ It supports voice commands
  - ❖ It supports diverse hardware platforms

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15. Which statement is incorrect about open source software?

- ❖ Paid license is required for it use
- ❖ Changes can be made by the general public
- ❖ Source code is freely available
- ❖ It is publicly available

16. Choose the major drawback of a closed source software

- ❖ Not affordable by the user
- ❖ Not customizable
- ❖ Not freely available to download
- ❖ Neither affordable, customizable, nor freely available for download

17. Example of a closed source software is \_\_\_\_\_

- ❖ Linux
- ❖ Windows OS
- ❖ Chrome browser
- ❖ Fedora

18. A uniform extension in software components is possible in \_\_\_\_ software.

- ❖ Vender specific
- ❖ Open source
- ❖ Community source
- ❖ Both open and closed

19. A socket on end-point is required only if

- ❖ Processor tries to write on internal hard disk
- ❖ Two processes communication over network
- ❖ A process needs a resource
- ❖ Process needs to access main memory

20. DWORD data type represents \_\_\_\_\_

- ❖ 32 bit unsigned integer
- ❖ 32 bit signed integer
- ❖ 16 bit unsigned integer
- ❖ 16 bit signed integer

21. A software or application can access any windows object \_\_\_\_\_

- ❖ Directly
- ❖ Directly and through API as well
- ❖ Through API only
- ❖ Not directly nor through API

22. Windows datatype LPTSTR

- ❖ Long pointer to TSTR
- ❖ Last pointer to TSTR
- ❖ Last pointer to string

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- ❖ Long pointer to STR
23. Each windows API has a \_\_\_\_\_ number of parameters.
- ❖ Fixed
  - ❖ Two
  - ❖ Variable
  - ❖ Four
24. Which statement is true about a multi- threading process?
- ❖ A process has one or more threads
  - ❖ A process has only one thread
  - ❖ A thread has only one process
  - ❖ A thread can be created without process
25. Windows supports both the 32 and 64-bit source code by \_\_\_\_\_
- ❖ Keeping separate API's for 32 and 64-bit code
  - ❖ Converting 32-bit into 64-bit code
  - ❖ Converting 64-bit into 32-bit code
  - ❖ Keeping separate compilers for each hardware
26. Windows operating system keeps \_\_\_\_\_ version of each API
- ❖ Two
  - ❖ One
  - ❖ Compiled
  - ❖ Interpreted
27. Which statement is incorrect about the 32-bit source code?
- ❖ It runs on 64-bit hardware and can use its all features
  - ❖ It has its own windows API
  - ❖ It does not support large disk space
  - ❖ It runs on 64-bit hardware
28. Choose the appropriate advantage of C source code that uses C standard function
- ❖ Can access advance windows features
  - ❖ Portable source code
  - ❖ Runs on windows platform only
  - ❖ Runs without making system calls to windows API's.
29. Choose the correct option for a source code that uses only windows API instead of C library functions.
- ❖ Source code can only access some features of windows
  - ❖ Source code will not remain portable
  - ❖ Source code cannot be compiled
  - ❖ Source code is portable
30. Which statement is true about open () function in C?
- ❖ It opens the existing file and not exists it creates a new file

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- ❖ It opens the file only writing
  - ❖ It opens the file only reading
  - ❖ It opens the file only existing
31. fopen() function in C returns \_\_\_\_\_ if the file is not successfully opened
- ❖ Zero value
  - ❖ Point to a file
  - ❖ **NULL value**
  - ❖ Neither NULL nor Zero
32. Open file objects using C library functions are identified by \_\_\_\_\_
- ❖ **Pointer to a file structure**
  - ❖ Buffer
  - ❖ Handle
  - ❖ Both buffer and handle
33. A successfully read using fread() function in C is indicated by a \_\_\_\_\_ return value.
- ❖ **Non-negative**
  - ❖ Zero
  - ❖ Negative
  - ❖ Boolean
34. What the following C statement represents; FILE \*ptr;
- ❖ **Pointer to a file structure**
  - ❖ Pointer to a character
  - ❖ Pointer to an integer
  - ❖ Pointer to a binary number
35. Which statement is true about createfile() function
- ❖ DWORD
  - ❖ BOOL
  - ❖ **HANDLE**
  - ❖ INT
36. The return type of readfile() and writefile() is
- ❖ **It open the existing file or creating a new file**
  - ❖ It is not used for opening a file
  - ❖ It opens or create a file only for generic read
  - ❖ It opens or create a file only for generic write
37. LPWSTR stand for
- ❖ Last pointer to wide string
  - ❖ **Long pointer to wide string**
  - ❖ Long pointer with string
  - ❖ Last pointer to string
38. The return type of malloc() function in C can be

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- ❖ Pointer to allocate space or NULL
  - ❖ Linked list
  - ❖ NULL only
  - ❖ An array
39. Which statement is correct about the convenience function?
- ❖ It does not improve overall performance
  - ❖ It takes considerable time in execution
  - ❖ It performs a small task
  - ❖ A big task is performed a single API
40. UDF stands for
- ❖ Universal driven format
  - ❖ Universal disk file
  - ❖ Universal driven file
  - ❖ Universal disk format
41. Which option is not related to the NT file system
- ❖ Compression
  - ❖ Encryption
  - ❖ File size limitation
  - ❖ Fault tolerance
42. Which feature of NTFS related to data security?
- ❖ Large file name mechanism
  - ❖ Encryption
  - ❖ File allocation table
  - ❖ Compression
43. Keeping in view the support for huge file size, which file system is more favorable?
- ❖ NTFS
  - ❖ FAT16
  - ❖ FAT32
  - ❖ FAT8
44. NTFS stand for \_\_\_\_\_
- ❖ New trend file system
  - ❖ New technology file system
  - ❖ New trend for system
  - ❖ New technology for system
45. Which special symbol can be used in windows filename?
- ❖ Pipe
  - ❖ Forward slash
  - ❖ Backward slash
  - ❖ Underscore

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46. The path name of a remote resource of server starts with \_\_\_\_ symbol.
- ❖ Forward slash
  - ❖ Pipe
  - ❖ Double back slash
  - ❖ Black slash
47. In the windows file system, which symbol can be used as a path separator?
- ❖ Pipe symbol
  - ❖ Back slash only
  - ❖ Both forward and backward
  - ❖ Forward slash only
48. The file extension usually contains \_\_\_\_ characters.
- ❖ 5 to 8
  - ❖ 2 to 4
  - ❖ 1 to 2
  - ❖ 1 to 3
49. In windows file system, the extension and file name is separated by \_\_\_\_\_.
- ❖ |
  - ❖ Dot(.)
  - ❖ \
  - ❖ /
50. The name of windows API used for opening and creating a new file is
- ❖ CreateFile()
  - ❖ OpenFile()
  - ❖ CreateopenFile()
  - ❖ ReopenFile()
51. The return type of create file() function is.
- ❖ NULL
  - ❖ A handle to an open file or INVALID\_HANDLE\_VALUE
  - ❖ INVALID\_HANDLE\_VALUE
  - ❖ Always handle to run open file object
52. In FILE\_SHARE\_READ mode, the file is shared for \_\_\_\_\_
- ❖ Concurrent read and write by multiple process
  - ❖ Concurrent read and write by a single process
  - ❖ Concurrent read by single process
  - ❖ Concurrent read by multiple process
53. In the createfile() function, if the same name file already exists when the attributes, create, Always is used to
- ❖ Delete the existing file and create a new file
  - ❖ Delete the existing file

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- ❖ **Over write an existing file**
  - ❖ Create an existing file
54. In the createFile() function, which statement is true about open-existing attribute if the file does not exist.
- ❖ It will create an existing file
  - ❖ It will open some other file insteated of specified file
  - ❖ **It will fail to open the new file**
  - ❖ It will create a new file
55. The windows API \_\_\_\_\_ used to read data from a file and store it in a buffer.
- ❖ Create File()
  - ❖ Copy file()
  - ❖ **Read file()**
  - ❖ Write file()
56. If the file is not opened in concurrent mode, then ReadFile() API. ReadFile()API starts reading from the \_\_\_\_\_
- ❖ Backup file
  - ❖ Start file
  - ❖ End of file
  - ❖ **Current file**
57. If we want to read 1000 bytes from a file with ReadFile() function but there are actually only 400 bytes in a file then \_\_\_\_\_
- ❖ Read operation will fail
  - ❖ **400 bytes will be read**
  - ❖ 1000 bytes will be read
  - ❖ Exception will be thrown
58. The windows API \_\_\_\_\_ is used to write data from a better and store it in a file
- ❖ Create file
  - ❖ Copy file
  - ❖ Read file
  - ❖ **Write file**
59. The return type of writeFile() function is
- ❖ **BOOL**
  - ❖ DWORD
  - ❖ LPDWORD
  - ❖ LPOVERLAPPED
60. It an invalid file handle is passed as a parameter to the closeFile() function, then it will return \_\_\_\_\_
- ❖ 1
  - ❖ Empty string

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- ❖ File handle
  - ❖ **False value**
61. A Unicode word consists of \_\_\_\_\_ bits
- ❖ 24
  - ❖ **32**
  - ❖ 16
  - ❖ 8
62. In Unicode format, \_\_\_\_\_ number of character can be encoded.
- ❖  $2^{10}$
  - ❖  $2^8$
  - ❖  $2^{32}$
  - ❖  **$2^{16}$**
63. The latest version of windows supports \_\_\_\_\_ standard.
- ❖ ASCII
  - ❖ Unicode
  - ❖ Scan codes
  - ❖ **Both ASCII and Unicode**
64. TCHAR is a/ an \_\_\_\_\_ type variable.
- ❖ ASCII
  - ❖ **Generic**
  - ❖ Unicode
  - ❖ Both ASCII and Unicode
65. `_sprintf()` is a/ an \_\_\_\_\_ c library function.
- ❖ **Both ASCII and Unicode**
  - ❖ Generic
  - ❖ Unicode
  - ❖ ASCII
66. `_tcscmp()` is \_\_\_\_\_ function to compare the string
- ❖ An ASCII
  - ❖ A Unicode
  - ❖ Not a generic
  - ❖ **A generic**
67. Which one is the correct definition of generic `main()` function?
- ❖ **Int-main**
  - ❖ Int main
  - ❖ Int main
  - ❖ Int\_main
68. All generic data types are include \_\_\_\_\_ header file.
- ❖ **<tchar.h>**

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- ❖ <string.h>
  - ❖ <windows.h>
  - ❖ <char.h>
69. All generic functions are include in \_\_\_\_\_ header file
- ❖ <string.h>
  - ❖ <windows.h>
  - ❖ <char.h>
  - ❖ <tchar.h>
70. TextOutW() is \_\_\_\_\_ bit API and it supports \_\_\_\_\_ standard.
- ❖ 32,Generic
  - ❖ 32,ASCII
  - ❖ 32,Unicode
  - ❖ 16,Unicode
71. The standard C library function atio() supports \_\_\_\_\_
- ❖ Generic code
  - ❖ Unicode
  - ❖ 128-bit character code
  - ❖ 8-bit character code
72. To switch between 8-bit character code and standard Unicode \_\_\_\_\_ functions and data type are required.
- ❖ Generic
  - ❖ Non-generic
  - ❖ Unicode
  - ❖ 8-bit
73. Developing generic code needs extra effort but provides maximum \_\_\_\_\_
- ❖ Productivity
  - ❖ User-friendly look
  - ❖ Chance of errors
  - ❖ Flexibility
74. What is the return value of GetLastError() function?
- ❖ It returns error code for last error
  - ❖ It returns a formatted message for last error
  - ❖ It takes input message from user and returns
  - ❖ It returns error message for the last error
75. Which windows API is used to return a system error code?
- ❖ Geterror()
  - ❖ Format message ()
  - ❖ Get last error()
  - ❖ Both geterror() and format Message()

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76. Which header file includes all the Unicode macros for setting environment of a program?

- ❖ <everything.h>
- ❖ <environment.h>
- ❖ <tchar.h>
- ❖ <windows.h>

77. There are \_\_\_\_\_ number of standard I/O devices in a windows system.

- ❖ Five
- ❖ Three
- ❖ Two
- ❖ Four

78. In a windows system, input \_\_\_\_\_ and \_\_\_\_\_ are three standard I/O devices.

- ❖ Error, correction
- ❖ Output, display
- ❖ Display, error
- ❖ Output, error

79. On execution, HANDLE\_GetstHandle(DWORDnst Handle) will return a valid handle in case of

- ❖ Passing invalid parameters
- ❖ Success
- ❖ Exception
- ❖ Failure

80. STD\_INPUT\_HANDLE macro contains a variable, CONIN\$, which is a/an \_\_\_\_\_.

- ❖ Input variable
- ❖ Default variable
- ❖ Environment variable
- ❖ Console variable

81. STD\_OUTPUT\_HANDLE contains \_\_\_\_\_ as an environment variable.

- ❖ CONIN\$
- ❖ CONOUT\$
- ❖ CONPRNT\$
- ❖ CONDIS\$

82. Option () function takes \_\_\_\_\_ parameters.

- ❖ 3
- ❖ 4
- ❖ 5
- ❖ Variable

83. Catfile() function takes \_\_\_\_\_ parameters.

- ❖ 3
- ❖ 5

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- ❖ 4
  - ❖ 2
84. \_\_\_\_\_ empire is considered to be pioneers of encryption as they used basic encryption algorithms to encrypt secret conversation in a war.
- ❖ Persian
  - ❖ Chines
  - ❖ Roman
  - ❖ Mughal
85. Roman empire use \_\_\_\_\_ algorithm to encrypt secret conversation.
- ❖ CTR
  - ❖ Ceaser cipher
  - ❖ Brute force
  - ❖ Cryto graph
86. The text that we are going to encrypt is called \_\_\_\_\_ test so it is denoted by
- ❖ Personal, p
  - ❖ Secret, w
  - ❖ Proposed, p
  - ❖ Plain, p
87. We represent that text by the symbol \_\_\_\_\_ in the encryption formula.
- ❖ E
  - ❖ B
  - ❖ A
  - ❖ C
88. The formula of ceaser chopper is \_\_\_\_\_
- ❖  $C = (E + W) \bmod 26$
  - ❖  $E = (P + n) \bmod 27$
  - ❖  $E = (D + n) \bmod 27$
  - ❖  $C = (P + n) \bmod 26$
89. We use MoveFileEx() to \_\_\_\_\_ the existing file
- ❖ Copy
  - ❖ Rename
  - ❖ Over write
  - ❖ Delete
90. Which statement is true about hard copy function?
- ❖ Both the files must not be on same system volume.
  - ❖ Both the files must be in encrypted form
  - ❖ Creates a hard link for copy file
  - ❖ Security attributes will apply on new file name
91. deleteFile() function takes \_\_\_\_\_ parameter.

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- ❖ 4
- ❖ **1**
- ❖ 2
- ❖ 3

92. Which of the following API is used for copying a file?

- ❖ CopyFile(LPCTSTR lpszExistingFileName, LPCTSTR lpszNewFileName, bool bFailIfExists);
- ❖ Char CopyFile(LPCTSTR lpszExistingFileName, LPCTSTR lpszNewFileName, bool bFailIfExists);
- ❖ **Bool CopyFile(LPCTSTR lpszExistingFileName, LPCTSTR lpszNewFileName, bool bFailIfExists);**
- ❖ String CopyFile(LPCTSTR lpszExistingFileName, LPCTSTR lpszNewFileName, bool bFailIfExists);

93. Correct syntax of MoveFile() function is \_\_\_\_\_

- ❖ Bool Move (LPCTSTR lpNewName, LPCTSTR lpExistingFileName);
- ❖ Bool Move (LPCTSTR lpNewName, LPCTSTR lpNewFileName);
- ❖ **Bool MoveFile (LPCTSTR lpNewName, LPCTSTR lpExistingFileName);**
- ❖ Bool Move (bool lpNewName, LPCTSTR LPCTSTR lpExistingFileName);

94. RemoveDirectory() function takes \_\_\_\_\_parameter(s)

- ❖ **1**
- ❖ 4
- ❖ 3
- ❖ 2

95. Set currentDirectory() function takes \_\_\_\_\_parameter(s)

- ❖ 2
- ❖ **1**
- ❖ 4
- ❖ 3

96. Return type of GetCurrentDirectory() function is ()

- ❖ Int
- ❖ Bool
- ❖ String
- ❖ **DWORD**

97. createDirectory() function takes \_\_\_\_\_parameter(s)

- ❖ 4
- ❖ 3
- ❖ 1
- ❖ **2**

98. deleteFiles() function takes \_\_\_\_\_parameter(s)

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❖ 1

❖ 4

❖ 3

❖ 2

99. Return type of printMsg() function is \_\_\_\_\_

❖ DWORD

❖ CHAR

❖ **BOOL**

❖ WORD

100. Return type of printString() function is \_\_\_\_\_

❖ DWORD

❖ CHAR

❖ **BOOL**

❖ WORD

101. Correct syntax for create console input file is

❖ hln = createFile(\_T("CONOUT\$"), GENERIC\_READ&NULL, OPEN\_ALWAYS, FILE\_ATTRIBUTE\_NORMALNULL);

❖ hln = createFile(\_T("CONOUT\$"), GENERIC\_READ,1  
GENERIC\_WRITE,0&NULL, OPEN\_ALWAYS,  
FILE\_ATTRIBUTE\_NORMALNULL);

❖ **hln = createFile(\_T("CONIN\$"), GENERIC\_READ,1  
GENERIC\_WRITE,0&NULL, OPEN\_ALWAYS,  
FILE\_ATTRIBUTE\_NORMALNULL);**

❖ prohln = createFile(\_T("CONIN\$"), GENERIC\_READ,1  
GENERIC\_WRITE,0&NULL, OPEN\_ALWAYS,  
FILE\_ATTRIBUTE\_NORMALNULL);

102. consoleprompt() function takes \_\_\_\_\_parameter(s)

❖ 2

❖ 3

❖ 5

❖ **4**

103. Current syntax of Get currentDirectory() function is \_\_\_\_\_

❖ **GetCurrentDirectory(DIRNAME\_LEN,PwdBuffer);**

❖ GetCurrentDirectory(DIRNAME\_LEN);

❖ GetCurrentDirectory(DIRNAME\_LEN);

❖ GetCurrentDirectory(PwdBuffer);

104. Get currentDirectory() function takes \_\_\_\_\_parameter(s)

❖ **2**

❖ 3

❖ 5

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- ❖ 4
- 105. Return type of promptMsg() function is \_\_\_\_\_
  - ❖ WORD
  - ❖ **BOOL**
  - ❖ CHAR
  - ❖ DWORD
- 106. Get Directory() function takes \_\_\_\_\_parameter(s)
  - ❖ **2**
  - ❖ 3
  - ❖ 5
  - ❖ 4
- 107. In NTFS based system \_\_\_\_\_is the maximum allowed size for a single file
  - ❖  $2^8$
  - ❖  $2^{32}$
  - ❖  $2^{16}$
  - ❖  **$2^{64}$**
- 108. FAT 32 based system \_\_\_\_\_is the maximum allowed size for a single file
  - ❖  $2^8$
  - ❖  **$2^{32}$**
  - ❖  $2^{16}$
  - ❖  $2^{64}$
- 109. setFilepointer() function takes \_\_\_\_\_parameter(s)
  - ❖ 2
  - ❖ 3
  - ❖ 5
  - ❖ **4**
- 110. PLONG is a \_\_\_\_\_
  - ❖ **Pointer to a long variable**
  - ❖ String
  - ❖ Variable
  - ❖ Pointer to a string
- 111. Return type of setFilePointerEx() is \_\_\_\_\_
  - ❖ String
  - ❖ **Bool**
  - ❖ Word
  - ❖ DWORD
- 112. In setfilepointer() function, lpNewFilePointer parameter is placed is a/an
  - ❖ Handle
  - ❖ **PLARGE\_INTEGER**

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- ❖ DWORD
  - ❖ LARGE\_INTEGER
113. In setFilePoiter() function, distance to move parameter is placed in
- ❖ DWORD
  - ❖ Handle
  - ❖ PLARGE\_INTEGER
  - ❖ **LARGE\_INTEGER**
114. There are \_\_\_\_\_ components of a LARGE integer
- ❖ **2**
  - ❖ 3
  - ❖ 4
  - ❖ 5
115. In the Overlapped structure, ULONG\_PTR internal is a \_\_\_\_\_ field.
- ❖ DWORD
  - ❖ Integer
  - ❖ Pointer
  - ❖ **Reserved**
116. Overlap structure is a structure which is defined in the \_\_\_\_\_ header file
- ❖ **Window.h**
  - ❖ Stdary.h
  - ❖ Everything.h
  - ❖ Stdio.h
117. In the overlapped structure the data type of ofsetand offsethigh is
- ❖ **DWORD**
  - ❖ WORD
  - ❖ INT
  - ❖ BOOL
118. EOF is short form of \_\_\_\_\_
- ❖ Erase of file
  - ❖ **End of file**
  - ❖ End of folder
  - ❖ Erase of folder
119. Return types of getfilesizeEx() is \_\_\_\_\_
- ❖ **Bool**
  - ❖ Char
  - ❖ Int
  - ❖ DWORD
120. To reduce the filesize we use \_\_\_\_\_ windows API.
- ❖ Setfilesize()

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- ❖ Changefilesize()
  - ❖ SetendoffileEx()
  - ❖ setfileEx()
121. File size can be obtained using the \_\_\_\_\_ windows API.
- ❖ GetFileSizwEx()
  - ❖ FileSizeExGet()
  - ❖ GetFileSize()
  - ❖ FileSize()
122. In the RECORD structure, datatype of numRecord is \_\_\_\_\_
- ❖ DWORD
  - ❖ BOOL
  - ❖ Double
  - ❖ Int
123. In the RECORD structure, datatype of numNonemptyRecord is \_\_\_\_\_
- ❖ DWORD
  - ❖ BOOL
  - ❖ Double
  - ❖ Int
124. What will be next code statement, if the following if statement is true? If  
(!setFilePointer Ex(nfilecurrentptr, NULL,FILE\_BEGIN))
- ❖ RepotError(\_T("RecordAccessError: writeFile header").4,TRUE);
  - ❖ RepotError(\_T("RecordAccessError: writeFile header").6,TRUE);
  - ❖ RepotError(\_T("RecordAccessError: setpointer").4,TRUE);
  - ❖ RepotError(\_T("RecordAccessError: set End of File").5,TRUE);
125. What will be next code statement, if the following if statement is true? If  
(!readFile(hFile& header, size of(Header),&nXfer,&ovzero))
- ❖ ReportError (\_T("RecordAccessError:set End of File."),5,TRUE);
  - ❖ ReportError (\_T("RecordAccessError:set pointer."),4,TRUE);
  - ❖ ReportError (\_T("RecordAccessError:write File header."),4,TRUE);
  - ❖ ReportError (\_T("RecordAccessError:readFile header."),6,TRUE);
126. During searching files/folders, a data structure \_\_\_\_\_ is used to store the information about a found file or directory
- ❖ Directory -64
  - ❖ Attribute
  - ❖ Directory -32
  - ❖ WIN32\_FIND DATA
127. What will be next code statement, if the following if statement is true? If  
(!writeFile(hFile& header, size of(Header),&nXfer,&ovzero))

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- ❖ ReportError (\_T("RecordAccessError:set End of header."),6,TRUE);
  - ❖ ReportError (\_T("RecordAccessError:set pointer."),4,TRUE);
  - ❖ ReportError (\_T("RecordAccessError:write File header."),5,TRUE);
  - ❖ ReportError (\_T("RecordAccessError:readFile header."),4,TRUE);
128. The number of arguments required for Findclose() API is \_\_\_\_\_
- ❖ 3
  - ❖ 1
  - ❖ 2
  - ❖ 0
129. The field flastAccessTime in a WIN32-FIND-DATA structure is used to represent a time when a file was \_\_\_\_\_ time accessed
- ❖ Closing
  - ❖ Last
  - ❖ First
  - ❖ Second ;last
130. Using GetFileTime() API argument(s) is/are provided.
- ❖ Both creation and last access time
  - ❖ Only last access time
  - ❖ Creation, last access and last write time
  - ❖ Only creation time
131. GetFileAttribute() API need \_\_\_\_\_ argument(s) to return the attributes of a file or directory
- ❖ 1
  - ❖ 2
  - ❖ 3
  - ❖ 0
132. compareFileTime() API returns \_\_\_\_\_ if both the file time are equal
- ❖ 0
  - ❖ 2
  - ❖ 1
  - ❖ -1
133. Which option is incorrect when the traverseDirectory() API is required to be use?
- ❖ It allow non-recursive traversal
  - ❖ Recursive and non-recursive traversal option is irrelevant
  - ❖ It allows recursive traversal
  - ❖ It allows both non- recursive and recursive traversal
134. Which of the following is not an argument of the traverse Directory() API
- ❖ Option for simple listing or recursive processing
  - ❖ Search pattern

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- ❖ Parent path
  - ❖ File creation time
135. Temporary files are assigned an extension \_\_\_\_\_ and they are used to store \_\_\_\_\_
- ❖ .temp,final result
  - ❖ .tmpe,intermediate result
  - ❖ .tmp,intermediate result
  - ❖ .com,intermediate result
136. \_\_\_\_\_ is not a value argument for setFiletime() function
- ❖ pModifyTime
  - ❖ NULL
  - ❖ \_T(ame)
  - ❖ \_P(accesstime)
137. SetFileTime() function takes a total of arguments.
- ❖ 3
  - ❖ 5
  - ❖ 4
  - ❖ 2
138. GetsystemTimeAsFiletime() function receive \_\_\_\_\_ as an argument.
- ❖ File array
  - ❖ File pointer
  - ❖ File handle
  - ❖ File objects
139. Which of the following is not a correct argument of options() function
- ❖ Argc
  - ❖ Argv
  - ❖ \_T(amg)
  - ❖ \_T(amc)
140. The fseek() C library function uses \_\_\_\_\_ bit file position
- ❖ 8
  - ❖ 16
  - ❖ 32
  - ❖ 64
141. For file processing windows provides a propriating function called \_\_\_\_\_
- ❖ Pseek64()
  - ❖ Fseek()
  - ❖ Fseek64()
  - ❖ Pseek()
142. In MicrosoftUNIX library, all I/O function are named with \_\_\_\_\_ prefix.
- ❖ Semicolon

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- ❖ Dot
  - ❖ **Underscore**
  - ❖ Colon
143. In lockFileEx() function, the OVERLAPPED data structure contains \_\_\_\_\_ data members.
- ❖ **3**
  - ❖ 5
  - ❖ 2
  - ❖ 4
144. File lock can be \_\_\_\_\_ or \_\_\_\_\_
- ❖ Read-only, write-only
  - ❖ Read-only, write-only
  - ❖ Read-locked, write only
  - ❖ **Read-only, read-write**
145. The read operation does not conflict with the \_\_\_\_\_
- ❖ **Existing shared lock**
  - ❖ Remove operation
  - ❖ Write operation
  - ❖ Existing exclusive lock
146. Before encountering a/an \_\_\_\_\_ lock, the read or write operation can complete its request partially
- ❖ Exclusive lock
  - ❖ Shared lock
  - ❖ Mutually exclusive lock
  - ❖ **Conflicting lock**
147. If process-A has a shared lock on a file, and process-B tries to read without a shared lock then the read attempt will \_\_\_\_\_
- ❖ Return exception
  - ❖ **Succeed**
  - ❖ Return a shared lock
  - ❖ Fail
148. UNIX system stores information in \_\_\_\_\_ directory similar to the registry entry
- ❖ **/etc**
  - ❖ /reg
  - ❖ /key
  - ❖ /root
149. Programmers usually access windows build number through \_\_\_\_\_
- ❖ Web sockets
  - ❖ Web API

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- ❖ RESI API
  - ❖ Windows API
150. Information about \_\_\_\_\_ is not present in the registry file.
- ❖ Power supply
  - ❖ Chipset
  - ❖ Memory
  - ❖ Processor
151. \_\_\_\_\_ information is present in the registry HKEY\_CURRENT\_CONFIG.
- ❖ Display resolution
  - ❖ Process make
  - ❖ Display size
  - ❖ Memory amount
152. The registry HKEY\_CURRENT\_USER does not contain \_\_\_\_\_ information.
- ❖ System fonts
  - ❖ Printers
  - ❖ Environment variable
  - ❖ Application preferences
153. The registry HKEY\_LOCAL\_MACHINE stores \_\_\_\_\_ information about the machine
- ❖ Physical
  - ❖ Private
  - ❖ Protected
  - ❖ Logical
154. \_\_\_\_\_ function enumerates subkey names of an open registry key.
- ❖ RegEnumKey()
  - ❖ RegOpenKey()
  - ❖ RegOpenKeyEx()
  - ❖ RegEnumKeyEx()
155. The RegOpenKeyEx() function opens a named \_\_\_\_\_
- ❖ Instance
  - ❖ Sub key
  - ❖ Key
  - ❖ List
156. The function RegCreateKeyEx() has \_\_\_\_\_ parameters.
- ❖ 8
  - ❖ 7
  - ❖ 9
  - ❖ 6
157. Is Reg() function processes registry keys rather than \_\_\_\_\_ and \_\_\_\_\_

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- ❖ Key-value pairs, files
  - ❖ Key-value pairs, properties
  - ❖ Directories, key-value pairs
  - ❖ **Directories, files**
158. RegSetValueEx() function is used to set the data of a \_\_\_\_ value.
- ❖ Final
  - ❖ Fixed
  - ❖ **Named**
  - ❖ Static
159. The exception could occur within a \_\_\_\_ embedded in the try block.
- ❖ List
  - ❖ Function
  - ❖ Constructor
  - ❖ **Block**
160. If filter\_expression returns \_\_\_\_ then windows ignores the exception handler and searches for an exception handler in the enclosing block.
- ❖ EXCEPTION\_SKIP\_EXECUTION
  - ❖ EXCEPTION\_CONTINUE\_SEARCH
  - ❖ **EXCEPTION\_CONTINUE\_EXECUTION**
  - ❖ EXCEPTION\_SKIP\_SEARCH
161. If the filter-expression was set to continue the execution but it is not possible to continue, then \_\_\_\_ exception code will be returned.
- ❖ EXECUTION-NONCONTINUABLE-EXCEPTION
  - ❖ EXECUTION-NONCONTINUABLE-EXECUTION
  - ❖ EXCEPTION-NONCONTINUABLE-EXCEPTION
  - ❖ **EXCEPTION-NONCONTINUABLE-EXCUTION**
162. \_\_\_\_ exception code is returned if the process attempts to read or write a virtual address for which it has no access rights
- ❖ EXCEPTION-INTEGERS-VOILATION
  - ❖ EXCEPTION-INTEGERS-BREACH
  - ❖ **EXCEPTION-ACCESS-VOILATION**
  - ❖ EXCEPTION-INTEGERS-BREACH
163. SHE is not supported through \_\_\_\_
- ❖ Run time support
  - ❖ Windows function
  - ❖ Compiler supported language extensions
  - ❖ **Windows registry**
164. The filter-expression in the \_\_\_\_ clause is evaluated immediately after the exception occurs.

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- ❖ -try
  - ❖ -catch
  - ❖ -except
  - ❖ -finally
165. The value of the \_\_\_\_ determine actions that follow
- ❖ Filter-exception
  - ❖ Filter-expression
  - ❖ Filter-try
  - ❖ Filter-search
166. \_\_\_\_ function is used to clear clearfp().
- ❖ \_clear()
  - ❖ clearfp()
  - ❖ \_clean()
  - ❖ \_cls()
167. Programs can raise their own exception using the \_\_\_\_ function
- ❖ BuildException
  - ❖ RaiseException
  - ❖ Createexception
  - ❖ GenException
168. RaiseException has \_\_\_\_ parameters.
- ❖ 4
  - ❖ 2
  - ❖ 5
  - ❖ 3
169. The exception handler is actually a code portion associated with \_\_\_\_ block.
- ❖ -finally
  - ❖ -try
  - ❖ -except
  - ❖ -catch
170. The new value of floating point mask is determined by its value \_\_\_\_ and its two arguments.
- ❖ Current-value
  - ❖ C-value
  - ❖ Current-mask
  - ❖ Current-val
171. The \_\_\_\_ function terminates the process if the program indicates that the error is fatal.
- ❖ Report handle()
  - ❖ Terminate handle()

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- ❖ Terminate process()
  - ❖ Report error()
172. SIGSEGV error can only be generated by \_\_\_\_\_ but not by \_\_\_\_\_
- ❖ Windows, Raise
  - ❖ Linux, macos
  - ❖ Windows, linux
  - ❖ Raise windows
173. A single try block must have a single \_\_\_\_\_ or \_\_\_\_\_ block
- ❖ Terminate, Except
  - ❖ Finally, Except
  - ❖ Finally, continue
  - ❖ Terminate, finally
174. \_\_\_\_\_ function is used within the termination handle to check how the try block is terminated
- ❖ Check termination()
  - ❖ Check handle()
  - ❖ Check termination
  - ❖ Abnormal termination
175. ReportException() function have \_\_\_\_\_ arguments.
- ❖ 3
  - ❖ 4
  - ❖ 2
  - ❖ 5
176. Second arguments of ReportException() function is \_\_\_\_\_
- ❖ Exception code
  - ❖ Exception handle
  - ❖ Exception address
  - ❖ Exception name
177. The process or thread can terminate itself using \_\_\_\_\_ or \_\_\_\_\_ functions.
- ❖ Terminate process(), Exist thread()
  - ❖ Terminate process(), Terminate thread()
  - ❖ Exist process(), Exist thread()
  - ❖ Exist thread(), Terminate thread()
178. The termination handler cannot execute the \_\_\_\_\_ statement
- ❖ Break
  - ❖ Report
  - ❖ Continue
  - ❖ Return
179. C++ execution handling is implemented using \_\_\_\_\_

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- ❖ SCH
  - ❖ ECH
  - ❖ ESH
  - ❖ **SEH**
180. A filter function \_\_\_\_\_ the type of n exception.
- ❖ Restrict
  - ❖ Evaluates
  - ❖ Exclude
  - ❖ **Identifies**
181. The \_\_\_\_\_ exception are enabled with the help of controlfp() function
- ❖ **Floating point**
  - ❖ String
  - ❖ Mutex
  - ❖ Integer
182. ecategory is a/an \_\_\_\_\_
- ❖ Reference variable
  - ❖ **Simple variable**
  - ❖ Class
  - ❖ Pointer
183. Which of the following in the number of parameters takes by controlpf() function
- ❖ 3
  - ❖ 4
  - ❖ 1
  - ❖ **2**
184. Which of the following in the number of parameters takes by filter function
- ❖ 1
  - ❖ **2**
  - ❖ 3
  - ❖ 4
185. Which of the following instruction is used to suspend the execution of a program for 5 milliseconds?
- ❖ Sleep(500)
  - ❖ **Sleep(5000)**
  - ❖ Sleep(5)
  - ❖ Sleep(0.5)
186. Which of the following functions is used to generate a sound beep for 0.7 seconds with the frequency if 750?
- ❖ Beep (750,800)
  - ❖ Beep(700,750)

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- ❖ **Beep(750,700)**
  - ❖ Beep(750,0.7)
187. A program can be terminated by passing \_\_\_\_\_ from keyboard
- ❖ Ctrl +p
  - ❖ Ctrl +N
  - ❖ **Ctrl +C**
  - ❖ Ctrl +Z
188. The return type of WINAPI Handler() function is \_\_\_\_\_
- ❖ Void
  - ❖ Static integer
  - ❖ **Static bool**
  - ❖ Static float
189. #include<io.h> is used for \_\_\_\_\_
- ❖ **Input output operation**
  - ❖ Working in CLI
  - ❖ Memory allocation
  - ❖ Multitasking
190. Windows OS keeps \_\_\_\_\_ version of each API.
- ❖ One
  - ❖ Interpreted
  - ❖ **Two**
  - ❖ Compiler
191. The options function have \_\_\_\_\_ arguments
- ❖ 5
  - ❖ 4
  - ❖ **7**
  - ❖ 6
192. If invalid file handle is passed as a parameter to the closeFile API, then it will return \_\_\_\_\_
- ❖ Empty string
  - ❖ 1
  - ❖ **File handle**
  - ❖ False value
193. \_tscmp() is \_\_\_\_\_ function to compare the strings.
- ❖ **A generic**
  - ❖ An ASCII
  - ❖ Not a generic
  - ❖ A Unicode
194. There are \_\_\_\_\_ number of standard input out devices.

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- ❖ 3
- ❖ 5
- ❖ 4
- ❖ **2**

195. Every lockfileEx() function that is successful must be followed by a call to

- ❖ DeletelockEx()
- ❖ RemovelockEx()
- ❖ UnlatchlockEx()
- ❖ **UnlockfileEx()**

196. Try and catch keywords \_\_\_\_\_ required for vectored exception handlers.

- ❖ **Are not**
- ❖ Are
- ❖ Must be
- ❖ Are occasionally

197. In the context of vectored exception handling the zero value of firsthandler parameters shows that the handler being used will be the \_\_\_\_\_ one to execute.

- ❖ **Third**
- ❖ Last
- ❖ Second
- ❖ First

198. In the vectored exception handler, the value of firsthandler parameter specifies the \_\_\_\_\_ in which the handler will execute.

- ❖ **Order**
- ❖ Speed
- ❖ Allocation of stack
- ❖ Accuracy

199. Windows checks for a vectored exception handler at the \_\_\_\_\_ place when a vectored is set up followed by unwinding the stack.

- ❖ Second
- ❖ Third
- ❖ **First**
- ❖ Fourth

200. In the context of vectored exception handling the non-zero value of firsthandler parameters shows that the handler being used will be the \_\_\_\_\_ one to execute.

- ❖ Third
- ❖ Last
- ❖ Second
- ❖ **First**

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201. Which of the following is a dynamic data structure
- ❖ Circular array
  - ❖ **Array**
  - ❖ Tree
  - ❖ Union
202. Identify the advantages provided by memory mapped files.
- ❖ Convenience, collision, octection and memory sharing
  - ❖ Exception handling, speed and memory sharing
  - ❖ Convenience, speed and usability
  - ❖ **Convenience, speed and memory sharing**
203. Windows mainly uses \_\_\_\_\_API.
- ❖ 4
  - ❖ **2**
  - ❖ 3
  - ❖ 1
204. In win32\_\_\_\_\_of the virtual space is accessible to a process and the remaining space is utilize by the system for other tasks
- ❖ One quarter
  - ❖ **Half**
  - ❖ Two third
  - ❖ Three quarter
205. The virtual space of process \_\_\_\_\_be larger than the physical memory space.
- ❖ Should always
  - ❖ Cannot
  - ❖ Must
  - ❖ **May**
206. Which of the following occurs as a result of excessive page fault in
- ❖ **Decreased system performance**
  - ❖ Increased utilization of I/O ports
  - ❖ Decreased utilization of I/O ports
  - ❖ Increased system performance
207. When the required page is not in the memory then a \_\_\_\_\_occurs.
- ❖ **Page fault**
  - ❖ Dirty frame
  - ❖ Page error
  - ❖ Frame fault
208. The translation of a virtual address int physical address is managed by the \_\_\_\_\_
- ❖ **Offset addressing**
  - ❖ Operating system

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- ❖ Device driver
  - ❖ Transport layers
209. Pages are swapped in and out when a \_\_\_\_\_ occurs.
- ❖ **Page fault**
  - ❖ Frame fault
  - ❖ Page error
  - ❖ Dirty frame
210. Which of the following is a dynamic data structure.
- ❖ Circular array
  - ❖ **Tree**
  - ❖ Union
  - ❖ Array
211. A process can have \_\_\_\_\_ heap(s).
- ❖ Only once
  - ❖ Only two
  - ❖ **Many**
  - ❖ At the most two
212. When a fixed size data structure is allocated from a single heap, it reduces \_\_\_\_\_
- ❖ **Fragmentation**
  - ❖ Errors
  - ❖ Memory density
  - ❖ Throughput
213. The heapReAlloc() API has \_\_\_\_\_ parameter(s).
- ❖ **4**
  - ❖ 1
  - ❖ 3
  - ❖ 2
214. The heapAlloc() API has \_\_\_\_\_ parameter(s).
- ❖ **3**
  - ❖ 4
  - ❖ 2
  - ❖ 1
215. When a heap (logical structure) is created the memory is \_\_\_\_\_ allocated at the program.
- ❖ Partially
  - ❖ Completely
  - ❖ **Not directly**
  - ❖ Directly
216. \_\_\_\_\_ are the APIs for heap memory allocation.

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- ❖ Heapcreate ()and HeapRealloc()
- ❖ Allocheap () and HeapRealloc()
- ❖ **HeapAlloc() and HeapRealloc()**
- ❖ HeapAlloc() and HeapRealloc()

217. For a non growable heap, the value of dwbytes in heap memory allocation is

- ❖ 0\*7FEE8
- ❖ 0\*7FDD8
- ❖ 0\*AAAA8
- ❖ **0\*7FFF8**

218. \_\_\_\_\_ is the first step to allocate heap in a program.

- ❖ HeapDestroy()
- ❖ HeapFree()
- ❖ Release and handle
- ❖ **Get heap handle**

219. The function heapSize() returns the size of a block, or \_\_\_\_\_ in case failure.

- ❖ NULL
- ❖ 1
- ❖ -1
- ❖ **0**

220. \_\_\_\_\_ is used to deallocate the entire heap.

- ❖ **HeapDestroy()**
- ❖ HeapFree()
- ❖ HeapTruncate()
- ❖ HeapDelete()

221. Sorting is performed in the \_\_\_\_\_

- ❖ RootHeap
- ❖ RecHeap
- ❖ ProcHeap
- ❖ **NodeHeap**

222. \_\_\_\_\_ stores the root address.

- ❖ RootHeap
- ❖ RecHeap
- ❖ **ProcHeap**
- ❖ NodHeap

223. The NodeHeap maintains a \_\_\_\_\_

- ❖ Data
- ❖ **Data structure**
- ❖ Record

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- ❖ Root
224. There are \_\_\_\_\_ parameters taken by the HeapCreate() API.
- ❖ **3**
  - ❖ 4
  - ❖ 2
  - ❖ 1
225. Which of the following is the correct windows API for accessing heap?
- ❖ INT GetProcessHeap(VOID)
  - ❖ **VOID GetProcessHeap(HANDLE)**
  - ❖ HANDLE GetProcessHeap(VOID)
  - ❖ INT\*GetProcessHeap(VOID)
226. When a fixed size data structure is allocated from a single heap, it reduces \_\_\_\_\_
- ❖ Memory density
  - ❖ Errors
  - ❖ Throughput
  - ❖ **Fragmentation**
227. The parameters “flOption” in the HeapCreate() API is a combination of \_\_\_\_\_ flafs.
- ❖ 1
  - ❖ 2
  - ❖ 4
  - ❖ **3**
228. In order to make a program more efficient, \_\_\_\_\_ heap(s) may be required
- ❖ Several
  - ❖ **Only one**
  - ❖ Partial
  - ❖ Minimum number of
229. While using CreateFileMapping(), \_\_\_\_\_ allow the mapping object to be secured.
- ❖ INVALID\_VALUES
  - ❖ PSECURITY\_ATTRIBUTES
  - ❖ LPSECURITY\_ATTRIBUTES
  - ❖ **INVALID\_HANDLE\_VALUES**
230. While using CreateFileMapping(), \_\_\_\_\_ refers to the paging file.
- ❖ INVALID\_VALUES
  - ❖ **PSECURITY\_ATTRIBUTES**
  - ❖ LPSECURITY\_ATTRIBUTES
  - ❖ INVALID\_HANDLE\_VALUES

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231. While using CreateFileMapping(), setting lpMapName to \_\_\_\_\_ disables the map sharing.
- ❖ -1
  - ❖ NULL
  - ❖ **0**
  - ❖ 1
232. \_\_\_\_\_ is the API for file mapping objects.
- ❖ Create\_File\_Mapping()
  - ❖ **CreateFileMapping()**
  - ❖ FileCreateMapping()
  - ❖ MakeFileMapping()
233. Which of the following are the number of parameters taken by CreateFileMapping()?
- ❖ **7**
  - ❖ 6
  - ❖ 5
  - ❖ 4
234. The \_\_\_\_\_ -- flag is set to be \_\_\_\_\_ in the CreateProcess() function, which will determine whether child process will inherit copies of parent open handles.
- ❖ blnheritFlag, TRUE
  - ❖ blnheritHandles, FALSE
  - ❖ blnheritFlag, FALSE
  - ❖ **bInheritHandles, TRUE**
235. IPC stands for \_\_\_\_\_.
- ❖ Information and privacy communication
  - ❖ Inter privacy communication
  - ❖ Information process communication
  - ❖ **Inter Process Communication**
236. Inherited handles are \_\_\_\_\_ copies that a parent and child might be accessing.
- ❖ Connected
  - ❖ Similar
  - ❖ related
  - ❖ **Distinct**
237. Process IDs are always \_\_\_\_\_.
- ❖ Frequent
  - ❖ Repeated
  - ❖ Constant
  - ❖ **Unique**
238. The process obtains environment and other information from \_\_\_\_\_ call.

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- ❖ CreateThread()
  - ❖ GetEnvironmentinfo()
  - ❖ Getinfo()
  - ❖ **CreateProcess()**
239. lpApplicationName handle's value \_\_\_\_\_ be NULL.
- ❖ May not
  - ❖ May
  - ❖ should
  - ❖ **Should not**
240. In windows there are \_\_\_\_\_ ways to get command line parameters for a process.
- ❖ Five
  - ❖ Four
  - ❖ **Two**
  - ❖ Three
241. Windows OS does not have structure that keeps track record of the \_\_\_\_\_ processes.
- ❖ Child
  - ❖ Grand-child
  - ❖ Parent
  - ❖ **Parent\_Child**
242. The most fundamental process management function in windows is CreateProcess() that has -----parameters.
- ❖ 12
  - ❖ 6
  - ❖ 4
  - ❖ **Ans: 10**
243. The process can share memory and files but the process itself lie an individual \_\_\_\_\_ memory space .
- ❖ Non\_volatile
  - ❖ Physical
  - ❖ permanent
  - ❖ **Virtual**
244. Thread Local Storage (TLS) is an array of collection of pointers enabling a thread to \_\_\_\_\_ storage to create its unique data environment.
- ❖ De-allocate
  - ❖ Clear
  - ❖ Re-allocate
  - ❖ **Allocate**

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245. Each thread has its own\_\_\_\_\_.
- ❖ TLS
  - ❖ Environment Block
  - ❖ Stack
  - ❖ **TLS and Stack**
246. The process of DLL detachment in explicit linking is invoke by\_\_\_\_\_ function call.
- ❖ Free()
  - ❖ freeLib()
  - ❖ Flibra
  - ❖ **FreeLibrary()**
247. Information regarding DLLs is placed in the \_\_\_\_\_data structure.
- ❖ dwBuilderNumber
  - ❖ dwPlatform
  - ❖ MAJORVERSION
  - ❖ **Ans:DLLVERSION**
248. LoadLibrary() and LoadLibraryEx() should never be called from\_\_\_\_\_as it will create more DLL entry Points.
- ❖ ThreadLibrarycalls()
  - ❖ DllMinFunc()
  - ❖ DisableThreadLibraryCalls()
  - ❖ **DllMain()**
249. LoadLibraryEx() can suppress the execution of entry point, in \_\_\_\_\_-- linking of DLL.
- ❖ Implicit
  - ❖ Static
  - ❖ Dynamic
  - ❖ **Explicit**
250. “Application that require newer updated functionality may sometime link with older DLL version”. This statement refers to \_\_\_\_\_of DLL versioning
- ❖ Strength
  - ❖ Advantages
  - ❖ Caution
  - ❖ **Ans: Problem**
251. If entry point of DLL is not specified, then it is an example of \_\_\_\_\_-- linking.\
- ❖ Explicit
  - ❖ Dynamic
  - ❖ Hard
  - ❖ **Implicit**

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252. In case of \_\_\_\_\_ linking the DLL attaches at the time of process start and detaches when process ends
- ❖ Explicit
  - ❖ Dynamic
  - ❖ Hard
  - ❖ **Implicit**
253. Explicit linking requires the program to explicitly specify the DLL to be \_\_\_\_\_.
- ❖ Freed
  - ❖ Loaded
  - ❖ Loaded and freed
  - ❖ **Ans: Loaded or freed**
254. In a pointer function declaration for DLL explicit linking, HMODULE is NULL in case of \_\_\_\_\_.
- ❖ Execution
  - ❖ Waiting
  - ❖ success
  - ❖ **Failure**
255. Once the DLL is loaded, the programmer needs to obtain \_\_\_\_\_ into the DLL for an entry point.
- ❖ Dynamic address
  - ❖ Physical address
  - ❖ Bus address
  - ❖ **Procedure Address**
256. We write and \_\_\_\_\_ function in DLL and invoke them explicitly
- ❖ Compile
  - ❖ Encrypt
  - ❖ decrypt
  - ❖ **Encapsulate**
257. In DLLs the executable library files are linked at \_\_\_\_\_ time
- ❖ **Ans: Compile**
258. Each DLL program will have its own copy of \_\_\_\_\_ variables.
- ❖ **Ans: Global**
259. In \_\_\_\_\_ operating system DLLs are used to invoke all kernel services.
- ❖ **Ans: Windows**
260. Dynamic memory is allocated from the
- ❖ Cache
  - ❖ **Paging file**
  - ❖ Stack

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❖ Static memory

261. Which of the following is recommended to use while dealing with memory mapped file to look for EXCEPTION\_IN\_PAGE\_ERROR exception?

- ❖ ESH exception handling
- ❖ SHE exception handling
- ❖ HE exception handling
- ❖ HES exception handling

262. To create a file mapping object, we have to declare \_\_\_\_\_ maximum parameters>

- ❖ 4
- ❖ 2
- ❖ 6
- ❖ 8

263. It is not possible for a system to map a file greater than \_\_\_\_\_ Into virtual memory space, while using Win32 OS.

- ❖ 2GB
- ❖ 3MB
- ❖ 3GB
- ❖ 2MB

264. It is much \_\_\_\_\_ - to sort large data available in memory rather than in files.

- ❖ Harder
- ❖ Costly
- ❖ Unyielding
- ❖ Ans: Easier

265. qsort() is a \_\_\_\_\_ function.

- ❖ Standard library
- ❖ EXE
- ❖ Windows DLL
- ❖ User defined

266. When we create a file mapped object for sorting 1000 numbers in a file recorder will be saved in a/an \_\_\_\_\_.

- ❖ Heap
- ❖ Stack
- ❖ Queue
- ❖ Ans: Array

267. Which of the following are the number of parameters taken by MapViewFile()?

- ❖ 2
- ❖ 4
- ❖ 3

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❖ 5

268. While using MapViewOfFile(), which of the following are the three commonly used flags?

- ❖ FILE\_WRITE, FILE\_READ, AND FILE\_ALL\_ACCESS
- ❖ FILE\_MAP\_WRITE, FILE\_MAP\_READ, AND FILE\_MAP\_ALL\_ACCESS
- ❖ MAP\_WRITE, MAP\_READ, AND MAP\_AL\_ACCESS
- ❖ WRITE, READ, AND ALL\_ACCESS

269. \_\_\_\_\_ and \_\_\_\_\_ specify the starting address of the file from where the mapping starts.

- ❖ High, low
- ❖ dwFileHigh, dwFileLow
- ❖ dwFileOffsetHigh, dwFileOffsetLow
- ❖ dbFileOffsetHigh, dbFileOffsetLow

270. To start the mapping from the start of a file, set both dwFileOffsetHigh and dwFileOffsetLow as \_\_\_\_\_.

271. unmapViewOfFile() takes \_\_\_\_\_ argument(s)

- ❖ .2
- ❖ 1
- ❖ 4
- ❖ 3

272. Which of the following are the number of parameters taken by CreateFileMapping()?

- ❖ 6
- ❖ 7
- ❖ 5
- ❖ 4

273. \_\_\_\_\_ Is the API for file mapping objects.

- ❖ MakeFileMapping()
- ❖ CreateFileMapping()
- ❖ FilecreateMapping()
- ❖ Create\_file\_Mapping()

274. While using CreateFileMapping(), \_\_\_\_\_ refers to the paging file.

- ❖ LPSECURITY\_ATTRIBUTES
- ❖ PSECURITY\_ATTRIBUTES
- ❖ INVALID\_HANDLE\_VALUES
- ❖ INVALID\_VALUES

275. While using CreatFileMapping(), \_\_\_\_\_ allows the mapping object to be secured.

- ❖ LPSECURITY\_ATTRIBUTES

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- ❖ PSECURITY\_ATTRIBUTES
- ❖ INVALID\_HANDLE\_VALUES
- ❖ INVALID\_VALUES

276. While using CreateFileMapping(), setting IpMapName to \_\_\_\_\_ disables the map sharing.

- ❖ 0
- ❖ 1
- ❖ -1
- ❖ NULL

277. DLL stand for

- ❖ Direct layout library
- ❖ Dynamic link library
- ❖ Dynamic layout library
- ❖ Direct link library

278. The approach to gather all the source code and library functions after encapsulation into a single executable file, is called as \_\_\_\_\_

- ❖ Process linking
- ❖ Static linking
- ❖ Dynamic linking
- ❖ Thread linking

279. Each DLL program will have its own copy of \_\_\_\_\_ variables.

- ❖ Global
- ❖ Local
- ❖ Dynamic
- ❖ Static

280. In \_\_\_\_\_ operating system DLLs are used to invoke all kernel services.

- ❖ Windows
- ❖ Unix
- ❖ Linux
- ❖ Solaris

281. In DLLs the executable library files are linked at \_\_\_\_\_ time.

- ❖ Link
- ❖ Run
- ❖ Compile
- ❖ Load

282. The entry point in DLL defined structure (DWORD) \_\_\_\_\_ values.

- ❖ 8
- ❖ 4
- ❖ 2

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❖ 16

283. ReadFile() and writeFile() functions perform much \_\_\_\_\_ than memory mapped file processing

- ❖ Slower
- ❖ Faster
- ❖ **Convenient**
- ❖ Nimble

284. Which of the following controls the paging file?

- ❖ The pager
- ❖ Direct memory access
- ❖ Memory mapped I/o
- ❖ **Virtual memory management system**

285. While using memory mapped I/O there is/are \_\_\_\_\_ to manage buffers for repetitive operation on the file operations.

- ❖ Needed
- ❖ Not needed
- ❖ **Useful**
- ❖ Mandatory

286. In order to make a program more efficient, \_\_\_\_\_ heap(s) may be required.

- ❖ partial
- ❖ only one
- ❖ **several**
- ❖ Minimum number of

287. There are \_\_\_\_\_ parameters taken by the HeapCreate() API.

- ❖ **3**
- ❖ 2
- ❖ 1
- ❖ 4

288. The parameter "flOptions" in the HeapCreate() API is a combination of \_\_\_\_\_ flags.

- ❖ 2
- ❖ 4
- ❖ **3**
- ❖ 1

289. A process can have \_\_\_\_\_ heap(s).

- ❖ Only two
- ❖ At the most one
- ❖ only one
- ❖ **Many**

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290. \_\_\_\_\_API is used to create a new heap.

- ❖ createHeap()
- ❖ HeapCreate()
- ❖ BuildHeap()
- ❖ NewHeap()

291. If threads have separate memory space, then it will reduce\_\_\_\_\_

- ❖ Memory contention
- ❖ Access speed
- ❖ Direct memory access
- ❖ Memory density

292. \_\_\_\_\_ is an appropriate API to dispose-off a heap handle.

- ❖ shudderHandle()
- ❖ DestroyHandle()
- ❖ DeleteHeap()
- ❖ HeapDestroy()