BCA-11

June - Examination 2017

BCA Pt. II Examination

Programming in Visual Basic

Paper - BCA-11

Time : 3 Hours]   **[Max. Marks :- 100**

Note: The question paper is divided into three sections A, B and C. Write answers as per given instructions.

Section - A   **10 × 2 = 20**
(Very Short Answer Questions)

Note: Answer **all** questions. As per the nature of the question delimit your answer in one word, one sentence or maximum upto 30 words. Each question carries 2 marks.

1)   (i)   What do you understand by event driven?

    (ii)   Define check box.

    (iii)   What are different types of events of the form?

    (iv)   What do you mean by object naming conventions?

    (v)   What is the variable?

    (vi)   What is the variant data type?

    (vii)   Write any four components of visual basic IDE.

    (viii)   Define labels.

(ix) Describe about sub procedure.

(x) What do you understand by built in function?

Section - B $4 \times 10 = 40$
(Short Answer Questions)

Note: Answer **any four** questions. Each answer should not exceed 200 words. Each question carries 10 marks.

2) What are the operators in VB? Explain its types.

3) What do you mean by scope and life time of variable? Explain.

4) How timer control is added with code? Explain.

5) What are the parameters of MouseUp and Mousedown event?

6) What do you understand by MDI form in VB? Explain.

7) What methods are used to handle errors? Explain.

8) Define the differences and similarities between shopshot set and dynaset.

9) What is the meaning of DSN? How can we access a record using the connection string?

Section - C $2 \times 20 = 40$

(Long Answer Questions)

Note: Answer **any two** questions. You have to delimit your each answer maximum upto 500 words. Each question carries 20 marks.

10) Discuss basic properties of OLE container control in detail.

11) Explain class initialize the terminate event.

12) Explain the complete procedure of adding functions in Crystal Report.

13) Write a short note on following:

    (i)   OLE

    (ii) Linked Object

    (iii) Embedded Object

    (iv) OLE container control

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