

B3.5-R4 : VISUAL PROGRAMMING

NOTE :

1. Answer question 1 and any FOUR from questions 2 to 7.
2. Parts of the same question should be answered together and in the same sequence.

Time : 3 Hours

Total Marks : 100

1.
 - (a) How do you implement the concept of Inheritance in Visual Programming ? Explain.
 - (b) How is Garbage Collection done in .NET ? What is the benefit of this activity ?
 - (c) Differentiate between Parameterised Constructors and Default Constructors.
 - (d) How does a List Box differ from a Combo Box especially during execution of a program ?
 - (e) Explain Data Gridview Control in VB.NET with an example.
 - (f) What is a DataSet Class ? Explain some of its important properties and methods with an example.
 - (g) What is MDI in Visual Programming context ? Explain. (7x4)
2.
 - (a) Differentiate between a Session state and Application state of an application. What classes and methods are involved in managing these two states ?
 - (b) What are Themes in ASP.NET ? How are they different from CSS ? What are the different scopes at which Themes work ? Explain. (9+9)
3.
 - (a) Explain conditions where Inheritance can be used in Visual Programming.
 - (b) Using an example, demonstrate the mechanism of creating user defined exceptions and throwing them. (9+9)
4.
 - (a) Explain the ADO.NET object model and explain Data Provider and Data Set in detail. Discuss the various features of ADO.NET.
 - (b) What do you understand by State Management ? How many ways are there to maintain a state in .NET ? (9+9)

5. (a) What is the use of CSS in Theme ? Explain inline, internal, external CSS with example.
- (b) Explain the use of File Stream class in file handling using an example. (9+9)
6. (a) What are Active X Controls ? How to add such controls on windows forms ?
- (b) Write ASP.NET program to design and develop Student Registration Form having fields like : Enrollment Number, Student Name, Student Age, Student Address, Student Course etc. (9+9)
7. Write short notes on the following :
- (a) Configuration Files
- (b) Dispose and Finalization
- (c) Collections (6+6+6)

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