

### 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) What are namespaces ? Explain their role in Visual Programming.  
(b) Explain any four string manipulation functions.  
(c) What is Visual Inheritance ? Explain with an example.  
(d) What are the benefits of ADO.NET ?  
(e) Explain the concept of GDI+.  
(f) What are cookies ?  
(g) Explain the concept of Multithreading in Visual Programming . (7x4)
2. (a) Differentiate between CLR and CLS.  
(b) How is Garbage collection performed in .NET ?  
(c) What are Console Applications ? (6+6+6)
3. (a) Explain the use of ActiveX controls in Visual Programming.  
(b) Explain Windows forms properties and events.  
(c) How to create user defined or custom exception ? Explain with the help of a suitable example. (6+6+6)
4. (a) What are collections in ADO.NET ?  
(b) Explain the event delegation model.  
(c) Define the term constructors and also explain the various types of the constructor used in Visual Programming. (6+6+6)
5. (a) Explain the concept of Overloading in Visual programming.  
(b) Differentiate between Dispose and Finalisation concepts.  
(c) How are multiple events handled ? (6+6+6)
6. (a) Explain the debugging and error handling technique in VB.NET.  
(b) Describe some ASP.NET 2.0 themes. (9+9)
7. (a) Explain how state in web applications is preserved using Cookies and Session objects ?  
(b) Define the following terms in brief :  
(i) DataList  
(ii) Abstract class  
(iii) Grid View Control (9+9)

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