1. Every _____ is represented by an event-object.

   Information

   Entity

   Object

 Event page10

2.   Which statement is True about interfaces?
       An interface can contain only methods, variables, events, and indexers.

An interface can contain only variables, properties, events, and indexers.

An interface can contain only methods, properties, variables, and indexers.

An interface can contain only methods, properties, events, and indexers. Page 40

3. Which one is the correct syntax for declaring attribute?

[Obsolete] page 48

{Obsolete}

(Obsolete)

*Obsolete

4. An "object" element can have _____ type/s of children.

Four

Three Page 73

Two

One

5_____ allows to keep the user interface description and implementation separate.

1) GDI

2) WPF (Page#61)

3) Avalon

4) Altia

6. There is/are _____ type(s) of padding in WPF element.

One

Two

Four

7. Which of the following is not a feature of "C#"?

Multiple Inheritances is not supported but interfaces are supported.

Enumeration members are scoped.

Global variables or functions are not allowed.

8. Stylus can behave like a _____ but has _____resolution.

Keyboard, lower

Mouse, lower

Keyboard, higher

9. Attributes are declared _____ the class/function.

Within
After

Above

Outside

10. If we want that "Stretch" property of child element takes the available "height or width of parent" and shape of child element doesn't change, then we should write "Stretch = _____".

UniformToFill

Uniform

11.The code given below is equivalent to _____.

 <SolidColorBrush>White</SolidColorBrush>

<WhiteBrush >MyWhiteBrush </ WhiteBrush>

<SolidColorBrush Color="White"/> (Page#65)

<Brush Style= "SolidWhite"

> None of the given options

12.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!

Propdp (Page#77)

Property extension

Dpprop

Dependency property

13.Multiple _____ are conventionally stored in multiple files.

Functions

Values

Variables

Classes (Page#22)

14. "Situation" is an event occurrence that requires a (n) _____.

Reaction page 10

Class

Object

Action

15. We have two buttons "b1" and "b2". If we want to place "b1" on "b2" then value of "ZIndex" of "b1" should be _____ the value of "ZIndex" of "b2".

Less than

Greater than

Equal to

No need to give value of ZIndex of b1 page99

Events can be _____.

Specialized

Composed

Generalized

Wpf 3.5 released in

2005

2006

2008

2009

The corresponding type converter class for "Brush" class will be _____.

BrushConverter

CastBrush

BrushCast

None of the given options

Which "transform" property can help us to flip the element from its center?

ScaleY

None of given options

ScaleX

RenderTransformOrigin page 126

CLI stands for _____.

Compact Language Infrastructure

Common Language Infrastructure page18

Console Language Infrastructure

Control Language Infrastructure

The elements in a/an _____ are always stored in a contiguous block of memory.

Tree

Variable

Struct

The _____ statement iterates over each element in an "enumerable" object.

Dowhile

While

For

If we want that "Stretch" property of child element takes the available "height or

width of parent" and shape of child element doesn't change, then we should write

"Stretch = _____".

1

UniformToFill

Uniform

We are checking that whether an element is eligible for focus or not, which property

will help us in this testing?

Focus

IsFocus

IsFocusable

Directory is the class of _____.

System.Collections.Generic

System.Reflection

System.Text

System.IO

Q: how ali will make xaml document name ?write the sythnx? Kuch asa tha. 2marks

Q:Why most WPF classes are inherently thread-unsafe?

Ans: Most WPF classes derive from dispatcherobject and are therefore inherently

thread-unsafe. The Dispatcher part of the name refers to wpfs version of a Win32-like

message loop,

Q:Name the properties supported by the ScaleTransform also write its default values of

each of Them?

ScaleTransform

ScaleTransform enlarges or shrinks an element horizontally, vertically,

or in both directions. This transform has four straightforward double properties:

. ScaleX—Multiplier for the element's width (default value = 1)

. ScaleY—Multiplier for the element's height (default value = 1)

. CenterX—Origin for horizontal scaling (default value = 0)

. CenterY—Origin for vertical scaling (default value = 0)

<Button.RenderTransform>

<ScaleTransform ScaleX="2" ScaleY="2"/>

</Button.RenderTransform>

Q:Consider the following code snippet and write the output:
XmlDocument xmlDoc = new XmlDocument();
xmlDoc.LoadXml("<uni name=\'Virtual\"> university Node</uni.");
console.writeLine(xmldoc.DocumentElement.Name);
console.writeLine(xmldoc.DocumentElement.InnerText);
console.readline();

ANS: Element Name: Virtual Inner Text: University Node

Q:What we achive from ZIndex codes?
ZIndex is an
integer with a default value of 0 that you can set to any number (positive or negative).
Elements with larger ZIndex values are rendered on top of elements with smaller ZIndex
values, so the element with the smallest value is in the back, and the element with the
largest value is in the front.

Difference b/w Margin and padding??? 5 marks ka tha.

Margin and Padding

Margin and Padding are two very similar properties that are also related to an element's

size. All FrameworkElements have a Margin property, and all Controls (plus Border) have

a Padding property. Their only difference is that Margin controls how much extra space

gets placed around the outside edges of the element, whereas Padding controls how

much extra space gets placed around the inside edges of the element.

Both Margin and Padding are of type System.Windows.Thickness, an interesting class

that can represent one, two, or four double values. The meaning of these values is

demonstrated in Listing 4.1, which applies various Padding and Margin settings to Label

controls. The second set of Labels is wrapped in Borders because the margin settings

would not be noticeable otherwise. Figure 4.2 shows the rendered result for each Label

if each one is individually placed in a Canvas (a panel covered in the next chapter).

Although not shown in this figure, Margin permits negative values. Padding does not.

Q:1 Dock panel may fill k option nahi hoty tu ager hum ko fill karna ha tu kia option use karygay2
marks ka tha.
We will set Background = "Red
Q:2 How many children an object can have, name them (3 marks)
ANS:An object element can have three types of children
: 1. A value for a content property,
2. Collection items
3. A Value that can be type-converted to the object element.
Q:3 which functionality is actually a super set of stack panel functionality.(3 marks)
ANS: Stack Panel is popular, simple, useful, stacks sequentially. It is one of the few panels that dont

even
define an attached property. Orientation can be horizontal or vertical (which is default). Default horizontal
direction is basedon flowdirection

Q:5 default value btani thi " Max height " "Min Height " " Max width" R "Minm Width" (5 marks)