# ActiveX Job Interview Questions And Answers



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# ActiveX Interview Questions And Answers Guide.

**Question - 1:**

Explain object serialization?

**Ans:**

A serialized object represents the type of data stored in the object, its information. Object serialization is a process of reading or writing an entire object from a file. This helps in saving session state information by servlets, for sending parameters for Remote Method Invocation (RMI) calls.

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**Question - 2:**

Explain about GUID?

**Ans:**

Globally Unique Identifier - A 16-byte number generated by Microsoft programs that uniquely identifies a network or user or computer or document. It is one of the elements of information that can be passed when you connect to an Internet site, and it may be stored in cookies
A globally unique identifier (GUID) is used for unique IDs. No two GUIDs are the same no matter what computer they were generated on. The attribute clsid defines the GUID of the associated ActiveX control to use.

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**Question - 3:**

How COM provide the language transparency?

**Ans:**

COM defines an API to allow for the creation of components for use in integrating custom applications or to allow diverse components to interact.
But in order to interact, components must adhere to a binary structure specified by Microsoft.
As long as components adhere to this binary structure, components written in different languages can interoperate.

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**Question - 4:**

Explain about type library?

**Ans:**

A file or component within another file that contains standard descriptions of exposed objects, properties, and methods
A type library contains a binary description of an interface exposed by a COM-component. In this sense, they contain the same information that is contained in an IDL (Interface Definition Language) file.

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**Question - 5:**

Explain what is Component Object Model?

**Ans:**

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**Question - 6:**

Explain what is IUnknown interface?

**Ans:**

IUnknown interface provides clients like DirectX control of to get pointers to other interfaces. All COM interfaces are inherited from IUnknown interface. It is used In multiple inheritance where the various interfaces can share one implementation of IUnknown.

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**Question - 7:**

Define ActiveX and OLE?

**Ans:**

Object Linking and Embedding (OLE) is about using documents generated by one application inside another application.
ActiveX is a Microsoft rebranding of OLE with more focus on smart Windows controls.

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**Question - 8:**

Define shallow and deep copy?

**Ans:**

A shallow copy just copies the values of the data as they are. Even if there is a pointer that points to dynamically allocated memory, the pointer in the copy will point to the same dynamically allocated.

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**Question - 9:**

Explain STL, standard template library?

**Ans:**

STL contains classes, algorithms, and iterators. It contains set of ready to use C++ classes that can be used with built in type and user defined operations. STL uses templates to achieve the results.

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**Question - 10:**

What are some other development tools that support creating and using ActiveX controls?

**Ans:**

1. MFC
2. ATL
3. C++
4. VB
through Visual Studio.

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**Question - 11:**

What Is an OLE Custom Control?

**Ans:**

We can customize these objects by saving into image

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**Question - 12:**

What Is FrontPage?

**Ans:**

front page is a software used to design a webpage.

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**Question - 13:**

What is ActiveX control?

**Ans:**

Activex control is a ready to use control.....
In our system there will be some inbuilt active x controls
given by the os, such as...windows media player ,calender
etc...thease controls can be used in any platform
(c ,c++,java,dotnet....).So we can also create the active x
controls that can be used anywhere in any
application...using actrive x controls in vc++ is very easy
refer to an example by browsing in google

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**Question - 14:**

What are the two types of events generated by ActiveX controls?

**Ans:**

1. Stock events
2. Custom Events

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**Question - 15:**

What is an ActiveX interface?

**Ans:**

An ActiveX interface is a group of related functions that are grouped together

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**Question - 16:**

What is an ActiveX method?

**Ans:**

A method is an exposed function that can be applied to a control via the IDispatch interface.

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**Question - 17:**

What are the properties exposed by ActiveX controls?

**Ans:**

ActiveX controls have four types of properties:
l Stock:-> These are standard properties supplied to every control, such as font or
color. The developer must activate stock properties, but there is little or no
coding involved.
2 Ambient:-> These are properties of the environment that surrounds the control -
properties of the container into which it has been placed. These can't be changed,
but the control can use them to adjust its own properties. For example, it can set
the control's background color to match the container's background color.
3 Extended:-> These are properties that the container handles, usually involving size
and placement onscreen.
4 Custom:-> These are properties added by the control developer.

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**Question - 18:**

What Does the Logo Mean?

**Ans:**

This comes at the comiplization time, If we give the LOGO option to the compiler, it take a bitmap file (i.e, ) as
logo before loading the Application.

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