ATL Interview Questions And Answers Guide.

ATL Job Interview Preparation Guide.

Question # 1

What is function description of AtlAxAttachControl?

Answer:-

Creates a host object, connects it to the supplied window, then attaches an existing control.

Read More Answers.

Question # 2

What is function description of AtlAxCreateControl?

Answer:-

Creates a host object, connects it to the supplied window, then loads a control.

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Question # 3

What is function description of AtlAxCreateControlEx?

Answer:-

Creates a host object, connects it to the supplied window, then loads a control (also allows event sinks to be set up).

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Question # 4

What is function description of AtlAxCreateControlLic?

Answer:-

Creates a licensed ActiveX control, initializes it, and hosts it in the specified window, similar to AtlAxCreateControl.

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Question # 5

What is function description of AtlAxGetHost?

Answer:-

Returns the IUnknown interface pointer of the host object connected to a window.

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Question # 6

What is function description of AtlAxDialogBox?

Answer:-

Creates a modal dialog box from a dialog resource.

Read More Answers.

Question # 7

What is function description of AtlAxCreateControlLicEx?

Answer:-

Creates a licensed ActiveX control, initializes it, and

hosts it in the specified window, similar to
AtlAxCreateControlLic.

Read More Answers.

Question # 8

What is function description of AtlAxCreateDialog?

Answer:-

Creates a modeless dialog box from a dialog resource and
returns the window handle.

Read More Answers.

Question # 9

What is function description of AtlAxGetControl?

Answer:-

Returns the IUnknown interface pointer of the control hosted in a window.

Read More Answers.

Question # 10

What is function description of AtlAxWinTerm?

Answer:-

Uninitializes the control-hosting code.

Read More Answers.

Question # 11

What is function description of AtlAxWinInit?

Answer:-

Initializes the control-hosting code.

Read More Answers.

Question # 12

What is class description of CAxWindow2T?

Answer:-

Wraps an "AtlAxWinLic80" window, providing methods for
creating the window, creating a control and/or attaching a
licensed control to the window, and retrieving interface
pointers on the host object.

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Question # 13

What is class description of CAxDialogImpl?

Answer:-

Acts as a base class for dialog classes based on a dialog resource. Such dialogs can contain ActiveX controls.

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Question # 14

What is class description of CComCompositeControl?

Answer:-

Acts as a base class for ActiveX control classes based on
a dialog resource. Such controls can contain other ActiveX
controls.

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Question # 15

What is class description of CAxWindow?

Answer:-

Wraps an "AtlAxWin80" window, providing methods for
creating the window, creating a control and/or attaching a
control to the window, and retrieving interface pointers on
the host object.

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Question # 16

What is class description of CWindow?

Answer:-

Provides a method, GetDlgControl, that will return an interface pointer on a control, given the ID of its host window. In addition, the Windows API wrappers exposed by CWindow generally make window management easier.

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Question # 17

What is proces?

Answer:-

In Windows, Thread is an unit of execution.Process is the environment in which thread executes.Scheduler, schedules the Threads not the process.
In Unix variants,Thread is treated as light weight process.
Scheduler, schedules the process not threads.

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Question # 18

Tell me how do you like to go up in a swing?

Answer:-

it look fun going up and down in a swing

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Question # 19

What are the known problems with the ATL 2.0 Object Wizard?

Answer:-

The ATL 2.0 Object Wizard might not be present in the Component Gallery. The ATL 2.0 Object Wizard is not installed by the main ATL 2.0 setup program (Atlinst.exe). It requires a separate setup program. You need to download and run the ATL 2.0 Object Wizard Technology Preview (Objinst.exe) from the ATL Web page. There is a separate ZIP file for Windows NT 3.51.
The ATL 2.0 Object Wizard may crash if an older version of Oleaut32.dll is installed on the system. Make sure the version of Oleaut32.dll is at least 2.20.4049. The latest version is available for download at the Internet Explorer 3.x Web site. If this does not fix the problem, then install Service Pack 2 for Windows NT 4.0.

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Question # 20

What problems might be encountered when using _ATL_MIN_CRT?
What causes the linker error that _main is unresolved during Release builds?

Answer:-

Because before calling _Main, program might be calling other function which is needed to initialize the memebers of the program. If that function calling fails, then it throws so called linker error.

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Question # 21

What are the reasons an ATL server might fail to register?

Answer:-

The following are the top three reasons an ATL server might fail to register: 1. You built your project with _WIN32_WINNT=0x400 (the default), and you are not running the ATL server under Windows NT 4.0 or you do not have an up-to-date version of Oleaut32.dll. To solve this problem, run "DUMPBIN /EXPORTS OLEAUT32.DLL" and search for UnregisterTypelib. If it is not there, then your server cannot run. Remove this #define statement from Stdafx.h if you want to run the ATL server under Windows 95 or older versions of Windows NT. Alternatively, you can use LoadLibrary and GetProcAddress so that you can run optimally under both Windows 95 and Windows NT 4.0. The Oleaut32.dll that ships with the Internet Explorer 3.x is up-to-date.
2. You built your project as MinSize and Atl.dll is not properly installed on the system. The correct version of Atl.dll must be copied and registered by Regsvr32. There are Windows NT and Windows 95 versions of Atl.dll. The Windows 95 version runs under Windows NT. However, since it

does not use the UNICODE APIs, it is slightly less efficient. Unless you build your project as MinDependency, you will need to install the correct version of Atl.dll and run Regsvr32 on it before you install your server.
3. You built your project as UNICODE, and you cannot run it under Windows 95.
The following are the steps to troubleshoot: 1. For a DLL server, run Regsvr32 in the debugger. Open the Project Settings dialog box and click the Debug tab. In the Executable for debug session text box, enter the full path to Regsvr32.exe, such as C:SharedideBinRegsvr32.exe. In the Program arguments text box, specify the full path to your DLL, such as C:MyprojectsMyFolderDebugMyFile.dll. Set a breakpoint at DllRegisterServer and start stepping.
2. For an EXE server, run it in the debugger and specify /REGSVR as its command-line argument.

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Question # 22

How to create SDK based ATL?
how to create SDK based COM?

Answer:-

Use the CAxWindow class as described below:
Make sure that AtlAxWinInit has been called.
AtlAxWinInit();

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Question # 23

What Is "AtlAxWin80"?

Answer:-

"AtlAxWin80" is the name of a window class that helps provide ATL's control-hosting functionality. When you create an instance of this class, the window procedure will automatically use the control-hosting API to create a host object associated with the window and load it with the control that you specify as the title of the window. For more information, see How Do I Load Controls Specified at Run Time?.

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Question # 24

What Is the ATL Control-Hosting API?

Answer:-

ATL's control-hosting API is the set of functions that allows any window to act as an ActiveX control container. These functions can be statically or dynamically linked into your project since they are available as source code and exposed by ATL80.dll. The control-hosting functions are listed in the table below.

Read More Answers.

Question # 25

Which ATL Classes Facilitate ActiveX Control Containment?

Answer:-

ATL's control-hosting code doesn't require you to use any ATL classes; you can simply create an "AtlAxWin80" window and use the control-hosting API if necessary (for more information, see What Is the ATL Control-Hosting API?). However, the following classes make the containment features easier to use.

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Question # 26

WHAT IS DIFF BETWEEN
int a[][]=[4]
int [][]a=[4]?

Answer:-

Yes There is diff between, both will give you error. one will give compiler error and another will give systax error.

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Question # 27

How to Implement multiple dual interfaces?

Answer:-

We can implement a dual interface using the IDispatchImpl
class, which provides a default implementation of the
IDispatch methods in a dual interface. For more information
To use this class:
Define your dual interface in a type library.
Derive your class from a specialization of IDispatchImpl
(pass information about the interface and type library as
the template arguments).
Add an entry (or entries) to the COM map to expose the dual
interface through QueryInterface.
Implement the vtable part of the interface in your class.
Ensure that the type library containing the interface
definition is available to your objects at run time.

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