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## Activex Interview questions

The market for technology has always been competitive and tough therefore cracking the interview doesn't come that easy. The ActiveX programmers find their place in several setups, but the key to entering one of the corporates is doing smart work. ActiveX programmers can research a little about the past interview patterns so that they can be ready to face a panel.

ActiveX is an object-oriented programming tools formation that is built by Microsoft for Internet Explorer to assist the progress of rich media playback. It is not a programming language; it is a set of rules on how applications should share information. It is like Java applets. While Java applets have limited access to the Windows operating system, ActiveX has full access to the operating system.

The difficulty level of the ActiveX Interview Questions might vary for fresher and experienced. While freshers might face simple and rather basic questions the experienced personnel may get a higher level. But whether you are a fresher or experienced, you must be prepared for the interview. You should read about all crucial notes related to ActiveX.

## **Read Best ActiveX Interview Questions**

The experts can quickly help you with this thing, so here we are providing you with some of the usual questions (with answers), which are generally asked in an interview. Hope these questions will help you in analyzing the level you need to prepare for.

### **Q1. What is ActiveX control?**

An **ActiveX control** is a reusable part of data and code made utilizing ActiveX technology. It enables you to make segments that can be utilized as a part of any task straight away. This saves a considerable amount of development time. ActiveX speaks about binary interoperability. That implies just compiled parts are reusable and not source code.

### **Q2. What Are the Properties defined By ActiveX Controls?**

Here are the following properties defined by ActiveX controls.

1. **Stock:** These are fundamental properties provided for each control, for example, font or color. The developer must enact stock properties. However, there is little, or no coding included.
2. **Extended:** These properties are handled by the compartment, usually including placement and size onscreen.
3. **Custom:** These are properties, which are added by the primary control developer.
4. **Ambient:** These are properties of the condition that surrounds the control – properties of the

compartment into which it has been put. These can't be changed, but the control can utilize them to modify its properties.

### **Q3. Explain Object Serialization?**

Term object Serialization is the mode changing the data into binary information to have the capacity to transfer it over the network and after that recovers it back to its unique shape on the other end by Serialization. Object serialization is a procedure of reading or composing an entire object from a file.

### **Q4. Define Shallow and Deep Copy?**

A shallow copy is a bit-wise copy of an object. A new object, which is copied has an exact copy of the values in the original object whereas Deep Copy occurs when an object is copied along with the objects to which it refers.

### **Q5. What do you mean by COM (Component Object Model)?**

COM or Component Object Model is a Microsoft stage for software parts. It is utilized to empower dynamic object creation and cross-application communication in any programming language that supports the technology.

### **Q6. What do you mean by type library?**

A file or part inside another record that contains standard descriptions of exposed objects, properties, and strategies. It is a type of library contains a binary description of an interface exposed by a COM-segment. In this sense, they contain a similar data that is contained in an IDL (Interface Definition Language) document. It is a binary document. DCOM or COM properties, objects and methods are stored in the library. It also gives automatic cross-apartment, cross process and cross machine for portraying the interfaces.

### **Q7. How does COM give language transparency?**

COM defines an API to take into account the creation of parts for use in coordinating custom applications or to enable different components to the interface. But the end goal is to interact, components must stick to a binary structure indicated by Microsoft. As long as the components stick to the binary structure, all the components written in various languages can interoperate.

### **Q8. What does IUnknown interface mean?**

The IUnknown interface gives customers a chance to get pointers to different interfaces on a given object through the Query Interface strategy, and deal with the presence of the object through the IUnknown AddRef and IUnknown Release methods. IUnknown techniques can be utilized to switch between interfaces on an object, including references, and release objects.

### **Q9. State the advantages of ActiveX Dll over Active Exe?**

**ACTIVEX DLL:** An in-process part, or ActiveX DLL, keeps running in another application's procedure. Applications or other in-process segments utilize In-process parts. This enables you to wrap up basic functionality (like an ActiveX Exe).

**ACTIVEX EXE:** An out-of-process segment, or ActiveX EXE, keeps running in its specified address space. The customer is usually an application running in another process. The code running in an ActiveX Exe is running.

**Q10. What are ActiveX Code Components? What is GUID?**

ActiveX code components is a library of programmable objects, where objects are generally identified with a particular topic, for example, financial capacities, date and time functions and much more.

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