Programming with Haiku

Unit 2 Review

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Lesson 6

1. What class is responsible for creating the connection with the app server?

Lesson 7

- 1. What is the purpose of the Support Kit?
- 2. What is the name of the method responsible for handling messages sent to a BWindow?
- 3. What does the BButton method ResizeToPreferred() do? Why should we use it?

Lesson 8

- 1. What class do all GUI controls ultimately inherit from?
- 2. Why is the B WILL DRAW flag important for BView objects?
- 3. What is the difference between the methods Bounds() and Frame()?

Lesson 9

- 1. What is the difference between BListView's SetSelectionMessage() and SetInvocationMessage()?
- 2. What is the purpose of SetTarget()?

Lesson 10

- 1. What is the difference between a BFile and a BEntry?
- 2. What is an entry_ref?
- 3. How is an entry_ref different from BEntry?

Lesson 11

- 1. Can a BFile object perform operations on attributes? Why or why not?
- 2. What must be done in order to read a BFile's data into a BString object?

Lesson 12

- 1. What is metadata?
- 2. What is the size limit of an indexed attribute?
- 3. What is the airspeed velocity of an unladen swallow?
- 4. Which of these types may NOT be used in an indexed attribute?
 - a) float
 - b) bool
 - c) string
 - d) int64
 - e) char
- 5. Which class should be used to set the preferred application for a file type? How about for an individual file?

Lesson 13

- 1. How can you find out if a particular attribute can be queried?
- 2. What Terminal command can make it possible for an attribute to be queried?
- 3. What is the side effect of having a large number of attributes which can be queried?

4. What is Reverse Polish Notation?

Bonus: Which functions can be used to find out the names of indexed attributes on a volume?

Lesson 14

- 1. Which of these is NOT a node-monitoring flag?
 - 1. B_WATCH_NAME
 - 2. B_WATCH_STAT
 - 3. B_WATCH_ATTR
 - 4. B_WATCH_FILE
- 2. Why do both entry_ref and node_ref objects need to be stored away to handle B ENTRY REMOVED operations?

Lesson 15

1. Write a MIME sniffer rule which looks for the pattern 'FOOBAR' followed by two zero bytes in the first thirty-two characters of a file.