Question Results

Score 1.00 of 1

1. Which utility improves the performance of managed applications through use of native images?

gacutil
ngen
Feedback: Used to compile managed assemblies (Dlls and Exes) into native code.
sn
ildasm

Score 1.00 of 1

- 2. Which of the following is not a challenges for COM?
- a. DLL Hell
- b. Reference counting
- c. Message pumping
- d. Language independence

	DLL Hell
	Reference counting
	Message pumping
	Langauge independence
	Feedback: COM is a binary interface standard that provides a language neutral way of implementing components and also enables interoperation
re 1 00 of	

Score 1.00 of 1

3. What is true about Managed Code(MC)?

T	
	Managed code(MC) is compiled by the JIT(Just In Time) compilers.
	Managed code(MC) is where resources are Garbage Collected(GC)
	Managed code(MC) runs on top of Windows OS.
	Managed code(MC) is written to target the services of the Common Language Runtime (



Feedback:

Any .NET based compiler generates an MSIL. Microsoft Intermediator Language targets runtime.

Score 1.00 of 1

4. Parallel computing is a new feature of .NET framework 4.0



Yes

Feedback:

Parallel computing is a new programming model for writing multithreaded and asynchrothat greatly simplifies the work of application and library developers and this was introdu. NET framework 4.0

No

Score 1.00 of 1

5. Rapid application development is one of the benefits of using Visual Basic as a programming languages



Yes

Feedback:

Visual basic has a graphical user interface that enables fast paced development

No

Score 1.00 of 1

6. Visual Basic is used by developers to build:

GUI applications

Non-GUI applications



Both of the above

Feedback:

Visual basic enabled rapid application development because it is a GUI based programmilanguage

None of the above

Score 1.00 of 1

7. Choose the correct statement for Component Object Model (COM)

COM is a framework to address the issue of backward compatibility

COM is a programming language that enables language independence



COM is a binary standard that provides a language neutral way of implementing software components

Feedback:

COM is a binary interface standard that address the issue of interoperability amonst Micr programming languages

None of the above

Score 1.00 of 1

8. Thread management is not one of the core services provided by Common Language Runtime

Yes



No

Feedback:

Thread management is one of the core services provided by CLR. The other core services code compilation, memory allocation, garbage collection etc.,

Score 1.00 of 1

9. The service of CLR that enables all .NET languages to be converted to MSIL

Common Type System

Intermediate Code

Component Object Model



Common Language Specification

Feedback:

Common Language Specification ensures that all .NET programming languages are conv MSIL and makes them language neutral.

Score 1.00 of 1

10. CLR converts intermediate language to

MSIL



machine code

Feedback:

CLR converts all MSIL to machine code so that the operating system understand the code execution

VB code
decimal code
Score 1.00 of 1 11. The service of CLR that defines how types are declared, used and managed in the CLR is
Common Type System
Feedback: Common Type System defines how types are used by CLR and provides runtime support language interoperability
Common Language Specification
Code compilation
All of the above
Score 1.00 of 1 12. Choose the correct statement with respect to Garbage Collector
Garbage collector is the memory manager in CLR.
Feedback: Garbage Collector is the automatic memory manager of CLR and manages the memory o managed heap and helps reclaim unused memory
Garbage collector is the code compiler in CLR
Garbage collector converts the code to native code
None of the above
 Score 1.00 of 1 13NET tools enable developers in which of the functions a. Create b. Debug c. Test d. Deploy e. Manage applications
a, b, c only

a, b, d only

b, d, e only
a, b, c, d, e
Feedback: .NET tools are utility programs that enable developers to create, debug, test, deploy, and applications that target the .NET framework easily.
Score 1.00 of 1 14. Choose the correct use of the tool llasm.exe
To view and manipulate the contents of the global assembly cache
Improves the performance of managed applications through the use of native images
To generate a portable executable (PE) file from intermediate language
Feedback: llasm.exe generates a portable executable (PE) file from intermediate language
None of the above
Score 1.00 of 1 15. Every version of .NET has a final release but need not have a beta release
Yes
No
Feedback: Every version of .NET has a beta release and a final release

Question Results

Score 1.00 of 1

1. What is the output of following set of code? int a,b;

$$a = (b = 10) + 5;$$

b=10; a=5
b=15; a=5
a=15, b=10
Feedback: As () are used. First expression evaluates to (b=10). Second expression evaluates to a = 10
a=10; b=10

2. Predict the solution for following set of code.

```
static void Main(string[] args)
{
int a, b, c, x;
a = 90;
b = 15;
c = 3;
x = a - b / 3 + c * 2 - 1;
Console.WriteLine(x);
Console.ReadLine();
}
```

	92
	89
	90
	Feedback: The evaluation process followed is $(*,/,(-,+)$ -left to right): $x = a - b/3 + c * 2 - 1$; $x = a - b/3 + 6 - 1$; $x = a - 5 + 6 - 1$;

```
x = a - 5 + 6 - 1;

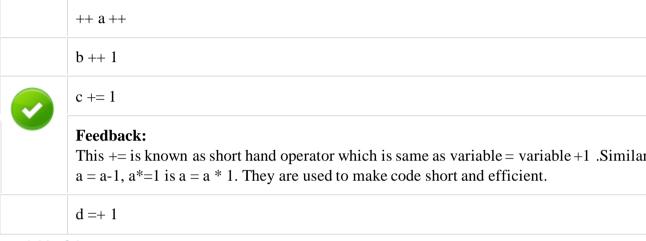
x = 85 + 6 - 1;

x = 91 - 1;

x = 90;

88
```

3. The correct way of incrementing the operators are :



Score 1.00 of 1

4. Which of the following is/are not Relational operators in C#?

>=

!=

Not

Feedback:
C# doenot have keyword called Not, it support != operators

<=
</pre>

Score 1.00 of 1

5. Select the relevant values been assinged for set of code :

```
m = 5;
int y;
y = m++;
y = ++m;
```

```
y = 5, m = 6; y = 5, m = 5
```

```
y = 6, m = 6; y = 7, m = 6
```



$$y = 5$$
, $m = 6$; $y = 7$, $m = 7$

Feedback:

```
\begin{array}{l} step\ 1:\ m=5,\ y=m++\ i.e\ y=5\ ,m=6.\\ step\ 2:\ y=++m\ ,\ Since\ m=6\ .So,\ m=7\ on\ ++m\ and\ hence\ y=7.\\ Output:\ y=5,\ m=6;\ y=7\ ,\ m=7. \end{array}
```

$$y = 5$$
, $m = 6$; $y = 7$, $m = 8$

Score 1.00 of 1

6. Select the output for following set of Code:

```
static void Main(string[] args)
char ch = 'p';
switch (ch)
{
case 'p':
Console.WriteLine("coco" + "\t" + Convert.ToInt32(ch));
break;
default:
Console.WriteLine("default");
break;
Console.WriteLine("main");
```

coco main

coco 11
coco 11

coco 112 main

2

Feedback:

ASCII value of 'p' is 112. Hence, coco 112 main.

compile time error

Score 1.00 of 1

7. Select the output for following set of code:

```
static void Main(string[] args)
{
int i;
for (i = 0; ;)
{
Console.WriteLine("hello");
}
Console.ReadLine();
}
```

No output
hello
hello printed infinite times
Feedback: Testing condition for the loop is absent.So,loop will continue executing.
Syntax error

Score 1.00 of 1

8. When a jump statement is used and the execution leaves a block, all local objects created in that scope are destroyed (Yes / No)



Yes

Feedback:

A jump statement changes execution flow from its normal sequence and all the objects cr that scope are destroyed when the execution leaves the block

No

Score 1.00 of 1

9. Select the output for following set of code:

```
{
int i; Console.WriteLine("Hi");
for (i = 1; i <= 10; i++)
Program.Main(args);
Console.ReadLine();
```

	Prints 'Hi' for one time
	Prints 'Hi' for infinite times
	Stack overflow exception Condition generated
	Feedback: Calling of 'Main()' inside for loop generates Stack overflow exception
	None of the above
Score 1.00 of 1	

10. Nullable type is a feature of which version of C#?



2.0

Feedback:

Nullable types were first introduced in C# 2.0. apart from this the 2.0 also introduced gen partial types, anonymous methods, iterators amonst others.

3.0

4.0 None of the above Score 1.00 of 1 11. Which of the following are the programming features of C#?

Delegates and events

Properties and indexers

Custom Library creation



All of the above

Feedback:

C# supports all of these features

Score 1.00 of 1

12. Select output of given set of Code

```
static void Main(string[] args)
string name = "Dr.John";
Console.WriteLine("Good Morning" + name);
```

Dr. John **Good Morning** Good Morning Dr. John Feedback: Intialize a string variable using '=' and concatenate string using '+' operator. Output:Good Morning Dr.John Good Morning name

Score 1.00 of 1

13. Which function supports conversion of value type to reference type with string type?

reference type with string type?
valueType.ToString()
Feedback: conversion of value type to reference type is called 'boxing' and is automatic when used very type. However with the string type, the function ToString() achieves this purpose
valueType.ToInt()
valueType.ToChar
None of the above
Score 1.00 of 1 14. String type is a reference type (Yes / No)
Yes
Feedback: String type resides on the heap and hence is areference data type. Apart from string, the or reference data types are object, class, interface and arrays
No
Score 1.00 of 1 15. Which of the following operators are used for comparing two entities?
Conditional
Logical
Equality
Feedback: == and != are the two equality operators that are used to perform comparison between two
Logical
Score 1.00 of 1 16. in C# a variable need not have a data type (Yes / No)
Yes
No
Feedback:

Variables hold different values at different points of time in a program. Based on the values should always have a datatype.
Score 1.00 of 1

Yes

Feedback:

enum resides on the stack in the memory and hence is a value data type

17. enum is a value data type (Yes / No)

No

Score 1.00 of 1

18. The Default value of Boolean DataType is?

2

TRUE



FALSE

Feedback:

By definition, uninitialized member variables are automatically initialized to 0, null or fall depending on the data type

1

Score 1.00 of 1

19. Correct declaration and initialization of falues to variables 'a' and 'b'?

int
$$a = 32$$
, $b = 40.6$;

int
$$a = 42$$
; $b = 40$;



int a = 32; int b = 40;

Feedback:

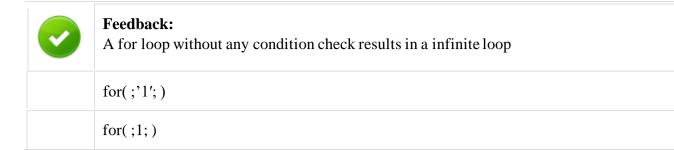
This is the correct syntax fordecalation and initialization of a and b

int
$$a = b = 42$$
;

Score 1.00 of 1

20. Which of the following is not infinite loop?

for(;'0';)
for(;;)



Question Results

Score 1.00 of 1

1. What is the output of following set of code?

```
static void Main(string[] args)
{
int a = 5;
int s = 0, c = 0;
Mul (a, ref s, ref c);
Console.WriteLine(s + "t " +c);
Console.ReadLine();
}
static void Mul (int x, ref int ss, ref int cc)
{
ss = x * x;
cc = x * x * x;
}
```

		25t 125
		Feedback: The value of variable a is passed by value while value of variable s and c is passed by ref Output: 25 125.
		Compile error
		The value of variable a is passed by value while value of variable s and c is passed by reformation of the contract of the value of variable s and c is passed by reformation of the value of variable s and c is passed by reformation of variable s.
	21.00 of 1 Method o	overloading, method signature is checked during
		Run time
		Compile time
		Feedback: Method signature is checked at compile time during overloading as it undergoes early bin
		Declaration of methods
		Initiation of variables
	re 1.00 of 1 lethod sig	gnature does not consist of this
		Method name
		Kind of parameters
		No. of parameters
		return type of the method
		Feedback: Method signature consists of the method name, type of parameters, kind of parameters an parameters only and not the return type of the method
		overloading is implemented using optional parameters (Yes /
		Yes
		No



Feedback:

Method overloading is implemented without using optional parameters

Score 1.00 of 1

5. Which of the following do not refer to Method overloading?

Early binding

Static polymorphism



Late binding

Feedback:

Late binding is also called as dynamic binding or method overriding.

Static biding

Score 1.00 of 1

6. A parameterized method provides reuse of functionality, processes data based on the arguments passed to it, and also returns the processed data (Yes/No)



Yes

Feedback:

According to defination, the above statement is correct

No

Score 1.00 of 1

7. To pass parameters by 'pass by out' method, the keyword used is

ref

params



out

Feedback:

Use of out keyword when delcaring the function and calling the function ensures the parapassed by 'pass by out' method

val

Score 1.00 of 1

8. The tehinque used to change value of the initialized parameters been passed to the function

Pass by Value
Pass by Reference
Feedback: Pass by reference passes the variable address to the calling function by the called function uses the data of the parameters passed in the called function
Pass by Out
Pass by Params
e 1.00 of 1 ne correct syntax of a parameterized method is
<pre><access modifier=""> <return type=""> <method name="">(<parameter1>, <parameter2>, <> { // Method Body for Processing data based on parameters return <processed data="">; }</processed></parameter2></parameter1></method></return></access></pre>
Feedback: According to syntax <access modifier=""><return type=""> <method name="">(<parameter1>, <parameter2>, <> { // Method Body for Processing data based on parameters return <processed data="">; } is the correct way to define the method</processed></parameter2></parameter1></method></return></access>
is the correct way to define the method
<return type=""> <access modifier=""> <method name=""> (<parameter1>, <parameter2>, <> { // Method Body for Processing data based on parameters return <processed data="">; }</processed></parameter2></parameter1></method></access></return>
<pre><return type=""> <access modifier=""> (<parameter1>, <parameter2>, <><method name=""> { // Method Body for Processing data based on parameters return <processed data="">; }</processed></method></parameter2></parameter1></access></return></pre>
None of the above
re 1.00 of 1 Overloading concept can also be applied to
Operators Operators

Overloading can be applied to operators to modify the functionality of the same operator
Interfaces
Assemblies
Namespaces

Question Results

Score 1.00 of 1

1. Choose the correct statement about constructors in C#

oose the	correct statement about constructors in C#.
	Constructors cannot be overloaded
	Constructors do not set default values
	Constructors are explicitly called
	Constructors have the same name as that of the class



Feedback:

By definition, constructors needs to have their name same as the class name, so the run ti identify the same.

Score 1.00 of 1

2. Virtual is one of the valid C# modifier (Yes / No)



Yes

Feedback:

The valid C# modifiers include Virtual, abstract, static, sealed, public, private, protected, protected internal

No

Score 1.00 of 1

3. When a member variable is declared as protected internal in the base class, the derived class can use this variable (Yes / No)



Yes

	When a member variable is declared as protected internal in the base class, this variable by the containing class, the derived class and any program containing this class.
	No
Score 0.00	of 1 ies can be declared in a namespace (Yes / No)
	Yes
w .	Feedback: Properties can be declared in a class, struct or an interface only
	No
Score 1.00 5. Choos	of 1 se the correct statement for properties
	Properties always need to have the get and set methods
	Properties once set cannot be changed
	Property functions cannot take any parameters
	Feedback: Properties are like a combination of a variable and a method and cannot take any parameters.
	Properties is the not a recommended way to access variable from inside the class
	oo of 1 modifier used to define a class whose objects cannot be created as as a base class for it's derived once is?
	sealed
	Static
	new
	abstract

Abstract class has atleast one abstract method(method with out body). Abstract class can instantiated as the method is incomplete.

Score 1.00 of 1

7. Choose the correct statement about interfaces

Interfaces cannot be inherited

Interfaces consists of data static in nature and static methods

Interfaces consists of only method declaration



None of the above

Feedback:

All statemts are not correct w.r.t interfaces

Score 1.00 of 1

8. A struct cannot declare a default constructor (constructor without parameters)



Yes

Feedback:

Structs can declare constructors, but they must take parameters. It is an error to declare a (parameterless) constructor for a struct. Struct members cannot have initializers. A default constructor is always provided to initialize the struct members to their default values.

No

Score 1.00 of 1

9. The generation in GC where objects are long lived is

Generation 0

Generation 1



Generation 2

Feedback:

Generation 2 has long lived objects, Generation 1 is a buffer between short lived and long objects whereas Generation 0 is for short lived objects

None of the above

Score 1.00 of 1

10. Which of these base class are accessible to the derived class members?

static
protected
Feedback: Protected members of classes are accessible to derived classes.
private
virtual
core 1.00 of 1 1. Which of the following cannot be specified for a destructor
Name of destructor method
Body of destructor method
Return type
Feedback: Destructors cannot have modifiers, parameters or return types
None of the above
Score 1.00 of 1 12. The structure of a class contains which of the following
methods, fields, properties
Feedback: The structure of a class constains method which are the member functions, fields that are member variables and properties that look like fields to the users
methods, fields, return type
methods, return type, operators
None of the above
Score 1.00 of 1 13. How many objects of a same class can a program create
3
1
2



Not Limited

Feedback:

A program can create as many objects of the same class as required depending upon the a memory

Score 1.00 of 1

- 14. Constructors are used to
- 1. Set default and custom values
- 2. Limit instantiation
- 3. Write code that is flexible and easy to read4. Deallocate memory of variables

	1, 2 only
	2, 3, 4
	1,2, 3
	Feedback: Constructors can be used to Stament 1, 2, 3
	1, 2, 4
	Score 1 00 of 1

- 15. Following are the valid types of constructors:
- 1. Instance
- 2. Class
- 3. Parameterized
- 4. Virtual

	1,2,3
	Feedback: Constructors can be instance or class type. Instance constructors are further categorized as parameterized.
	1,2,4
	2,3,4

2 and 4
Score 1.00 of 1 16. When an object of a class is created it calls which constructor
default
Feedback: A default constructor is triggered whenever an object of a class is created.
parameterized
instance
class
 Score 1.00 of 1 17. Special functions called by garbage collector used to clear unmanaged data of the class are called
Constructors
Destructors
Feedback: Destructors are the special functions that handle clearning of unmanaged data of the class
User defined methods
Parameterized functions
Score 1.00 of 1 18. Desctructor is called by
User
Constructors
Garbage collector
Feedback: Destructors are called by garbage collectors to clear unmanaged data of the class. Destruction be explicitly called
None of the above

19. Desctructors can be overloaded

Yes



No

Feedback:

A class can have only one destructor and cannot overload the destructor, while a construction overloaded

Score 1.00 of 1

20. This process enables interactive applications to be more responsive by minimizing pauses for a garbage collection



Ephemeral garbage collection

Feedback:

Concurrent garbage collection enables interactive applications to be more responsive by a pauses for a collection. Managed threads can continue to run most of the time while the c garbage collection thread is running. This results in shorter pauses while a garbage collection coccurring.

Concurrent garbage collection

Simultaneous garbage collection

None of the above

Question Results

Score 1.00 of 1

1. A struct cannot declare a default constructor (constructor without parameters)



Yes

Feedback:

Structs can declare constructors, but they must take parameters. It is an error to declare a default (parameterless) constructor for a struct. Struct members cannot have initializers. A default constructor is always provided to initialize the struct members to their default values.

No

2. The phase of GC that reclaims the space occupied by the dead objects and compacts the surviving objects is

Marking phase
Relocating phase
Compacting phase
None of the above

Score 1.00 of 1

3. One of the area of memory that CLR reservers when a process is initialized is

⊘	Managed heap
	Feedback: Common Language Run-time reserves two areas of memory when a process is initialized - managed heap and application roots.
	Managed stack
	Application nodes
	None of the above

Score 1.00 of 1

4. Managed heap is logically segregated as

②	Heaps
	Generations
	Stacks
	None of the above

Score 1.00 of 1

5. The generation in GC where objects are long lived is

Generation 0
Generation 1
Generation 2
Feedback: Generation 2 has long lived objects, Generation 1 is a buffer between short lived and long lived objects whereas Generation 0 is for short lived objects
None of the above

6. Collect is a method of GC class (Yes / No)



Yes

Feedback:

Collect is a method of the GC class and is used to free unused memory of objects.

No

Score 1.00 of 1

7. Generations 0 and 1 are also known as



Ephemeral generations

Feedback:

Because objects in generations 0 and 1 are short-lived, these generations are known as the ephemeral generations.

Peripheral generations

Rectangular generations

None of the above

Score 1.00 of 1

8. This process enables interactive applications to be more responsive by minimizing pauses for a garbage collection



Ephemeral garbage collection

Feedback:

Concurrent garbage collection enables interactive applications to be more responsive by minimizing pauses for a collection.

Managed threads can continue to run most of the time while the concurrent garbage collection thread is running. This results in shorter pauses while a garbage collection is occurring.
Concurrent garbage collection
Simultaneous garbage collection
None of the above

Question Results

Score 1.00 of 1

1. Variables in an array are called _____ of the array

✓	elements
	Feedback: Variables in an array are called elements and are referred to by the index number
	literals
	constants
	None of the above

Score 1.00 of 1

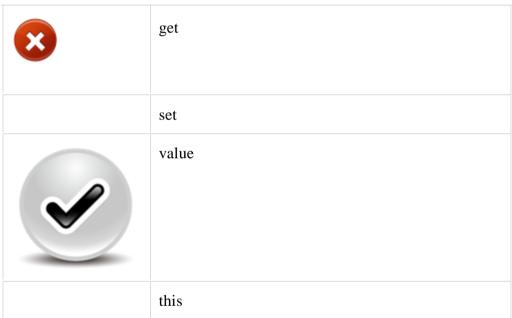
2. What is the core difference between an indexer and a property?

	The accessors for indexers take parameters
	Feedback: Indexers are similar to properties except that their accessors take parameters
	The indexers can be read-write only
	Indexers cannot be overloaded
	None of the above

- 3. Choose the correct statement for an indexer
- a. Indexers can have more than one formal parameter
- b. Indexers can be overloaded
- c. Can be read-only, write-only, or read/write
- d. All of the above

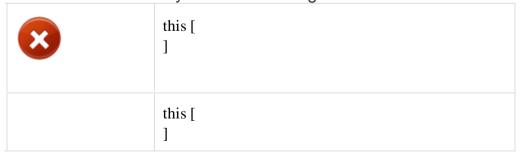
a
b
c
All of the above

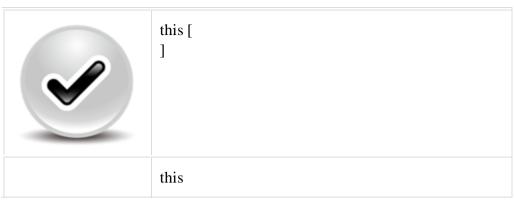
4. The keyword used to define the value being assigned to the set indexer is



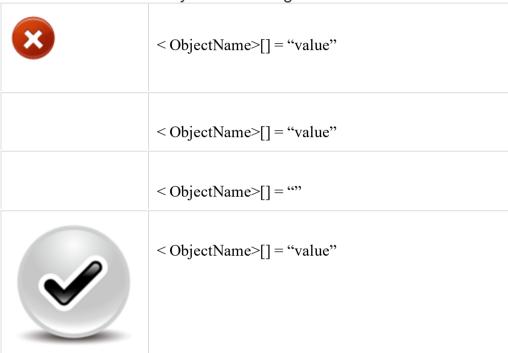
Score 0.00 of 1

5. Choose the correct syntax for declaring an indexer





6. Choose the correct syntax for using an indexer



Score 1.00 of 1

7. ArrayList is a collection class that has a fixed size (Yes / No)



Yes

No

Score 1.00 of 1

8. Choose the correct statement for an arraylist class



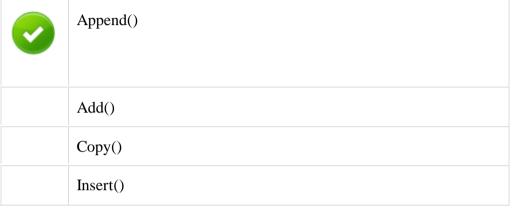
The ArrayList is not guaranteed to be sorted

Feedback:

By definition, an arraylist can sort if all the elements been added are default and similar types

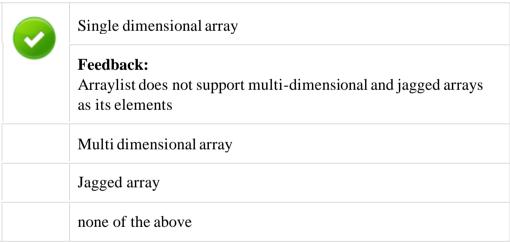
The ArrayList implementation is provided by the System.Collections.Array class
ArrayList is used to store data of fixed size
All of the above

9. The function that adds an object to the end of the arraylist is



Score 1.00 of 1

10. Arraylist support what type of arrays as elements in its collection



Score 1.00 of 1

11. ArrayList allows duplicate values (Yes/No)



Score 0.00 of 1

12. In Events, the class that receives the event is

×	Publisher
	Subscriber
	Receiver
	Sender

Score 1.00 of 1

13. Indexers allow instances of a class or struct to be used/indexed just like arrays (Yes / No)



Yes

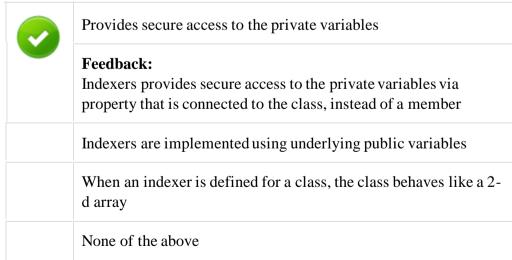
Feedback:

Indexers involve attaching a property to the class itself and when an indexer is defined for a class, the class behaves like a virtual array.

No

Score 1.00 of 1

14. Choose the correct statement for an indexer

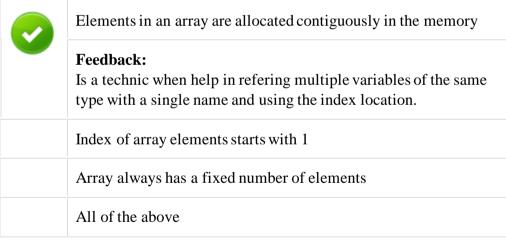


Score 1.00 of 1

- 15. Choose the operator/operators which is/are used to access the [] operator in indexers?
- a. get
- b. set
- c. this
- d. val

	b, c
	a, b
	Feedback: The indexer is implemented through the get and set accessors for the [] operator
	d, a
	a, c

16. Choose the correct statement for array



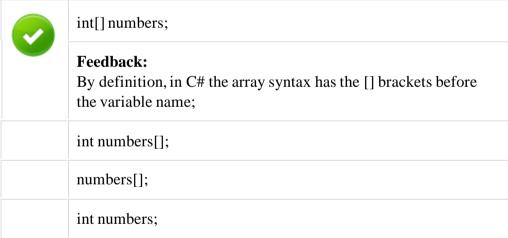
Score 1.00 of 1

17. The elements of an array can be accessed using

17. The elements of all allay can be accessed using
switch construct
loop
Feedback: Array elements are sequential and is accessed using the index location, to access all the elements in an array an loop with a counter can be used.

	conditional operator
	if construct
-	Score 1.00 of 1 18. Choose the incorrect statement for an array
	Individual elements of the array can be accessed using the indices
	The elements can also be accessed using a foreach loop
	An array always has one dimension
	Feedback: An array can have one or more dimensions. The dimension of the array is also known as rank of the array
	All of the above

19. Choose the correct delcaration for a single dimensional array



Score 1.00 of 1

20. An array with a rank of one is called

	Single dimensional array
	Feedback: For a single dimensional array, the dimension or rank is always 1
	multi dimensional array
	jagged array

None of the above

Score 1.00 of 1

21. Choose the correct statement for a multi dimensional array

	Also called rectangular arrays
	The elements can be accessed using a foreach loop
	Individual elements of the array can be accessed using the indices
	All of the above



All of the above

Feedback:

It can store details as simple records having multiple rows and columns. The elements in the array can be access using their respective row and column number. Sequential access of the rows and columns can be achieved using loops

Score 1.00 of 1

22. In the declaration [x,y], x and y specify?

	rank of the array
	size of the array
	Feedback: By syntax, [] specifies the rank of the array, x and y specify the size of the array
	dimensions of the array
	none of the above

Score 1.00 of 1

```
23. What is the output of the following code: string[,] address = new string[3,2]; address[0,0] = "Bangalore"; address[0,1] = "560043"; address[1,0] = "Mumbai"; address[1,1] = "400001";
```

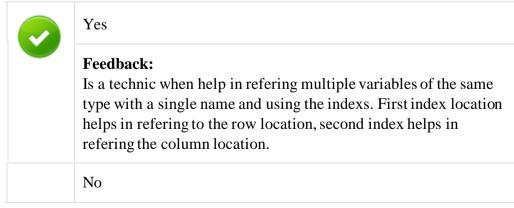
```
address[2,0] = "Chennai";
address[2,1] = "600001";
```

Console.WriteLine("Value of Address[0,0]: " + address[0,0]);

②	Value of Address[0,0]: Bangalore
	Feedback: The value of the array element address[0,0] refers to 'Bangalore' and hence the output
	Value of Address[0,0]: Mumbai
	Value of Address[0,0]: 560043
	Value of Address[0,0]: 400001

Score 1.00 of 1

24. Multi-dimensional arrays are used to store data as multiple rows and columns in memory for ease of access and iteration (Yes / No)



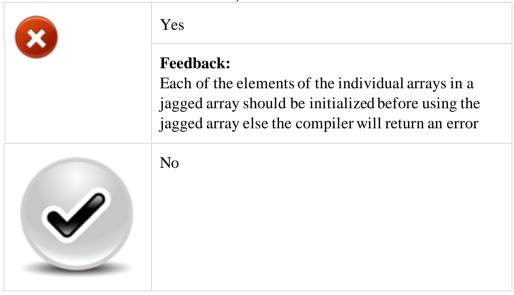
Score 1.00 of 1

25. Choose the correct statement for a jagged array

⊘	The elements of a jagged array can be of different dimensions and sizes
	Feedback: A jagged array is an array of arrays and hence the elements can be of different dimensions and sizes
	Before you can use jagged array, its elements need not be individually initialized
	Individual elements of the array can be accessed using post fix operators like ++
	The elements cannot be accessed using loop

Score 0.00 of 1

26. Before you can use jagged array, its elements must be individually initialized (Yes / No)



Score 1.00 of 1

27. A public event cannot be raised from



Outside a class declaration

Feedback:

A public event can not be raised from outside a class declaration whereas A public delegate can be raised from outside a class declaration

Inside a class declaration
Either of the two
Neither of the two

Question Results

Score 1.00 of 1

1. Choose the incorrect statement for exceptions:

	Provides a way to transfer control from one part of a program to another when runtime errors occure
?	Synchronizes compile time errors
	Feedback:
	Exceptions synchronize run time errors and not compile time ones
	Enables in building robust and more fault-tolerant programs
	All of the above

Score 1.00 of 1

Exception is an erroneous situation that occurs during ______

program compilation
program creation
program execution
Feedback: Exceptions is a technique to detect and respond to an unexpected circumstance that arises while a program is running
None of the above

3. Exception handling provides a structured way of handling

idiii ig	
	system level errors
	application level errors
	Both of the above
	Feedback: Exception handling provides a structured and uniform way of handling system-level and application-level errors
	None of the above

Score 1.00 of 1

4. An exception can be generated by_____

 , <u> </u>
CLR
third party libraries
using throw keyword
All of the above
Feedback: An exception can be generated either by the CLR, or by third-party libraries, or by the application code using the throw keyword

Score 1.00 of 1

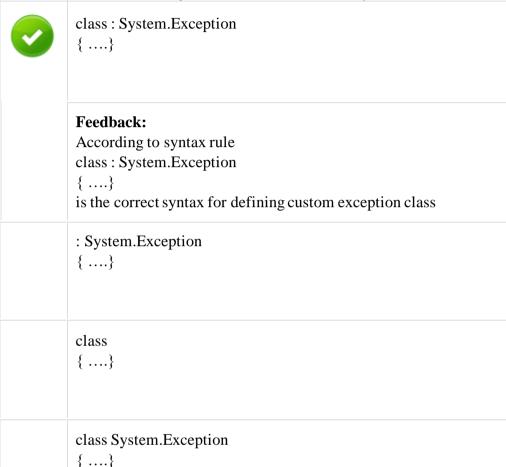
5. Which of the following is a benefit of exception

Error-handling code is seperated from regular code
Propagates errors up the call stack
Error handling machanisim groups and differentiates diffrent error types
All of the above
Feedback:

Exception handling helps in designing a separate and a structured error handling code, and gives the application to exit gracefully in the event of error.

Score 1.00 of 1

6. Choose the correct syntax for a custom exception



Score 1.00 of 1

7. A custom exception is thrown using a throw statement and handled using try catch statement (Yes / No)



Question Results

Score 1.00 of 1

1. Choose the correct statement for Input / Output

②	I/O is used for reading and writing to be performed on files, directories, or streams
	I/O helps to get and set properties for files and directories
	I/O helps to retrieve collections of files and directories based on search criteria
	All of the above

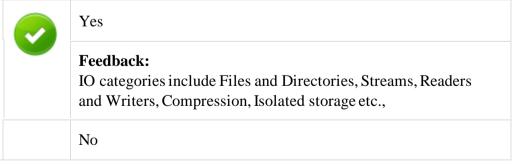
Score 1.00 of 1

2. System.IO namespace contain types that enable reading and writing to a storage medium in a _____ manner

synchronously
asynchronously
secure manner
All of the above

Score 1.00 of 1

3. Readers and Writers are one of the I/O categories (Yes / No)



Score 1.00 of 1

4. Stream is a class of I/O that

Supports reading and writing as bytes to the storage media

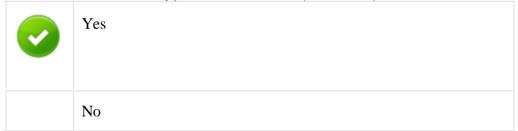
⊘	Feedback: Streams is an abstract class that supports reading and writing to the storage media and provides a common view for different data sources
	Provide types for reading and writing encoded characters from streams
	Handle the conversion of encoded characters to and from bytes
	None of the above

5. The category of I/O that provides types for condensing and decondensing of storage file is



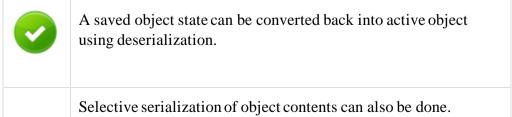
Score 1.00 of 1

6. Streamwriter is a type of File Writer (Yes / No)



Score 1.00 of 1

7. Choose the correct statement with respect to Serialization



An object state can be converted to a stream of bytes that can be saved into memory buffer, file or even a database.
All of the above

8. In Selective Serialization, the attribute can be applied to specific fields that needs to be skipped in the serialized output is

Serialized attribute
Non-seriazlied attribute
Both of the above
None of the above

Question Results

Score 1.00 of 1

Question:

All .NET languages are compiled as assemblies in the form of

Response:

dll only

exe only

both of the above

Feedback:



All .NET languages are compiled as assemblies (exe/dll) by their respective .NET language compiler

and they are in MSIL format that is only understood by the CLR None of the above

Score 1.00 of 1

Question:

Choose the correct statement for .NET assemblies

Response:



Provides type information for the CLR

.NET assemblies are in MSIL format and they are a collection of types and resources that are built to work together and form a logical unit of functionality while they also provide type information for the CLR

All .NET languages are compiled as classes

Assemblies are in decimal format

None of the above

Score 1.00 of 1

Question:

Assemblies can contain only one module (Yes / No)

Response:

Yes

No

✓ Feedback:

Assemblies can contain more than one module

Score 1.00 of 1

Question:

Choose the correct statement for a private assembly

Response:

Must be designed to work side-by-side with other versions of the assembly on the system



Feedback:

Thye reside at the location where the client assembly resides. They help in quicker access to the resources by the client assembly. They do not conflict with assemblies present in other location under the same machine.

Assembly manifest will not be included in the DLL as a resource (default)

Needs to be assigned a strong name

Cannot be used to create isolated applications

Score 1.00 of 1

Question:

Version number is a part of the manifest structure in an assembly (Yes / No)

Response:

Yes



Feedback:

The Manifest structure in an assembly contains the assembly name, version number, culture and strong name

No

1. Correct statement w.r.t the following code snippet: List I1=new List

	Above code reports compile time error
	Above code generates run time error
	Code works fine, No error in the code
	Feedback: That's correct! At runtime, string is converted to object type.
	Cannot predict

Score 1.00 of 1

2. State whether the following statement is true or false. IEnumerable is a parent interface of all the classes in System.Collections.Generic.



Score 1.00 of 1

3. A SortedList maintains a collection of names of states and capital city of each state. Which of the following is used to find out whether the state of "Kashmir" is present in the collection?

t.HasValue("Kashmir");
t.ContainsKey("Kashmir");
Feedback: That's correct! ContainsKey() method of the SortedList class returns either true or false depending on the availibility of the key.
t.HasKey("Kashmir");
t.ContainsValue("Kashmir");

Score 1.00 or 4.	f 1 is used to set the capacity to the actual number of
	the SortedList.
	Trim()
	Clear()
	TrimToSize()
	Feedback: That's correct! TrimToSize() is used to set the capacity to the actual number of elements in the SortedList.
	SetCapacity()
Score 1.00 5. Each E	of 1 lement in the BitArray is of data type.
	int
	bool
	Feedback: That's correct! BitArray is a collection of bits.
	byte
	object
Score 1.0 6. The m	of 1 nethod used to set all bits in the BitArray is
	Set()
	SetAll()
	Feedback: That's correct!

SetAll(0) sets all bits in the BitArray to false.

No such method is availible

Score 1.00 of 1

SetBits()

7. If we want to compare two objects of the same class then interface must be implemented by the class.

IEnamurable
IEnamurator
ICompare
IComparar
Feedback: That's correct! Compare() method of IComparar must be implemented by the class to compare two objects.

Score 1.00 of 1

8. Dictionary class implements _____ interface. **IGenerics ICollections IDictionary** Feedback: That's correct! Dictionary class implements IDictionary interface. **IKeyValue**