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

Score 1.00 of 1

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

	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 asynchron that 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 langauges

✓	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 programmi language
	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

13. .NET 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 = 1
	a=10; b=10

Score 1.00 of 1

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

Score 1.00 of 1

3. The correct way of incrementing the operators are :

	++ a ++
	b ++ 1
	c += 1
	Feedback: This += is known as short hand operator which is same as variable = variable +1 .Similar a = a-1, a*=1 is a = a * 1. They are used to make code short and efficient.
	d =+ 1

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
	<=

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: 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.
	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 112
	coco 112 main
	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?

✓	valueType.ToString()
	Feedback: conversion of value type to reference type is called 'boxing' and is automatic when used w 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 o 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 tw
	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 valu
they should always have a datatype.

Score 1.00 of 1

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

Yes

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

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 fal
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(;;)

	**Feedback:** A for loop without any condition check results in a infinite loop
	for(;'1';)
	for(;1;)

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;
}
```

	125 25

✓	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 ref Output: 25 125.

Score 1.00 of 1

2. In Method 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

Score 1.00 of 1

3. Method signature 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

Score 1.00 of 1

4. Method overloading is implemented using optional parameters (Yes / No)

	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 para passed 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 functio uses the data of the parameters passed in the called function
	Pass by Out
	Pass by Params

Score 1.00 of 1

9. The correct syntax of a parameterized method is

	<Access Modifier><Return Type> <Method Name>(<Parameter1>, <Parameter2>, <…>
	{ // Method Body for Processing data based on parameters
	return <Processed Data>;
	}

	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

	<Return Type> <Access Modifier><Method Name>(<Parameter1>, <Parameter2>, <…>
	{ // Method Body for Processing data based on parameters
	return <Processed Data>;
	}

	<Return Type> <Access Modifier>(<Parameter1>, <Parameter2>, <…><Method Name>
	{ // Method Body for Processing data based on parameters
	return <Processed Data>;
	}

	None of the above

Score 1.00 of 1

10. Overloading concept can also be applied to

	Operators
	Feedback:

	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#.

	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
	Feedback:

	When a member variable is declared as protected internal in the base class, this variable c by the containing class, the derived class and any program containing this class.
	No

Score 0.00 of 1

4. Properties can be declared in a namespace (Yes / No)

	Yes
	Feedback: Properties can be declared in a class, struct or an interface only
	No

Score 1.00 of 1

5. Choose 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 paramet
	Properties is the not a recommended way to access variable from inside the class

Score 1.00 of 1

6. The modifier used to define a class whose objects cannot be created but acts as a base class for it's derived once is?

	sealed
	Static
	new
	abstract
	Feedback:

	Abstract class has atleast one abstract method(method with out body). Abstract class cann 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 defaul 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

Score 1.00 of 1

11. 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 read
4. 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. Destruc be explicitly called
	None of the above

Score 1.00 of 1

19. Desctructors can be overloaded

	Yes
	No
	Feedback: A class can have only one destructor and cannot overload the destructor, while a construc 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 r 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 collec occurring.
	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

Score 1.00 of 1

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

✓	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

Score 1.00 of 1

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

Score 1.00 of 1

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

Score 0.00 of 1

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

	get
	set
	value
	this

Score 0.00 of 1

5. Choose the correct syntax for declaring an indexer

	this [ ]
	this [ ]

	this [ ]
	this

Score 0.00 of 1

6. Choose the correct syntax for using an indexer

	< ObjectName>[] = “value”
	< ObjectName>[] = “value”
	< ObjectName>[] = “”
	< ObjectName>[] = “value”

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

Score 1.00 of 1

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

✓	Append()
	Add()
	Copy()
	Insert()

Score 1.00 of 1

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

✓	Single dimensional array
	Feedback: Arraylist does not support multi-dimensional and jagged arrays as its elements
	Multi dimensional array
	Jagged array
	none of the above

Score 1.00 of 1

11. ArrayList allows duplicate values (Yes/No)

✓	Yes
	Feedback: ArrayList accepts null as a valid value and hence allows duplicate values in its collection.
	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

	Provides secure access to the private variables
	Feedback: Indexers provides secure access to the private variables via property that is connected to the class, instead of a member
	Indexers are implemented using underlying public variables
	When an indexer is defined for a class, the class behaves like a 2-d array
	None of the above

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

Score 1.00 of 1

16. Choose the correct statement for array

✓	Elements in an array are allocated contiguously in the memory
	Feedback: Is a technic when help in refering multiple variables of the same type with a single name and using the index location.
	Index of array elements starts with 1
	Array always has a fixed number of elements
	All of the above

Score 1.00 of 1

17. The elements of an array 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

Score 1.00 of 1

19. Choose the correct delcaration for a single dimensional array

✓	int[] numbers;
	Feedback: By definition, in C# the array syntax has the [] brackets before the variable name;
	int numbers[];
	numbers[];
	int numbers;

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
	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]);
```

	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)

	Yes
	Feedback: Is a technic when help in refering multiple variables of the same type with a single name and using the indexs. First index location helps in refering to the row location, second index helps in refering the column location.
	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)

	Yes
	Feedback: Each of the elements of the individual arrays in a jagged array should be initialized before using the jagged array else the compiler will return an error
	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

2. 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

Score 1.00 of 1

3. Exception handling provides a structured way of handling_____

	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_____

	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

✓	class : System.Exception { ….}
	Feedback: According to syntax rule class : System.Exception { ….} is the correct syntax for defining custom exception class
	: System.Exception { ….}
	class { ….}
	class System.Exception { ….}

Score 1.00 of 1

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

✓	Yes
	Feedback: By definition, all user defined exceptions are raised using throw statement
	No

Question Results

Score 1.00 of 1

1. Choose the correct statement for Input / Output

✓	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)

✓	Yes
	Feedback: IO categories include Files and Directories, Streams, Readers and Writers, Compression, Isolated storage etc.,
	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

Score 1.00 of 1

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

	Files and Directories
	Streams
	Readers and Writers
	Compression

Score 1.00 of 1

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

	Yes
	No

Score 1.00 of 1

7. Choose the correct statement with respect to Serialization

	A saved object state can be converted back into active object using deserialization.
	Selective serialization of object contents can also be done.

	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

Score 1.00 of 1

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

Feedback:

.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

Question Results

Score 1.00 of 1

1. Correct statement w.r.t the following code snippet:
List l1=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.

✓	TRUE
	Feedback: That's correct! All classes in System.Collection.Generic will implement the interface IEnamurable.
	FALSE

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 of 1

4. _____ is used to set the capacity to the actual number of elements in 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 of 1

5. Each Element in the BitArray is of _____ data type.

	int
	bool
	Feedback: That's correct! BitArray is a collection of bits.
	byte
	object

Score 1.00 of 1

6. The method 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
	SetBits()

Score 1.00 of 1

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