.Net mid Practice test

Total points 40/40

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✓ **1. What is the extension of a C# language file?** 1/1

- ( ) .c
- ( ) .cpp
- (●) .cs ✓
- ( ) .csp

✓ **2. CLR stands for ___.** 1/1

- Common Language Ratio
- Common Language Required
- Common Language Runtime ✓
- Common Light Runtime

✓ **3. .Net CLR is equivalent to?** 1/1

- Common Type System
- Common Language Specification
- Common Language Runtime
- Java Virtual Machine ✓

✓ 4. What will be the output of the following C# code? 1/1

```
class sample
{
    public  int i;
    void display()
    {
        Console.WriteLine(i);
    }
}
class sample1 : sample
{
    public  int j;
    public void display()
    {
        Console.WriteLine(j);
    }
}
class Program
{
    static void Main(string[] args)
    {
        sample1 obj = new sample1();
        obj.i = 1;
        obj.j = 2;
        obj.display();
        Console.ReadLine();
    }
}
```

- a) 1
- b) 3
- c) 2 ✓
- d) Compile Time error
- e) Runtime error

✓ 5. What will be the output of the following C# code? 1/1

```
class A
{
    public int i;
    protected int j;
}
class B : A
{
    public int j;
    public void display()
    {
        base.j = 3;
        Console.WriteLine(i + " " + j);
    }
}
class Program
{
    static void Main(string[] args)
    {
        B obj = new B();
        obj.i = 1;
        obj.j = 2;
        obj.display();
        Console.ReadLine();
    }
}
```

- a) 2 1
- b) 1 2 ✓
- c) 0 2
- d) 1 0

✓ 6. If you don't want other classes to inherit from a class, use following keyword 1/1

- super
- packed
- sealed ✓
- this

✓ 7. What will be the output of the following C# code? 1/1

```
class Vehicle
{
  public string brand = "Ford";
  public void honk()
  {
    Console.WriteLine("ferrariiii!");
  }
}

class Car : Vehicle
{
  public string modelName = "Mustang";
}

class Program
{
  static void Main(string[] args)
  {

    Car myCar = new Car();


    myCar.honk();


    Console.WriteLine(myCar.brand + " " + myCar.modelName);
  }
}
```

- Ford Mustag & ferariiii!
- Ford ferariiii! & Mustag
- ferariiii! & Ford Mustag ✓

✓ 8. which symbol we are used to inherit from class___ 1/1

- ;
- (●) : ✓
- `
- ::

✓ 9. In C# interface contains__ 1/1

- method with and without body
- method with body
- (●) method without body only ✓

✓ 10. By default, members of an interface are 1/1

- private and final
- protected and abstract
- public and final
- (●) abstract and public ✓

✓ 11. what will be the output of snippet ? 1/1

```
using System;

namespace MyApplication
{

 interface IAnimal
 {
  void animalSound();
 }


 class Pig : IAnimal
 {
  public void animalSound()
  {
   Console.WriteLine("The pig says: wee wee");
  }
 }

 class Program
 {
  static void Main(string[] args)
  {
   Pig myPig = new Pig();
   myPig.animalSound();
  }
 }
}
```

- ○ compile time error
- ◉ The pig says: wee wee ✓
- ○ runtime error
- ○ Option 4

✓ 12. About access modifier which option is incorrect ? 1/1

- private: The code is only accessible within the same class
- public: The code is accessible for all classes
- protected: The code is accessible within the same class, or in a class that is inherited from that class.
- ◉ internal: The code is accessible within its own assembly also from another assembly. ✓

✓ 13. what is incorrect about Constructor? 1/1

- constructor name must match the class name
- ◉ it can have a return type ✓
- constructor is called when the object is created.
- if you do not create a class constructor yourself, C# creates one for you.

✓ 14. what are the usage of "this" keyword__ 1/1

- It can be used to refer current class instance variable.
- It can be used to pass current object as a parameter to another method.
- It can be used to declare indexers.
- ◉ all of the above. ✓

✓ 15. what will be the output of below code? 1/1

```
using System;
   public class Employee
    {
        public int id;
        public String name;
        public float salary;
        public Employee(int id, String name,float salary)
        {
            this.id = id;
            this.name = name;
            this.salary = salary;
        }
        public void display()
        {
            Console.WriteLine(id + " " + name+" "+salary);
        }
   }
   class TestEmployee{
       public static void Main(string[] args)
        {
            Employee e1 = new Employee(101, "Sonoo", 890000f);
            Employee e2 = new Employee(102, "Mahesh", 490000f);
            e1.display();
            e2.display();

        }
    }
```

- ○ a. 101 Sonoo 890000
- ○ b. 102 Mahesh 490000
- ○ c. compile time error
- ◉ d. a and b both ✓

✓ 16 . A type of class which does not have its own objects but acts as a base class for its subclass is known as? 1/1

- ○ a) Static class
- ○ b) Sealed class
- ◉ c) Abstract class ✓
- ○ d) None of the mentioned

✓ 17. The modifier used to define a class which does not have objects of its own but acts as a base class for its subclass is? 1/1

- a) Sealed
- b) Static
- c) New
- d) Abstract ✓

✓ 18. Which of the following modifiers is used when an abstract method is redefined by a derived class? 1/1

- a) Overloads
- b) Override ✓
- c) Base
- d) Virtual

✓ 19. A static class in C# can only contain... 1/1

- both private and public members
- none of these
- both static and non-static members
- static members ✓

✓ 20.Which of the following statements is correct? 1/1

- (●) A. A constructor can be used to set default values and limit instantiation. ✓
- ( ) B. C# provides a copy constructor.
- ( ) C. Destructors are used with classes as well as structures.
- ( ) D. A class can have more than one destructor.

✓ 21. Which of the following statements are correct about constructors in C#.NET? 1/1

a. Constructors cannot be overloaded.
b. Constructors always have the name same as the name of the class.
c. Constructors are never called explicitly.
d. Constructors never return any value.
e. Constructors allocate space for the object in memory.

- ( ) a,b,c
- (●) b,c,d ✓
- ( ) c,d,e
- ( ) e,a,b

✓ 22. Which of the following statements are correct about static functions? 1/1

- ( ) A. Static functions are invoked using objects of a class.
- ( ) B. Static functions can access static data as well as instance data.
- ( ) C. Static functions are outside the class scope.
- (●) D. Static functions are invoked using class. ✓

✓ 23. Which of the following statements is correct about constructors in C#.NET? 1/1

- Option 1
- A. A constructor cannot be declared as private.
- B. A constructor cannot be overloaded.
- ◉ C. A constructor can be a static constructor. ✓
- D. A constructor cannot access static data.
- E. this reference is never passed to a constructor.

✓ 24. structs are ___ data types. 1/1

- common
- value
- ◉ composite ✓
- comparable

✓ 25. A ___ class cannot override sealed methods. 1/1

- base
- ◉ derived ✓
- parent
- super

✓ 26. what is incorrect about Delegates... 1/1

- Func, Action and Predicate are generic inbuilt delegates present in System namespace.
- Func can contains 0 to 16 input parameters and must have one return type.
- ◉ Action can contain 1 to 16 input parameters and also must have one return type. ✓
- Delegates are used for implementing events and call back methods.

✓ 27. which of the following statements are TRUE? 1/1

- A. Delegates are value type
- B. Delegates are Ref. type
- C. Delegates are Pointer type
- D. Delegates defines the method signature.
- ◉ E. A and C is true only ✓

✓ 28. which of the following method returns the highest index of an array? 1/1

- GetLastIndex()
- GetUpperIndex()
- GetLength()
- ◉ GetUpperBound() ✓

✓ 29. What will be the output of following code? 1/1

```
ArrayList myArryList = new ArrayList();
myArryList.Add(1);
myArryList.Add(1);
myArryList.Add("Two");
myArryList.Add(null);
myArryList.Add(null);

foreach (var val in myArryList)
    Console.Write(val);
```

- 11Twonullnull
- compile time error
- runtime error
- 11Two ✓

✓ 30. which of the following collection in key-value pairs? 1/1

- Sortedlist
- Dictionary list
- hashtable
- all of the above ✓

✓ 31. what will be the output of following code? 1/1

```
Stack myStack = new Stack(){
            1,2,3,4,5
        };

foreach (var itm in myStack)
    Console.Write(itm);
```

- (●) compile time error ✓
- ( ) 12345
- ( ) 54321
- ( ) Runtime erro

✓ 32. Which among the following is not an interface declared in System.Collection namespace? 1/1

- (●) a) IDictionaryComparer ✓
- ( ) b) IEnumerable
- ( ) c) IEnumerator
- ( ) d) Icomparer

✓ **33.Boxing converts a value type on the stack to an _____ on the heap.** 1/1

- A. Bool type
- B. Instance type
- C. Class type
- D. Object type ✓

✓ 34. Struct's data members are ___ by default. 1/1

- Protected
- Public
- Private ✓
- Default

✓ 35. What is meant by the term generics? 1/1

- a) parameterized types ✓
- b) class
- c) structure
- d) interface

✓ 36. Which among the given classes is present in System.Collection.Generic.namespace? 1/1

- (●) a) Stack ✓
- ( ) b) Tree
- ( ) c) Sorted Array
- ( ) d) All of the mentioned

✓ 37.Choose effective differences between ‘Boxing’ and ‘Unboxing’. 1/1

- (●) a) ‘Boxing’ is the process of converting a value type to the reference type and ‘Unboxing’ is the process of converting reference to value type ✓
- ( ) b) ‘Boxing’ is the process of converting a reference type to value type and ‘Unboxing’ is the process of converting value type to reference type
- ( ) c) In ‘Boxing’ we need explicit conversion and in ‘Unboxing’ we need implicit conversion
- ( ) d) Both ‘Boxing’ and ‘Unboxing’ we need implicit conversion

✓ 38. Select differences between reference type and value type: 1/1

i. Memory allocated to 'Value type' is from heap and reference type is from 'System. ValueType'

ii. Memory allocated to 'Value type' is from 'System. ValueType' and reference type is from 'Heap'

iii. Structures, enumerated types derived from 'System. ValueType' are created on stack, hence known as ValueType and all 'classes' are reference type because values are stored on heap

- a) i, iii
- b) ii, iii ✓
- c) i, ii, iii
- d) i

✓ 39.Choose the wrong statement about structures in C#.NET? 1/1

- a) Structures can be declared within a procedure ✓
- b) Structures can implement an interface but they cannot inherit from another structure
- c) Structure members cannot be declared as protected
- d) A structure cannot be empty

✓ 40.what will be the output of following snippet? 1/1

```
enum color:int
{
    red,
    green,
    blue = 5,
    cyan,
    pink = 10,
    brown
}
console.writeline((int)color.green);
console.writeline((int)color.brown);
```

- a) 2 10
- b) 2 11
- c) 1 11 ✓
- d) 1 5