**Fundamentals Questions**

1. Solid Principle?
2. Dependency Injection?
3. Object Pooling, Application Pooling, Connection Pooling?
4. Agile Methodlogy.
5. Design Pattern?
6. Write A Code For Design Pattern?
7. What is Garbage Collector?
8. Scenario: I Want to Transfer the data From One Assembly to Another Assembly? How?
9. Factory Pattern? Explain?
10. Singleton Pattern? Explain with Example?
11. Dependency Injection? Explain With Example?
12. What is CLR?
13. What is GAC?
14. Types of Assembly? In GAC Which Type of Assembly?
15. Deployment Process?
16. What is Nuget Package? Need To injection (DI)?
17. What is IOC?
18. What is Garbage Collector?(Dispose Method)
19. Common Type System (CTS)?
20. Did You Know About Unity?
21. How you Implement DI?
22. For Which Purpose we Used Solid Principle?
23. Where is Your Application Deployed? Where Else We Can Deploy?
24. Do You Know About Windows Hoisting?
25. When We Deploy/ Publish on IIS? How it Goes? What Directories You Need To Create? Where Do you Get Config file?
26. IIS Server needs Config From Where Does It Get?
27. GC? G0, G1, G2 ?
28. FxCop? When You use it? How?
29. Singleton Design Pattern?
30. What is repository Pattern?