**Question 1**(1 point)

uestion 1 Saved

What occurs when an empty case matches the controlling expression?

Question 1 options:

|  |  |
| --- | --- |
|  | fall through |
|  | syntax error |
|  | infinite loop |
|  | None of these. |

Save

**Question 2**(1 point)

uestion 2 Saved

Instances of a class are called class variables.

Question 2 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 3**(1 point)

uestion 3 Saved

Arrays are \_\_\_\_\_\_\_\_ data structures.

Question 3 options:

|  |  |
| --- | --- |
|  | constant |
|  | dynamic |
|  | static |
|  | None of these. |

**Question 4**(1 point)

uestion 4 Saved

An interface can not provide properties with get and set accessors.

Question 4 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 5**(1 point)

uestion 5 Saved

Control-statement stacking is the process of:

Question 5 options:

|  |  |
| --- | --- |
|  | placing control statements within each other. |
|  | placing control statements one after another. |
|  | reducing the number of statements required by combining statements. |
|  | None of these. |

Save

**Question 6**(1 point)

uestion 6 Saved

What can foreach statements iterate through?

Question 6 options:

|  |  |
| --- | --- |
|  | arrays |
|  | collections |
|  | databases |
|  | arrays and collections |

**Question 7**(1 point)

uestion 7 Saved

After defining a property, you must call the get and set accessors to manipulate it.

Question 7 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 8**(1 point)

uestion 8 Saved

Programmers should *not* take into consideration that their code will be modified.

Question 8 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 9**(1 point)

uestion 9 Saved

Any parameter in a parameter list can be declared as an optional parameter.

Question 9 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

**Question 10**(1 point)

uestion 10 Saved

What kinds of arrays can variable-length argument lists work with?

Question 10 options:

|  |  |
| --- | --- |
|  | one-dimensional arrays |
|  | multi-dimensional arrays |
|  | All of these |
|  | None of these |

Save

**Question 11**(1 point)

uestion 11 Saved

The text in the form's title bar is determined by the form's Text property.

Question 11 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 12**(1 point)

uestion 12 Saved

Since memory in a computer is finite, a stack error may occur known as stack overflow.

Question 12 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

**Question 13**(1 point)

uestion 13 Saved

Which of the following will violate the rules of overloading methods?

Question 13 options:

|  |  |
| --- | --- |
|  | Methods with the same signatures but different return types. |
|  | Methods with different signatures but the same return type. |
|  | Methods with different number of arguments. |
|  | Method with different types of arguments. |

Save

**Question 14**(1 point)

uestion 14 Saved

What is the difference between a float and a double?

Question 14 options:

|  |  |
| --- | --- |
|  | double variables store integers and float variables store floating-point numbers. |
|  | double variables store numbers with smaller magnitude and coarser detail. |
|  | double variables store numbers with larger magnitude and finer detail. |
|  | None of these. |

Save

**Question 15**(1 point)

uestion 15 Saved

The catch handler that catches an exception of type Exception should be

Question 15 options:

|  |  |
| --- | --- |
|  | last. |
|  | anywhere. |
|  | first. |
|  | A catch handler that catches an exception of type Exception should not be used. |

Save

**Question 16**(1 point)

uestion 16 Saved

If you want to pass an array element into a method by reference, what will you need to do?

Question 16 options:

|  |  |
| --- | --- |
|  | It always passes the element as a reference automatically. |
|  | Use the keyword ref and/or out. |
|  | All of these. |
|  | None of these, passing in by reference of an array element is only possible if the array type is a reference type. |

Save

**Question 17**(1 point)

uestion 17 Saved

A static variable represents class-wide information.

Question 17 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 18**(1 point)

uestion 18 Saved

Every object of a base class is an object of that class's derived classes.

Question 18 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

**Question 19**(1 point)

uestion 19 Saved

A derived class can effect state changes in base class private members only through public, protected, internalmethods provided in the base class and inherited into the derived class.

Question 19 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 20**(1 point)

uestion 20 Saved

It is known as \_\_\_\_\_\_\_\_ when the number of repetitions is known before a loop begins executing.

Question 20 options:

|  |  |
| --- | --- |
|  | definite repetition |
|  | infinite repetition |
|  | total repetition |
|  | None of these. |

Save

**Question 21**(1 point)

uestion 21 Saved

The integration of software components from various languages has been relatively simple.

Question 21 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

**Question 1**(1 point)

uestion 1 Unsaved

The term *information hiding* refers to:

Question 1 options:

|  |  |
| --- | --- |
|  | public methods. |
|  | hiding implementation details from clients of a class. |
|  | accessing static class members. |
|  | the process of releasing an object for garbage collection. |

Save

**Question 2**(1 point)

uestion 2 Unsaved

int division may yield a non-int result.

Question 2 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 3**(1 point)

uestion 3 Unsaved

Which statement below is *false*?

Question 3 options:

|  |  |
| --- | --- |
|  | Structured programming produces programs that are easier to test. |
|  | Structured programming requires four forms of control. |
|  | Structured programming produces programs that are easier to modify |
|  | Structured programming promotes simplicity. |

Save

**Question 4**(1 point)

uestion 4 Unsaved

private fields of a base class can be accessed in a derived class

Question 4 options:

|  |  |
| --- | --- |
|  | by calling private methods declared in the base class. |
|  | by calling public or protected methods declared in the base class. |
|  | directly. |
|  | All of these |

Save

**Question 5**(1 point)

uestion 5 Unsaved

Variables or methods declared with access modifier public are accessible wherever the program has a reference to an object of the class.

Question 5 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 6**(1 point)

uestion 6 Unsaved

What does the following line display?

Question 6 options:

|  |  |
| --- | --- |
|  | Welcome to  C# Programming! |
|  | Welcome to C# Programming! |
|  | {0}  {1}Welcome to C# Programming! |
|  | None of these |

**Question 7**(1 point)

uestion 7 Unsaved

Using top-down, stepwise refinement results in pseudocode that can be straightforwardly evolved into a C# program.

Question 7 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 8**(1 point)

uestion 8 Unsaved

In order to tell the user what happened in an exception you *must*

Question 8 options:

|  |  |
| --- | --- |
|  | pop the exception. |
|  | toss the exception. |
|  | access Exception properties. |
|  | throw the exception. |

Save

**Question 9**(1 point)

uestion 9 Unsaved

Stacks are commonly referred to as \_\_\_\_\_\_\_\_ data structures.

Question 9 options:

|  |  |
| --- | --- |
|  | first-in, last-out |
|  | first-in, first-out |
|  | last-in, first-out |
|  | None of these. |

**Question 10**(1 point)

uestion 10 Unsaved

The process that attempts to locate an appropriate catch handler for an uncaught exception is known as:

Question 10 options:

|  |  |
| --- | --- |
|  | laddering. |
|  | stack winding. |
|  | stack unwinding. |
|  | stack traversing. |

Save

**Question 11**(1 point)

uestion 11 Unsaved

Constants are declared using keyword \_\_\_\_\_\_\_\_.

Question 11 options:

|  |  |
| --- | --- |
|  | static |
|  | const |
|  | fixed |
|  | None of these. |

Save

**Question 12**(1 point)

uestion 12 Unsaved

A class inherited from two or more levels up in the hierarchy is known as a \_\_\_\_\_\_\_\_.

Question 12 options:

|  |  |
| --- | --- |
|  | indirect base class |
|  | direct base class |
|  | superclass |
|  | None of these. |

Save

**Question 13**(1 point)

uestion 13 Unsaved

Only the first constructor for a class is defined without a return value. Subsequent constructors have the return type void.

Question 13 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 14**(1 point)

uestion 14 Unsaved

Which of the following is *not* necessarily an error (either a syntax error or a logic error)?

Question 14 options:

|  |  |
| --- | --- |
|  | Neglecting to include an action in the body of a while statement that will eventually cause the condition to becomefalse. |
|  | Spelling a key word (such as while or if) with a capitalized first letter. |
|  | Using a condition for a while statement that is initially false. |
|  | An infinite loop. |

Save

**Question 15**(1 point)

uestion 15 Unsaved

User-created exceptions can be created by:

Question 15 options:

|  |  |
| --- | --- |
|  | overriding the Error class. |
|  | overriding the Exception property. |
|  | extending class Exception. |
|  | They cannot be created. |

**Question 16**(1 point)

uestion 16 Unsaved

What was the most important capability of C++ that C did not provide?

Question 16 options:

|  |  |
| --- | --- |
|  | networking technology |
|  | data type technology |
|  | object-oriented technology |
|  | adding dynamic content to web pages |

Save

**Question 17**(1 point)

uestion 17 Unsaved

A program contains a copy of a static variable for each object that's instantiated.

Question 17 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 18**(1 point)

uestion 18 Unsaved

The finally block is executed *only* if *no* error was reached in the try block.

Question 18 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 19**(1 point)

uestion 19 Unsaved

Operator overloading is the process of:

Question 19 options:

|  |  |
| --- | --- |
|  | enabling C#'s operators to work with class objects. |
|  | using operators to create new classes. |
|  | using operators to specify which versions of overloaded methods to use. |
|  | None of these. |

Save

**Question 20**(1 point)

uestion 20 Unsaved

Declaring an interface protected allows for extra security precautions.

Question 20 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save

**Question 21**(1 point)

uestion 21 Unsaved

Polymorphism enables objects of different classes that are related by a class hierarchy to be processed generically.

Question 21 options:

|  |  |
| --- | --- |
|  | True |
|  | False |

Save