



WACHEMO UNIVERSITY FACULTY OF ENGINEERING AND TECHNOLOGY SCHOOL  
OF COMPUTING AND INFORMATICS

DEPARTMENT OF INFORMATION TECHNOLOGY

EVENT DRIVEN PROGRAMMING MODEL EXAM.

TARGET GROUP 4<sup>TH</sup> YEAR IT REGULAR STUDENTS

Time Allowed: 2:00 hours

NAME \_\_\_\_\_ ID\_NO: \_\_\_\_\_ section \_\_\_\_\_

GENERAL DIRECTIONS:

- Read the questions carefully and put your answer on the provided spaces only.
- Ambiguous and unclear answers will not valid.
- Any kind of cheating will disqualify your results.
- DO NOT TURN ON THE COVER PAGE UNTIL YOU TOLD TO DO SO.

Part I Choice the correct answer from the given alternatives

1. Software is defined as \_\_\_\_\_
  - a) set of programs, documentation & configuration of data
  - b) set of programs
  - c) Documentation and configuration of data
  - d) None of the mentioned
2. What is Software Engineering?
  - a) Designing a software
  - b) Testing a software
  - c) Application of engineering principles to the design a software
  - d) None of the above
3. What are the features of Software Code?
  - a) Simplicity
  - b) Accessibility
  - c) Modularity
  - d) All of the above
4. \_\_\_\_\_ is a software development activity that is not a part of software processes.
  - a) Validation
  - b) Specification
  - c) Development
  - d) Dependence
5. Define agile scrum methodology.
  - a) project management that emphasizes incremental progress
  - b) project management that emphasizes decremental progress
  - c) project management that emphasizes neutral progress
  - d) project management that emphasizes no progress
6. \_\_\_\_\_ is defined as the process of generating analysis and designing documents?
  - a) Re-engineering
  - b) Reverse engineering
  - c) Software re-engineering

d) Science and engineering

7. What is a Functional Requirement?

a) specifies the tasks the program must complete

b) Specifies the tasks the program should not complete

c) Specifies the tasks the program must not work

d) All of the mentioned

8. Attributes of good software is \_\_\_\_\_

a) Development

b) Maintainability & functionality

c) Functionality

d) Maintainability

9. Regardless of application area, project size, or complexity, software development work may be divided into three generic phases: the \_\_\_\_\_ phase, which focuses on *what*, the \_\_\_\_\_ phase, which focuses on *how*, and the \_\_\_\_\_ phase, which focuses on *change*.

i. support

ii. Development

iii. definition

a) iii, ii, I

b) iii, i, ii

c) i, ii, iii

d) ii, i, iii

10. \_\_\_\_\_ is a software development life cycle model that is chosen if the development team has less experience on similar projects.

a) Iterative Enhancement Model

b) RAD

c) Spiral

d) Waterfall

11. \_\_\_\_\_ is not suitable for accommodating any change? ድወሳሰኦ0009

a) RAD Model

b) Waterfall Model

c) Build & Fix Model

d) Prototyping Model

12. The model which has a major disadvantage in terms of the coding phase of a software life cycle model is \_\_\_\_\_ a) Rad Model b) Spiral Model c) 4GT Model

d) Waterfall Model

13. What is the full form of the “COCOMO” model?

a) Cost Constructive Estimation Model b) Constructive Cost Estimation Model

c) Constructive Case Estimation Model d) Constructive Cost Estimating Model

14. Which one of the following is not a software process quality?

a) Visibility b) Timeliness c) Productivity d) Portability

15. CLR is the .NET equivalent of \_\_\_\_\_.

A. Java Virtual Machine

B. Common Language Runtime

C. Common Type System

D. Common Language Specification

16. The CLR is physically represented by an assembly named \_\_\_\_\_.

A.mscoree.dll

B.mcoree.dll

C. msoree.dll

D. mscor.dll

17. The \_\_\_\_ language allows more than one method in a single class.

A. C#

B. J#

C. C++

D. C

18. All C# applications begin execution by calling the \_\_\_\_\_ method.

A.Class ()

B. Main ()

C.Submain ()

D. Namespace

19. A structure in C# provides a unique way of packing together data of \_\_\_\_\_ types.

- A. Different
- B. Same
- C. Invoking
- D. Calling

20. Which of the following statements is correct about Managed Code?

- A. Managed code is the code that runs on top of Windows.
- B. Managed code is the code that is written to target the services of the CLR.
- C. Managed code is the code where resources are Garbage Collected.
- D. Managed code is the code that is compiled by the JIT compilers.

21. C# runs on the \_\_\_\_.

- A. .NET Framework
- B. Java Virtual Machine
- C. Both A. and B.
- D. None of the above

22. C# programming language is used to develop -

- A. Web apps
- B. Desktop apps
- C. Mobiles apps
- D. All of the above

23. Who is the founder of C# programming language?

- A. Anders Hejlsberg
- B. Douglas Crockford
- C. Rasmus Lerdorf
- D. Brendan Eich

24. CLR stands for \_\_\_\_.

- A. Common Type System

- B. Common Language Specification
- C. Common Language Runtime
- D. Java Virtual Machine

25. Net CLR is equivalent to?

- A. Common Type System
- B. Common Language Specification
- C. Common Language Runtime
- D. Java Virtual Machine

26. What is CLR in C#?

- A. It is a virtual machine component of Microsoft .NET Framework
- B. It is a virtual machine component of JVM
- C. It is a compiler to compile the C# code
- D. All of the above

27. What does the CLR in C# do?

- A. Manages the execution of Webpages programs
- B. Manages the parsing of the various types
- C. Manages the execution of .NET programs
- D. All of the above

28. SOAP in C# stands for \_\_\_\_.

- A. Simple Object Access Protocol
- B. Simple Object Access Program
- C. Standard Object Access Protocol
- D. Standard Object Access Program

29. "Garbage collection automatically reclaims memory occupied by unreachable unused objects." – This statement is true or false in C#?

- A. True
- B. False

30. Which symbols are used to mark the beginning and end of a code block?

- A. Square brackets []
- B. Curly braces {}
- C. Round brackets ()
- D. Double-quotes ""

31. Every C# statement is terminated by \_\_\_\_.

- A. Colon (:)
- B. Semicolon (;)
- C. Comma (,)
- D. Dot (.)

32. In C#, a single-line comment starts with \_\_\_\_.

- A. Two forward slashes (//)
- B. Two backward slashes (\\)
- C. A hash character (#)
- D. A dollar character (\$)

33. What is the correct syntax to declare a variable in C#?

- A. type variableName = value;
- B. type variableName;
- C. variableName as type = value;
- D. Both A. and B.

34. Which data type is used to store text value in C#?

- A. text

- B. txt
- C. string
- D. str

35. Which C# keyword is used to define a constant?

- A. define
- B. fixed
- C. constant
- D. const

36. What is the correct syntax to define a C# constant?

- A. const type constant\_name;
- B. const type constant\_name = value;
- C. const constant\_name as type;
- D. const constant\_name as type = value;

37. What is the C# keyword which is used to change data and behaviour of a base class by replacing a member of the base class with a new derived member?

- A. overrides
- B. protected
- C. base
- D. new

38. How many catch blocks can be used with a single try block in C#?

- A. One
- B. Two
- C. Many
- D. None of the above



39. Multiple Choice Questions (40%) 1. Event-driven languages are:

- (a) FORTRAN based
- (b) Are used to write procedural languages
- (c) OOP
- (d) Designed to make programming GUI easier

40. What does the CLR in C# do?

- A. Manages the execution of Webpages programs
- B. Manages the parsing of the various types
- C. Manages the execution of .NET programs
- D. All of the above

41. In C#, the multi-line comments placed within the \_\_\_\_.

- A. // and //
- B. \ and //
- C. <!-- and -->
- D. /\* and \*/

42. Which is the correct order for explicit type conversion to convert a larger to a smaller type in C#?

- A. double -> float -> long -> int -> char -> bool
- B. double -> float -> long -> int -> char
- C. float -> double -> long -> int -> char
- D. float -> double -> long -> int -> char -> bool

43. Which is the correct C# statement to convert a float value to int explicitly?

- A. `int_variable = (int) float_variable;`
- B. `int_variable = float_variable;`
- C. `int_variable = (int) (float_variable);`
- D. `int_variable = int *float_variable);`

44. Which is/are the correct method(s) to input a float value in C#?

- A. `Parse(Console.ReadLine())`
- B. `ToSingle(Console.ReadLine())`
- C. `ToFloat(Console.ReadLine());`
- D. Both A and B
- E. Both A and C

45. In C#, structures are used for \_\_\_\_ objects such as mobiles, cars, etc.

- A. Lightweight
- B. Darkweight
- C. Extra
- D. Compress