

C# QUIZ 1

1. What is C#?

- A. A general-purpose programming language
- B. A markup language
- C. A scripting language
- D. An operating system

2. Which of the following is not a primitive data type in C#?

- A. Int
- B. Double
- C. Float
- D. String

3. Which keyword is used to create a class in C#?

- A. class
- B. struct
- C. interface
- D. abstract

4. Which access modifier is used to make a class member accessible only within the same class?

- A. public
- B. private
- C. protected
- D. internal

5. Which of the following is a loop structure in C#?

- A. for
- B. while

- C. if
- D. switch

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

- A. const
- B. static
- C. final
- D. readonly

7. Which of the following is a collection in C#?

- A. Array
- B. List
- C. Dictionary
- D. All of the above

8. Which of the following is not a type of inheritance in C#?

- A. Single inheritance
- B. Multiple inheritance
- C. Hierarchical inheritance
- D. Hybrid inheritance

9. Which of the following is not a type of exception in C#?

- A. IOException
- B. ArgumentNullException
- C. IndexOutOfRangeException
- D. AssertException

10. Which of the following is not a valid access modifier in C#?

- A. private

B. protected

C. internal

D. local

11. What is the purpose of the "using" statement in C#?

A. To declare a variable

B. To import a namespace

C. To define a class

D. To create an object

12. Which of the following is not a valid data type in C#?

A. int

B. string

C. float

D. double precision

13. What is the purpose of the "override" keyword in C#?

A. To define a new method in a subclass

B. To define a virtual method in a superclass

C. To change the implementation of a virtual method in a subclass

D. To hide a method in a superclass

14. Which of the following is a correct way to declare a variable in C#?

A. variableName = value;

B. int variableName;

C. int variableName = value;

D. None of the above

15. What is the purpose of the "as" keyword in C#?

- A. To cast an object to a different type
- B. To check if an object is of a certain type
- C. To perform a logical AND operation
- D. To perform a bitwise OR operation