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| ****C# Basics and Fundamentals**** | | |
| 1. **No.** | **Topics** | **Page** |
| 1 | What is C#? | 4 |
| 2 | Explain the main features of C# | 4 |
| 3 | What is the difference between value types and reference types in C#? | 4 |
| 4 | What is a nullable type in C#? | 4 |
| 5 | Explain the concept of boxing and unboxing. | 5 |
| 6 | What is the purpose of the var keyword in C# | 5 |
| 7 | What is the difference between const and readonly in C# | 5 |
| 8 | What are properties in C# | 6 |
| 9 | Explain the concept of indexers in C# | 6 |
| 10 | What is the purpose of the using statement in C# | 7 |
| 11 | Explain the concept of extension methods | 7 |
| 12 | Explain the static constructor | 7 |
| 13 | Dynamic keyword | 8 |
| 14 | Explain the difference between == and Equals() in C#. | 8 |
| 15 | What are delegates in C#? | 8 |
| 16 | What is anonymous method in C#? | 9 |
| 17 | Explain the concept of lambda expressions. | 9 |
| 18 | What is LINQ? | 10 |
| 19 | How does exception handling work in C#? | 10 |
| 20 | Explain the concept of async and await in C#. | 10 |
| 21 | What is the purpose of the lock statement in C#? | 10 |
| 22 | What is a Task in C#? | 11 |
| 23 | Explain the concept of yield in C#. | 11 |
| 24 | What are events in C# | 12 |
| 25 | What is the difference between throw and throw ex? | 13 |
|  |  |  |
| ****Object-Oriented Programming (OOP)**** | | |
| 1 | Explain 4 pillars of OOPS | 14 |
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**What is C#?**

* C# is a modern, high level programming langugue developed by Microsoft.
* It’s a part of .Net ecosystem, which is free, open source, cross platform framework that supports wide range of application development

**Explain the main features of C#**

* Object Oriented Programming - (Encapsulation, Inheritance, Polymorphism and Abstraction)
* Type Safety - enforces type constrains, helps us to perform operation on the compatible type reducing the runtime error
* Garbage Collection - automatic garbage collection, automatically remove the unused object from the memory. Reduces the developer’s effort of memory management
* Rich Library Support
* Cross Platform Development

**What is the difference between value types and reference types in C#?**

* Value Types are stored in the stack memory whereas ref type are stored in head memory only it’s address is stored in stack memory
* Stack is used in pace of small and immutable data and where performance is priority
* Heap is used in place of handling complex object, to share data across multiple places and places where null need to be handled

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| **Stack** | **Heap** |
| Generally Faster | Heap allocation takes more time |
| Cannot be null unless made nullable | Can be null |
| Copies the Value | Copies the reference |

**What is nullable type in C#?**

* In C# the compiler won’t allow you to assign null value to a variable.
* C# 2.0 provide a special feature to allow us null value to a variable that is nullable type but only for the value type
* C# 8.0 provided us the feature to assign null values for the reference types also

**Explain the concept of boxing and unboxing.**

* **Boxing -** converting a value type to reference type
* **Un-boxing -** Converting a reference type to value type
* Boxing and unboxing are expensive operation because boxing involves heap allocation and the unboxing involves casting and type checking
* Avoid boxing and unboxing in performance critical application

**Explain ‘var’ keyword**

* ‘var’ is used to declare the implicitly typed variable, this means the type is determined at the compile time based on the initial value assigned to it.
* Once assigned the type cannot change
* It’s mostly used for declaring a cumbersome type variable and while using a LINQ query

**What is difference between const and readonly**

* Both are used to define a constant fields that are unchangeable. But the difference is where the value is assigned.
* ‘const’ - is a compile time constant. Whose value is initialized during the initialization. And the values cannot be changes.
* const is used where the value is known before the compilation and never changes
* ‘readonly’ - is a runtime constant, the value of readonly can be assigned while declaring or can be assigned in the constructor
* Readonly is used where the value is known at the runtime after compilation

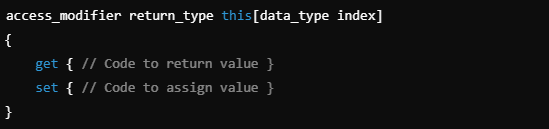
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| **Const** | **readonly** |
| Value is assigned at declaration | Value is assigned at declaration or in constructor |
| Value cannot change | Value cannot change after assigned |
| Compile time field | Runtime field |

**What is properties in C#?**

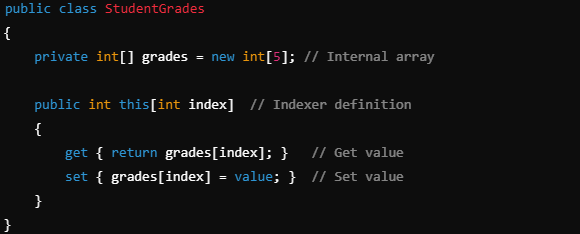
* Properties are special class member that is used to get and set the value of the field member safely, it allows controlled data access and modification
* Properties are used to where using for encapsulation (protected data access) , validataion and creating readonly or wirteonly variables.

**Explain the concept of Indexers?**

* Indexers are smart array the enables us to use the object of the class like array
* They provide a way to retrieve or set value of class or struct with the indexes

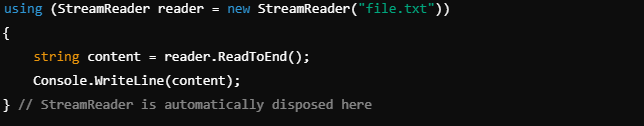


* Use ‘this’ keyword with the parameter inside []
* Use ‘get’ to retrieve value and ‘set’ to assign value



**Purpose of using keyword**

* ‘using’ can be used at two different context
* For managing the namespace
* For automatic resource management, it is used to release the resource of the object that implements the IDisposable Interface, by automatically calling the Dispose() method



**Explain the concept of Extension method**

* Extension method used to create additional functionality for the existing types without modifying the source code.
* They allow you to add methods to built-in types like string, int, List<T>, or even your custom classes.
* They are static methods but behave like instance methods of the type they extend.
* Syntax: they must be static and must be inside a static class and the first variable must use this before the type to extend

**Explain the concept of static constructor**

* Static constructor is a special constructor that is initialized only once when the constructor is accessed for the first time or when before any of the static property of member is used
* Static constructor cannot have access modifier and parameters and one class will contain only one static constructor

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**Explain dynamic keyword**

* The dynamic keyword is used to define a variable whose type is determined at runtime
* It bypasses the compile time type checking, it can hold any type of data and can be changed at anytime and it reduce the explicit casting.
* We should not use dynamic type safety is necessary (because if we know the type then only, we can catch the error at compile time) and where the performance is critical

**Difference between == and Equals()**

* **‘==’** is used the compare the values but behaves different for the value type and reference type. For value type it checks the actual value and for the reference type it checks the memory address
* **‘.Equals()’** is the method exists in the object class, it will also behave same as the ‘==’ unless overridden for the reference type.

**What are delegates in C#?**

* Delegates are type safe function pointers in C#.
* It’s used to pass the method as a parameter, for callback function, for invoking multiple method and for event handling
* If a delegate is assigned with multiple methods which returns values, the delegate only returns the final value returned (the method which is subscribed at last)



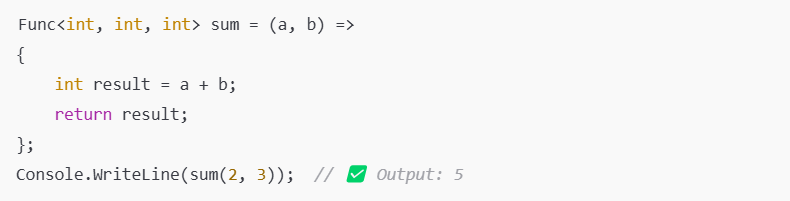
**What is anonymous method in C#?**

* Anonymous methods are method with name and is declared with the delegate keyword and is used to define inline method without explicitly defining them
* We can use anonymous method in place of callback, for short-lived method or when we want to reduce unnecessary method definition
* It can also access outer variables

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**Explain the concept of lambda expression**

* Lambda expression is the shortest way to write the anonymous method in C#. We can declared a lambda expression without method name using the lambda operator ( => )
* It’s more concise and readable compared to anonymous function, no need to specify the delegate type explicitly and can have single and multiline expressions.
* **SYNTAX : (parameter) => (expression)**



**What is LINQ?**

* **LINQ -** stands for Language Integrated Query
* It is used to query Collection using SQL like syntax
* There are two syntax in LINQ, Query Syntax (sql like) and Method syntax

**How does exception handling work in C#?**

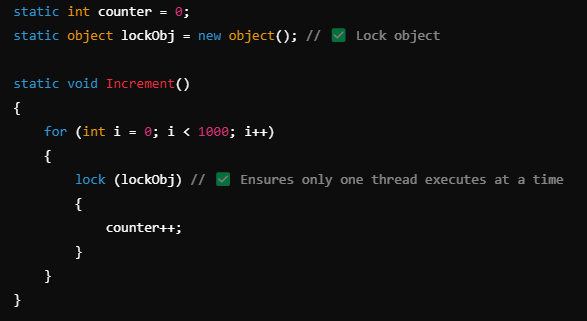
* Exception is a unhadled error occur at runtime, that stop the programs flow until it’s handled properly
* Exception handling is the mechanism that used to prevent the run time error and prevent the application from crashing down.
* Catches and manages the error in controlled manner

**Explain the concept of async and await**

* ‘async’ and ‘await’ are used for asynchronous programming
* They allow non blocking execution, which makes the application more responsive
* Await pause the execution until the Task completed, but not blocking the main thread, so the remaining process is not waiting
* ‘**async’** - keyword makes the method asynchronous
* ‘**await’ -** keyword is used to pause the execution of the program unit the Task completes, it won’t block the execution of the other processes

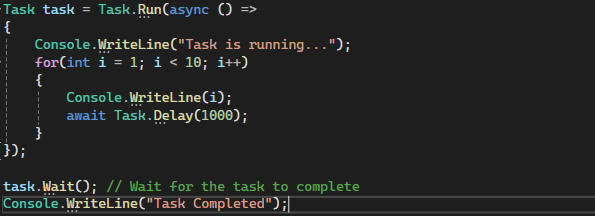
**What is the use of lock keyword?**

* ‘lock’ - keyword is used to lock a resource from being accessed by multiple tread at a same time, ensuring thread safety while using a shared resource
* If we try to access any shared resource without lock the output will be unpredictable (race - condition).



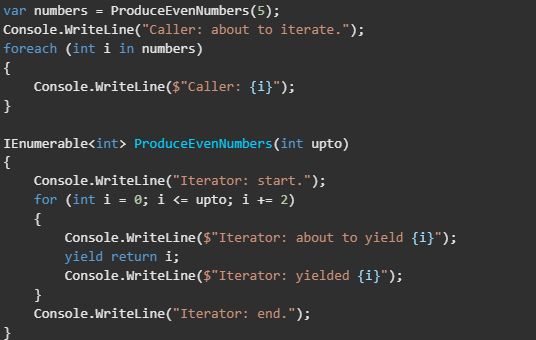
**What is Task?**

* A task is a asynchronous operation that runs in the back ground without blocking the main thread.
* It’s used for multi threading and asynchronous programming to improve applications performance.



**What is yield in C#?**

* Yield is used in iterator to return one value at a time this means not loading the entire collection in the memory.
* It helps in lazy evaluation that means values are generated only when needed.
* It is used to improve performance and efficient memory usage.



**Output:**

Caller: about to iterate.

Iterator: start.

Iterator: about to yield 0

Caller: 0

Iterator: yielded 0

Iterator: about to yield 2

Caller: 2

Iterator: yielded 2

Iterator: about to yield 4

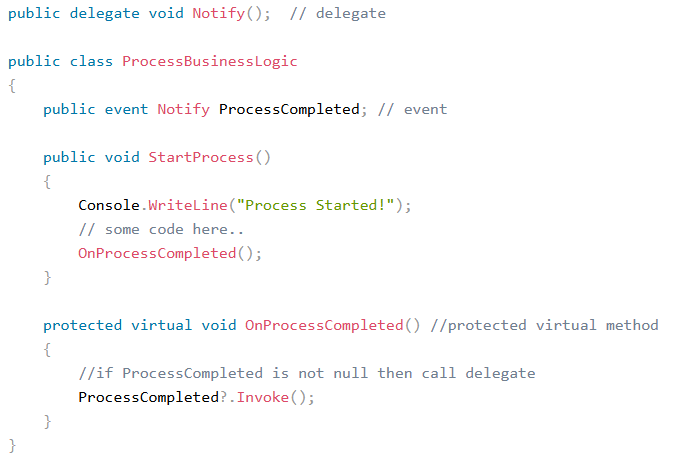
Caller: 4 Iterator: yielded 4

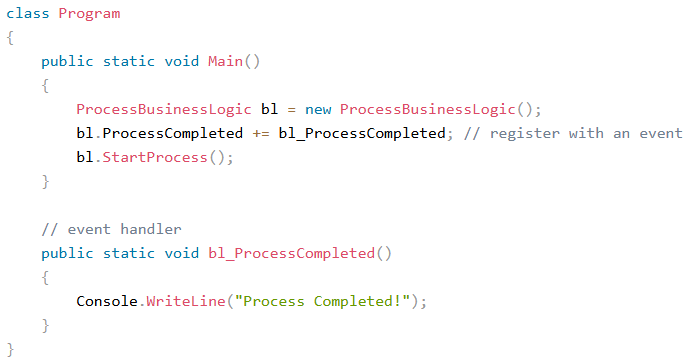
Iterator: end.

**What are events in C#?**

* Events are way for one object to notify another object when something happen. They are based on delegates and commonly used in the scenario like button click, data update and system notification.
* The class who raises event is called **Publisher** and the class who receives the notification is called **Subscriber.**
* There can be multiple subscriber for a single event.
* Typically, a publisher raises a event when some action occurs. The subscribers who are interested in getting notification when the event occurs may register with the event and handle it
* An event can be declared in two steps,

1. Declare a delegate.
2. Declare a variable of delegate with ‘event’ keyword.





**Throw vs throw ex**

* Both throw and throw ex used to rethrow the exception but the difference is the way they preserve the stack trace.
* ‘throw’ will preserve the original stack trace but the ‘throw ex’ will reset the stack trace the current method