**First Exam: 03/06/2018**

**162/1, Q. What is constructor, write the purpose encapsulation?**

* When a class or struct is created, its **constructor** is called**, Encapsulation** enables a group of properties, methods and other members to be considered a single unit or object.

**294/2, Q. What the interface restriction c#?**

* An interface in C# contains only the declaration of the methods, properties, and events, but not the implementation.

Using interface, ***Set location, Draw, setColor***

**208/3, Q. What is enumeration in C#?**

* An enumerated type is declared using the **enumeration** keyword.

An enumeration is a user-defined data type that consists of integral constants.

**4, Q. What is Algorithms? Is sentinel value.**

* An algorithm is a procedure or formula for solving a problem, based on conduction a sequence of specified actions, **Sentinel valves** are simply small relief **valves** installed in some systems to warn of impending over pressurization.

**5, Q. What is draw breaks and finally block?**

* draw

By using a finally block, we can clean up any resources that are allocated in a try block.

**6, Q. Write some very important restrictions that apply to a destructor?**

* Restrictions Methods employed in controlling the volume or value of goods coming into a country, usually to maintain the exchange rate. A destructor runs after a class becomes unreachable. It has the special "~" character in its name.

**66/ 7, Q. Write describes the element method?**

* The element method that make up a declaration,
* The return type, such as***int*** or ***string***.
* The method name, ***addValuse***
* The ***parameterList***

**8, Q. Deferent Between class and stricter?**

* A **structure** is a value type so it is stored on the stack, but a **class** is a reference type and is stored on the heap, a **structure** doesn't support inheritance, and polymorphism, but a **class** supports both.

**272/9, Q. Write the rules you must follow, when decelerating polymorphic methods?**

* Polymorphism is often referred to as the third pillar of object-oriented programming,
* A virtual method cannot be private
* We can only override virtual method
* Using the keyword,