**C# Questions 2nd Module**

1. Choose the correct statement among the followings?  
   a) Indexers are location indicators  
   b) Indexers are used to access class objects  
   c) Indexer is a form of property and works in the same way as a property  
   d) All of the mentioned
2. Choose the keyword which declares the indexer?  
   a) base  
   b) this  
   c) super  
   d) extract
3. Choose the operator/operators which is/are not used to access the [] operator in indexers?  
   a) get  
   b) set  
   c) access  
   d) all of the mentioned
4. Choose the correct statement among the following?  
   a) A property can be a static member whereas an indexer is always an instance member  
   b) A get accessor of a property corresponds to a method with no parameters whereas get accessor of an indexer corresponds to a method with the same formal parameters lists as the indexer  
   c) It is an error for indexer to declare a local variable with the same name as indexer parameters  
   d) All of the mentioned
5. Which among the following are the advantages of using indexers?  
   a) To use collection of items at a large scale we make use of indexers as they utilize objects of class that represent the collection as an array  
   b) Indexers are also convenient as they can also make use of different types of indexers like int, string etc  
   c) An indexer allows an object to be indexed such as an array  
   d) All of the mentioned
6. Choose the correct statement about properties describing the indexers?  
   a) No need to use the name of the property while using an indexed property  
   b) An indexer property should accept at least one argument  
   c) Indexers can be overloaded  
   d) All of the mentioned
7. Choose the correct alternative that utilizes the indexed property such that a group named class has indexed property which stores or retrieves value to/from an array of 5 numbers?  
   a) group[3] = 34;  
   b) group g = group();  
   c) Console.WriteLine(group[3]);  
   d) group g = new group();  
   Console.WriteLine(g[3]);
8. Choose the correct option among the following indexers which correctly allows to index in same way as an array?  
   a) A class  
   b) An interface  
   c) A function  
   d) A property
9. The ‘ref’ keyword can be used with which among the following?  
   a) Static function/subroutine  
   b) Static data  
   c) Instance function/subroutine  
   d) All of the mentioned
10. To implement delegates, the necessary condition is?  
    a) class declaration  
    b) inheritance  
    c) runtime polymorphism  
    d) exceptions
11. Suppose a Generic class called as SortObjects is to be made capable of sorting objects of any type(integer, single, byte etc).Then, which of the following programming constructs is able to implement the comparison function?  
    a) interface  
    b) encapsulation  
    c) delegate  
    d) attribute
12. To generate a simple notification for an object in runtime, the programming construct to be used for implementing this idea?  
    a) namespace  
    b) interface  
    c) delegate  
    d) attribute
13. Choose the incorrect statement among the following about the delegate?  
    a) delegates are of reference types  
    b) delegates are object oriented  
    c) delegates are type safe  
    d) none of the mentioned
14. Which among the following is the correct statement about delegate declaration ?  
    delegate void del(int i);  
    a) on declaring the delegate, a class called del is created  
    b) the del class is derived from the MulticastDelegate class  
    c) the del class will contain a one argument constructor and an invoke() method  
    d) all of the mentioned
15. Which of the following is an incorrect statement about delegate?  
    a) a single delegate can invoke more than one method  
    b) delegates could be shared  
    c) delegates are type safe wrappers for function pointers  
    d) delegate is a value type
16. Which among the following differentiates a delegate in C#.NET from a conventional function pointer in other languages?  
    a) delegates in C#.NET represent a new type in the Common Type System  
    b) delegates allows static as well as instance methods to be invoked  
    c) delegates are type safe and secure  
    d) none of the mentioned
17. Choose the incorrect statement about delegates?  
    a) delegates are not type safe  
    b) delegates can be used to implement callback notification  
    c) delegate is a user defined type  
    d) delegates permits execution of a method in an asynchronous manner
18. Which of the following statements is correct about a delegate?  
    a) inheritance is a prerequisite for using delegates  
    b) delegates are not type safe  
    c) delegates provides wrappers for function pointers  
    d) none of the mentioned
19. Choose the statements which makes delegate in C#.NET different from a normal class?  
    a) Delegates in C#.NET is a base class for all delegates type  
    b) Delegates created in C#.NET are further not allowed to derive from the delegate types that are created  
    c) Only system and compilers can derive explicitly from the Delegate or MulticasteDelegate class  
    d) All of the mentioned
20. Which of the following are the correct statements about delegates?  
    a) Delegates can be used to implement callback notification  
    b) Delegates permit execution of a method on a secondary thread in an asynchronous manner  
    c) Delegate is a user defined type  
    d) All of the mentioned
21. Incorrect statements about delegates are?  
    a) Delegates are reference types  
    b) Delegates are object oriented  
    c) Delegates are type safe  
    d) Only one method can be called using a delegate
22. Select the modifiers which control the accessibility of the delegate:  
    a) new  
    b) protected  
    c) public  
    d) all of the mentioned
23. Are generics in C# are same as the generics in java and templates in C++?  
    a) Yes  
    b) No  
    c) May be  
    d) None of the mentioned
24. Choose the advantages of using generics?  
    a) Generics facilitate type safety  
    b) Generics facilitate improved performance and reduced code  
    c) Generics promote the usage of parameterized types  
    d) All of the mentioned
25. Select the type argument of an open constructed type?  
    a) Gen<int>  
    b) Gen<T>  
    c) Gen<>  
    d) None of the mentioned
26. Assume 2 columns named as Product and Category how can be both sorted out based on first by category and then by product name?  
    a) var sortedProds = \_db.Products.Orderby(c => c.Category)  
    b) var sortedProds = \_db.Products.Orderby(c => c.Category) + ThenBy(n => n.Name)  
    c) var sortedProds = \_db.Products.Orderby(c => c.Category) . ThenBy(n => n.Name)  
    d) all of the mentioned
27. Choose the wrong statement about the LINQ?  
    a) The main concept behind the linq is query  
    b) linq makes use of foreach loop to execute the query  
    c) It is not required that linq should make use of IEnumerable interface  
    d) None of the mentioned
28. Choose the namespace in which the interface IEnumerable is declared?  
    a) System.Collections  
    b) System.Collections.Generic  
    c) Both System.Collections & System.Collections.Generic  
    d) None of the mentioned
29. Can we use linq to query against a DataTable?  
    a) Yes  
    b) No  
    c) Either Yes or No  
    d) None of the mentioned
30. Select the namespace which should be included while making use of LINQ operations:  
    a) System.Text  
    b) System.Collections.Generic  
    c) System.Linq  
    d) None of the mentioned
31. Select the class which is the base class for all arrays in C#?  
    a) Array  
    b) Text  
    c) arrays  
    d) Both Array & Text
32. Select the interfaces implemented by array class:  
    a) ICloneable, ICollection  
    b) IEnumerable, IStructuralComparable, IStructuralEquatable  
    c) ICloneable, ICollection, IList  
    d) Only IEnumerable, IStructuralComparable, IStructuralEquatable & ICloneable, ICollection, IList
33. Choose the correct statement about the IComparer interface in C#:  
    a) The IComparer interface is in System.Collections  
    b) It defines a method called Compare(), which compares the values of two objects  
    c) Both The IComparer interface is in System.Collections & It defines a method called Compare(), which compares the values of two objects  
    d) None of the mentioned
34. Choose the correct statement about the IComparer interface in C#:  
    a) The IComparer is in System.Collections.Generic  
    b) It defines a generic form of Compare()  
    c) Only The IComparer is in System.Collections.Generic  
    d) Both The IComparer is in System.Collections.Generic & It defines a generic form of Compare()
35. What does the following property defined in the array class defines in C#?

**public** **bool** IsReadOnly { **get**; }

a) a property is read only by nature  
b) property is true if the array object is read only and false otherwise  
c) value is false for arrays  
d) all of the mentioned

1. What does the following property define in C#?
2. **public** **static** **int** BinarySearch<T>(T[] array, **int** index, **int** length, T **value**)

a) Searches a portion of the array specified by array for the value specified by value  
b) The search begins at the index specified by index and is restricted to length elements. Returns the index of the first match.  
c) If value is not found, returns a zero value  
d) All of the mentioned

1. Which method will be used to copy content from one array to another array?

a) Copy()  
b) copy()  
c) Both Copy() & copy()  
d) None of the mentioned

1. Which mechanism among the following helps in identifying a type during the execution of a program?

a) Reflection  
b) Runtime type ID  
c) Both Reflection & Runtime type ID  
d) None of the mentioned

1. Select the statement which are correct about RTTI(Runtime type identification):

a) It allows the type of an object to be determined during program execution  
b) It tells what type of object is being referred to by a base class reference determined by RTTI  
c) Helps in prevention of an invalid cast exception in advance  
d) All of the mentioned

1. Select the Keyword which supports the run time type identification:

a) is, as  
b) as, typeof  
c) Both is, as & as, typeof  
d) Only is, as

1. What does the following code signify?

expr is type

a) Determines the type of an object

b) a simple deceleration

c) Both Determines the type of an object & a simple deceleration

d) None of the mentioned

1. Which operator among the following supports the operation of conversion at runtime without generating the exceptions?

a)is  
b)as  
c)typeof  
d) all of the mentioned

1. Which operator among the following supplies the information about characteristics of a typeof?

a)is  
b)as  
c)typeof  
d) none of the mentioned

1. What does the following code block defines?
2. **class** Gen<T>
3. {
4. T ob;
5. }

a) Generics class declaration  
b) Generic constructor declaration  
c) A simple class declaration  
d) All of the mentioned

1. What does the following code set defines?
2. **public** Gen(T o)
3. {
4. ob = o;
5. }

a) Generics class Declaration  
b) Declaration of variable  
c) Generic constructor declaration  
d) All of the mentioned

1. What will be the output of given set of code?
2. {
3. **delegate** **string** f(**string** str);
4. **class** sample
5. {
6. **public** **static** **string** fun(**string** a)
7. {
8. **return** a.Replace('k', 'o');
9. }
10. }
11. **class** Program
12. {
13. **static** **void** Main(**string**[] args)
14. {
15. f str1 = new f(sample.fun);
16. **string** str = str1("Test Ykur C#.NET Skills");
17. Console.WriteLine(str);
18. Console.ReadLine();
19. }
20. }
21. }

 a) Test Ykur C#.NET Skills  
b) Test Ykour C#.NET Skills  
c) Test Your C#.NET Skills  
d) Test ur C#.NET Skills

1. What will be the output of the given code snippet below?
2. {
3. **delegate** **string** F(**string** str);
4. **class** sample
5. {
6. **public** **static** **string** fun(**string** a)
7. {
8. **return** a.Replace(',''-');
9. }
10. }
11. **class** Program
12. {
13. **static** **void** Main(**string**[] args)
14. {
15. F str1 = new F(sample.fun);
16. **string** str = str1("Test Your c#.NET skills");
17. Console.WriteLine(str);
18. }
19. }
20. }

a) Test Your  
b) Test-Your-C#.NET-Skills  
c) ur C#.NET Skills  
d) None of the mentioned

1. What will be the output of the given code snippet below?
2. {
3. **delegate** **void** A(**ref** **string** str);
4. **class** sample
5. {
6. **public** **static** **void** fun( **ref** **string** a)
7. {
8. a = a.Substring( 7, a.Length - 7);
9. }
10. }
11. **class** Program
12. {
13. **static** **void** Main(**string**[] args)
14. {
15. A str1;
16. **string** str = "Test Your C#.net skills";
17. str1 = sample.fun;
18. str1(**ref** str);
19. Console.WriteLine(str);
20. }
21. }
22. }

a) Test Your  
b) ur C#.NET  
c) ur C#.NET Skills  
d) None of the mentioned

1. Which of the following is the correct way to call the subroutine function abc() of the given class csharp given below?
2. **class** csharp
3. {
4. **void** abc()
5. {
6. console.writeline("A:Just do it!");
7. }
8. }

a)

csharp c = new csharp();

delegate void d = new del(ref abc);

d();

b)

delegate void del();

del d;

csharp s = new csharp();

d = new del(ref s.abc);

d();

c)

csharp s = new csharp();

delegate void del = new delegate(ref abc);

del();

1. Which of the following is the correct way to call the function abc() of the given class csharp given below?

class csharp

{

public int abc(int a)

{

Console.WriteLine("A:Just do it!");

return 0;

}

}

a)

delegate void del(int a);

csharp s = new csharp();

del d = new del(ref s.abc);

d(10);

b)

csharp s = new csharp();

delegate void d = new del(ref abc);

d(10);

c)

delegate int del(int a);

del d;

csharp s = new csharp();

d = new del(ref s.fun);

d(10);

1. Choose the correct way to call subroutine fun() of the sample class?
2. **class** a
3. {
4. **public** **void** x(**int** p, **double** k)
5. {
6. Console.WriteLine("k : csharp!");
7. }
8. }

a)

delegate void del(int i);

x s = new x();

del d = new del(ref s.x);

d(8, 2.2f);

b)

delegate void del(int p, double k);

del d;

x s = new x();

d = new del(ref s.x);

d(8, 2.2f);

c)

x s = new x();

delegate void d = new del(ref x);

d(8, 2.2f);

1. What is meant by the term generics?

a) parameterized types  
b) class  
c) structure  
d) interface

1. Which among the following is not the ordered collection class?

a) BitArray  
b) Queue  
c) Stack  
d) None of the mentioned

1. Which among the following is not an interface declared in System.Collection namespace?

a) IDictionaryComparer  
b) IEnumerable  
c) IEnumerator  
d) Icomparer

1. Which among the following is the correct way to find out the number of elements currently present in an ArrayListCollection called arr?  
   a) arr.Capacity  
   b) arr.Count  
   c) arr.MaxIndex  
   d) arr.UpperBound
2. Which statement is correct about the C#.NET code snippet given below?

Stack st = new Stack();

st.Push("Csharp");

st.Push(7.3);

st.Push(8);

st.Push('b');

st.Push(**true**);

a) Unsimilar elements like “Csharp”,7.3,8 cannot be stored in the same stack collection.  
b) Boolean values can never be stored in Stack collection  
c) Perfectly workable code  
d) All of the mentioned

1. Which is the correct statement about an ArrayList collection that implements the IEnumerable interface?  
   a) To access members of ArrayList from the inner class, it is necessary to pass ArrayList class reference to it  
   b) The inner class of ArrayList can access ArrayList class members  
   c) The ArrayList class consist of inner class that implements the IEnumerator interface  
   d) All of the mentioned
2. Which statements among the following are correct about the Collection Classes available in Framework Class Library?  
   a) Elements of a collection cannot be transmitted over a network  
   b) Elements stored in a collection can be modified only if all the elements are of similar types  
   c) Elements stored in a Collection can be retrieved but cannot be modified  
   d) Collection classes make use of efficient algorithms to manage the collection, hence improving the performance of the program
3. Among the given collections which one is I/O index based?  
   a) ArrayList  
   b) List  
   c) Stack  
   d) Queue
4. Which among the given statements are correct about the Stack collection?  
   a) It can be used for evaluation of expressions  
   b) It is used to maintain a FIFO list  
   c) Top most element of the Stack collection can be accessed using the Peek()  
   d) All of the mentioned
5. In which of the following collections is the I/O based on a key?  
   a) BitArray  
   b) SortedList  
   c) Queue  
   d) Stack
6. The wrong statements about a HashTable collection are?  
   a) It is a keyed collection  
   b) It is a ordered collection  
   c) It’s not an indexed collection  
   d) It implements a IDictionaryEnumerator interface in its inner class
7. Which of these classes contains only floating point functions?  
   a) Math  
   b) Process  
   c) System  
   d) Object
8. What is the value of double consonant ‘E’ defined in Math class?  
   a) approximately 3  
   b) approximately 3.14  
   c) approximately 2.72  
   d) approximately 0
9. What will be the output of the given code snippet?
10. **public** **class** A
11. {
12. **public** **int** x;
13. **public** **int** y;
14. **public** **void** display()
15. {
    1. Console.WriteLine(x + " " + y);
16. }
17. }
18. **class** Program
19. {
20. **static** **void** Main(**string**[] args)
21. {
    1. A obj1 = new A();
    2. A obj2 = new A();
    3. obj1.x = 1;
    4. obj1.y = 2;
    5. obj2 = obj1;
    6. obj1.display();
    7. obj2.display();
22. }
23. }

a) 1 2 0 0  
b) 1 2 1 2  
c) 0 0 0 0  
d) Run time exception

1. What will be the output of the given code snippet?

**class** Program

{

**static** **void** Main(**string**[] args)

{

**int**[] nums = { 1 };

**var** posNums = **from** n **in** nums

**select** Math.Pow(4 ,3);

Console.Write("The values in nums: ");

**foreach** (**int** i **in** posNums)

Console.Write(i + " ");

Console.WriteLine();

Console.ReadLine();

}

}

a) Run time error  
b) 64  
c) Compile time error  
d) 81

1. Which among the given classes provides types of rounding functions?  
   a) Math  
   b) Process  
   c) System  
   d) Object
2. Which of these methods is a rounding function of Math class?  
   a) Max()  
   b) Min()  
   c) Abs()  
   d) Round()
3. Which of these method returns a smallest whole number greater than or equal to variable X?  
   a) double Ciel(double X)  
   b) double Floor(double X)  
   c) double Max(double X)  
   d) double Min(double X)
4. Which of the following functions return absolute value of a variable?  
   a) Abs()  
   b) Absolute()  
   c) absolutevariable()  
   d) None of the mentioned
5. Select the type of multitasking methods that exist:  
   a) process based  
   b) thread based  
   c) only process  
   d) both process & thread based
6. Choose the correct statement about process-based multitasking:  
   a) A feature that allows our computer to run two or more programs concurrently  
   b) A program that acts as a small unit of code that can be dispatched by the scheduler  
   c) Only A program that acts as a small unit of code that can be dispatched by the scheduler  
   d) Both A feature that allows our computer to run two or more programs concurrently & A program that acts as a small unit of code that can be dispatched by the scheduler
7. Choose the statements which indicate the differences between the thread based multitasking and process based multitasking:  
   a) Process-based multitasking handles the concurrent execution of programs  
   b) Process-based multitasking handles the concurrent execution of pieces of the same program  
   c) Thread-based multitasking handles the concurrent execution of programs  
   d) Thread-based multitasking deals with the concurrent execution of pieces of the same program
8. What is the advantage of the multithreading program?  
   a) Enables to utilize the idle and executing time present in most programs  
   b) Enables to utilize the idle time present in most programs  
   c) Both Enables to utilize the idle and executing time present in most programs & Enables to utilize the idle time present in most programs  
   d) Only Enables to utilize the idle time present in most programs
9. Select the two type of threads mentioned in the concept of multithreading:  
   a) foreground  
   b) background  
   c) only foreground  
   d) both foreground & background
10. Number of threads that exists for each of the processes that occurs in the program:  
    a) at most 1  
    b) atleast 1  
    c) only 1  
    d) both at most 1 & atleast 1
11. Choose the namespace which supports multithreading programming:  
    a) System.net  
    b) System.Linq  
    c) System.Threading  
    d) All of the mentioned
12. Which of these classes is used to make a thread?  
    a) String  
    b) System  
    c) Thread  
    d) Runnable
13. On call of which type of method the new created thread will not start executing?  
    a) Begin()  
    b) Start()  
    c) New()  
    d) All of the mentioned
14. Which of these method of Thread class is used to Suspend a thread for a period of time?  
    a) sleep()  
    b) terminate()  
    c) suspend()  
    d) stop()
15. What does the given code snippet specify?
16. **public** Thread(ThreadStart start)

a) Defines a thread  
b) Declaration of a thread constructor  
c) Only Defines a thread  
d) Only Defines a thread & Declaration of a thread constructor

1. Which of these keywords are used to implement synchronization?  
   a) synchronize  
   b) syn  
   c) synch  
   d) synchronized
2. Which keyword is used for using the synchronization features defined by the Monitor class?  
   a) lock  
   b) synchronized  
   c) monitor  
   d) locked
3. What is synchronization in reference to a thread?  
   a) It’s a process of handling situations when two or more threads need access to a shared resource  
   b) It’s a process by which many threads are able to access the same shared resource simultaneously  
   c) It’s a process by which a method is able to access many different threads simultaneously  
   d) It’s a method that allows too many threads to access any information they require
4. Which method is called when a thread is blocked from running temporarily?  
   a) Pulse()  
   b) PulseAll()  
   c) Wait()  
   d) Both Pulse() & Wait()
5. What kind of exception is being thrown if Wait(),Pulse() or PulseAll() is called from code that is not within synchronized code?  
   a) System I/O Exception  
   b) DivideByZero Exception  
   c) SynchronizationLockException  
   d) All of the mentioned
6. What is mutex?  
   a) a mutually exclusive synchronization object  
   b) can be acquired by more than one thread at a time  
   c) helps in sharing of resource which can be used by one thread  
   d) all of the mentioned
7. What is Semaphore?  
   a) Grant more than one thread access to a shared resource at the same time  
   b) Useful when a collection of resources is being synchronized  
   c) Make use of a counter to control access to a shared resource  
   d) All of the mentioned
8. Which method is used to abort thread prior to it’s normal execution?  
   a) sleep()  
   b) terminate()  
   c) suspend()  
   d) Abort()
9. Which of these statements is incorrect?  
   a) By multithreading CPU idle time is minimized, and we can take maximum use of it  
   b) By multitasking CPU idle time is minimized, and we can take maximum use of it  
   c) Two thread in Csharp can have same priority  
   d) A thread can exist only in two states, running and blocked
10. What is multithreaded programming?  
    a) It’s a process in which two different processes run simultaneously  
    b) It’s a process in which two or more parts of same process run simultaneously  
    c) It’s a process in which many different process are able to access same information  
    d) It’s a process in which a single process can access information from many sources
11. [What is a Interface?](http://www.iqshub.com/2013/04/what-is-interface-cnet-interview.html)
12. [What is difference between abstract classes and interfaces?](http://www.iqshub.com/2013/04/what-is-difference-between-abstract.html)
13. [What is a delegate?](http://www.iqshub.com/2013/04/what-is-delegate-cnet-interview.html)
14. [What are events?](http://www.iqshub.com/2013/04/what-are-events-cnet-interview-questions.html)
15. [Do events have return type?](http://www.iqshub.com/2013/04/do-events-have-return-type-cnet.html)
16. [Can event’s have access modifiers?](http://www.iqshub.com/2013/04/can-events-have-access-modifiers-cnet.html)
17. [What is shadowing?](http://www.iqshub.com/2013/04/what-is-shadowing-cnet-interview.html)
18. [What is the difference between Shadowing and Overriding?](http://www.iqshub.com/2013/04/what-is-difference-between-shadowing.html)
19. [What is the difference between delegate and events?](http://www.iqshub.com/2013/04/what-is-difference-between-delegate-and.html)
20. [If we inherit a class do the private variables also get inherited?](http://www.iqshub.com/2013/04/if-we-inherit-class-do-private.html)
21. [What are the different accessibility levels defined in .NET?](http://www.iqshub.com/2013/04/what-are-different-accessibility-levels_28.html)
22. [What are similarities between Class and structure?](http://www.iqshub.com/2013/04/what-are-similarities-between-class-and.html)
23. [What is the difference between Class and structure’s?](http://www.iqshub.com/2013/04/what-is-difference-between-class-and_28.html)
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