

Name: Answer Sheet

Quiz name: Module 1: Collections Part 1

Date: 05/25/2016

Score: 100%

	1.		are used to organize classes within libraries into modules. They also prevent two classes with the same name from overlapping with each other.
		$\overline{\mathbb{A}}$	Source code files
		B	Namespaces
		(c)	Curly braces
		$\widetilde{\bigcirc}$	Instances
		$\widetilde{\mathbb{E}}$	I don't know
	2.	_	The process of converting a value type into a reference type is called
		A	Memory conversion
		\bigcirc B	Heap allocation
		0	Boxing
			Casting
		(Ē)	I don't know
_	•		
	3.		The List <t>, Queue<t>, Stack<t>, and HashSet<t> class reside within which namespace?</t></t></t></t>
		(A)	System
		(B)	System.IO
		0	System.Collections.Generic
			System.Collections
		(E)	I don't know
	•		Lists have a fixed size to what they are able to hold. Adding too many items will go outside the
	4.		bounds of the list.
		(A)	True
		B	False
	5.	_	Stack <t> is a LIFO (last-in first-out) data structure</t>
		A	True
		B	False
	6.		Queue is a FILO (first-in last-out) data structure
	0.	A	True
			False
			ו מוסכ
	7.		Which of the following choices are true about HashSet <t>?</t>

It has a zero-based index.

It is only able to hold distinct values within it.



You need to use a foreach loop if you want to iterate through it.



If you try to add an item to it that already exists a runtime error occurs.



I don't know.

Which line in the below program creates a compiler error?

List<int> list = new List<int>(); //line 1

list.Add(3); // line 2 list.Add(4); // line 3 list.Add("Hi!"); // line 4



8.

Console.WriteLine("There are " + list.Count + " items in the list"); // line 5



Line 1



Line 2



Line 3



Line 4



Line 5