socrative
by Mastery**Connect**

Module 1: Review Quiz

100% (28/28)

✓ 1. **C# Functions follow camelCase naming conventions.**

Ⓐ True

🅑 False

✓ 2. **C# Classes follow PascalCase naming conventions.**

🅐 True

Ⓑ False

✓ 3. **What is the first index in an array or List?**

0

✓ 4. **True or False**

string s1 = ".NET";
string s2 = ".net";

bool result = (s1 == s2);

Ⓐ True

🅑 False

✓ 5. **True or False**

string s1 = ".NET";
string s2 = ".net";

bool result = (s1.ToLower() == s2.ToLower());

🅐 True

Ⓑ False

✓ 6. **What is the value of variable x after this code snippet executes?**

int x = (5 / 2) * 4;

8

7. ```
static void Main(string[ ] args)
{
int i = 5;
int j = Fun1(i);
Fun2(i);
Console.WriteLine(i);
}

static int Fun1(int x)
{
x = x * x;
return x;
}

static void Fun2(int x)
{
x = x * x;
}
```

**What is printed out to the screen after the Main() completes?**

A. 25

B. 625

C. 125

D. 5 ✓

8. **Which answer below best defines overloading and overriding?**

A. Overloading is changing the default behavior of a method that is inherited. Overriding is offering other function configurations that have the same name but differ by parameter inputs.

B. Overriding is changing the default behavior of a method that is inherited. Overloading is offering other function configurations that have the same name but differ by parameter inputs. ✓

C. I don't know.

9. **Which one or more of the below statements of code are valid given the following declaration?**

List<int> list = new List<int>();

A. list.Add("5");

B. list.Add(true);

C. list.Add(5); ✓

D. list.Contains(5); ✓

10. **In a Dictionary, the keys must be unique.**

A. True ✓

B. False

11. **Classes can directly inherit from more than one super class.**

A  True

B  False

✓ 12.   Classes can implement more than one interface.

A  True

B  False

✓ 13.   Which answer(s) below ARE NOT principles of object oriented programming?

A  Casting

B  Encapsulation

C  Integration

D  Polymorphism

E  Inheritance

✓ 14.   Which of the following ARE TRUE about Constructors?

A  Constructors can be overloaded.

B  Constructors are the first method called when an object gets instantiated.

C  Constructors can be called repeatedly for the lifetime of an object.

D  I'm not sure.

✓ 15.   Which of the following access modifiers allow a derived class access to the base class members?

A  protected

B  private

C  public

D  static

✓ 16.   Abstract classes can be instantiated.

A  True

B  False

✓ 17.   Which keyword marks a method so that a subclass can override it?

virtual

**18. What will be the output of the program below if the user types in "6"? (excluding quotes)**

```
class MyProgram
{
static void Main(string[] args)
{
int index;
int val = 44;
int[] a = new int[5];
try
{
Console.Write("Enter a number:");
index = Convert.ToInt32(Console.ReadLine());
a[index] = val;
}
catch(FormatException e)
{
Console.WriteLine("Bad Format");
}
catch(IndexOutOfRangeException e)
{
Console.WriteLine("Index out of bounds");
}

Console.WriteLine("Remaining program");
}
}
```

A Index out of bounds
Remaining program

B Bad Format
Remaining program

C Remaining program

D Index out of bounds

E I don't get this question

19. Variables declared within a try block are accessible outside the try-catch block.

A True
B False

20. The default value for a reference type is _____.

A null
B no value
C 0
D I don't know

21. Static methods require an instance of a class to exist in order for the method to be invoked.

A. True

B. False

22. Inheritance is used to model what kind of relationship between classes?

A. "has a"

B. "is a"

C. "needs a"

D. "wants a"

E. "gotta"

23. Polymorphism can model what kind of relationship between classes?

A. "has a"

B. "is a"

C. "needs a"

D. "wants a"

E. "gotta"

24. Because System.IO.StreamReader extends System.IO.TextReader, it has all of the methods of a System.IO.TextReader. This is an example of what OOP principle?

A. Encapsulation

B. Inheritance

C. Polymorphism

D. Cohesion

E. I don't know

25. _____ is the process of automatically releasing memory that is no longer used.

A. Garbage Collection

B. Memory Destruction

C. Instantiation

D. I don't know

26. A runtime exception prevents the program from compiling.

A. True

B. False

✓ **27.** */////////////////*

// Person.cs
/////////////

```
namespace TechElevator.Classes
{
public class Vehicle
{
private bool isRunning;
public bool IsRunning
{
get { return isRunning; }
set { isRunning = value; }
}


public void StartEngine()
{
isRunning = true;
}


public int Accelerate()
{
return 88;
}
}
}
```

What is the return type of the StartEngine method?

> void

✓ **28.** **What is the value of the string *s* after the below code executes?**

```
string s = "Hello World!";
s.ToLower();
```

Remember strings are immutable!

> Hello World!