

1. How many Bytes are stored by 'Long' Data type in C# .net? (a)

- a) 8
- b) 4
- c) 2
- d) 1

2. Choose ".NET class" name from which data type "UInt" is derived? (b)

- a) System.Int16
- b) System.UInt32
- c) System.UInt64
- d) System.UInt16

3. Correct Declaration of Values to variables 'a' and 'b'? (c)

- a) int a = 32, b = 40.6;
- b) int a = 42; b = 40;
- c) int a = 32; int b = 40;
- d) int a = b = 42;

4. Arrange the following data type in order of increasing magnitude sbyte, short, long, int.

(b)

- a) long < short < int < sbyte
- b) sbyte < short < int < long
- c) short < sbyte < int < long
- d) short < int < sbyte < long

5. Which data type should be more preferred for storing a simple number like 35 to improve execution speed of a program? (a)

- a) sbyte
- b) short
- c) int

6. Which Conversion function of 'Convert.ToInt32()' and 'Int32.Parse()' is efficient? (a)

i) Int32.Parse() is only used for strings and throws argument exception for null string

ii) Convert.ToInt32() used for data types and returns directly '0' for null string

- a) ii
 - b) Both i, ii
 - c) i
 - d) None of the mentioned
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7. Correct way to assign values to variable 'c' when int a=12, float b=3.5, int c;(c)

- a) `c = a + b;`
- b) `c = a + int(float(b));`
- c) `c = a + convert.ToInt32(b);`
- d) `c = int(a + b);`

8. Default Type of number without decimal is? (c)

- a) Long Int
 - b) Unsigned Long
 - c) Int
 - d) Unsigned Int
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9. Select a convenient declaration and initialization of a floating point number: (c)

- a) `float somevariable = 12.502D`
- b) `float somevariable = (Double) 12.502D`
- c) `float somevariable = (float) 12.502D`
- d) `float somevariable = (Decimal)12.502D`

10. Number of digits upto which precision value of float data type is valid? (d)

- a) Upto 6 digit
 - b) Upto 8 digit
 - c) Upto 9 digit
 - d) Upto 7 digit
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11. Valid Size of float data type is? (c)

- a) 10 Bytes
 - b) 6 Bytes
 - c) 4 Bytes
 - d) 8 Bytes
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12. Minimum and Maximum range of values supported by 'float' data type are? (c)

- a) $1.5 * 10^{-40}$ to $3.4 * 10^{38}$
 - b) $1.5 * 10^{-45}$ to $3.4 * 10^{30}$
 - c) $1.5 * 10^{-45}$ to $3.4 * 10^{38}$
 - d) $1.5 * 10^{-45}$ to $3.4 * 10^{37}$
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13. A float occupies 4 bytes. If the hexadecimal equivalent of these 4 bytes are A, B, C and D, then when this float is stored in memory in which of the following order do these bytes gets stored? (d)

- a) ABCD
 - b) DCBA
 - c) 0 * ABCD
 - d) Depends on big endian or little endian architecture
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14. The Default value of Boolean Data Type is? (c)

- a) 0
- b) True
- c) False
- d) 1

15. Storage location used by computer memory to store data for usage by an application is? (c)

- a) Pointers
- b) Constants
- c) Variable
- d) None of the mentioned

16. DIFFERENCE BETWEEN KEYWORDS 'VAR' AND 'DYNAMIC'? (d)

- a) 'Var' is introduced in C# (3.0) and 'Dynamic' is introduced in C# (4.0)
- b) 'Var' is a type of variable where declaration is done at compile time by compiler while 'Dynamic' declaration is achieved at runtime by compiler
- c) For 'Var' Error is caught at compile time and for 'Dynamic' Error is caught at runtime
- d) All of the mentioned

17. What is the need for 'Conversion of data type' in C#? (c)

- a) To store a value of one data type into a variable of another data type
- b) To get desired data
- c) To prevent situations of runtime error during change or conversion of data type
- d) None of the mentioned

18. Types of 'Data Conversion' in C#? (b)

- a) Implicit Conversion
- b) Explicit Conversion
- c) Implicit Conversion and Explicit Conversion
- d) None of the mentioned

19. 'Implicit Conversion' follows the order of conversion as per compatibility of data type as:

- (b)
- a) float < char < int
 - b) char < int < float
 - c) int < char < float
 - d) float < int < char

20. The subset of 'int' data type is _____ (c)

- a) long, ulong, ushort
 - b) long, ulong, uint
 - c) long, float, double
 - d) long, float, ushort
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21. Type of Conversion in which compiler is unable to convert the data type implicitly is?(b)

- a) ushort to long
- b) int to uint
- c) ushort to long
- d) byte to decimal

22. Disadvantages of Explicit Conversion are? (b)

- a) Makes program memory heavier
- b) Results in loss of data
- c) Potentially Unsafe
- d) None of the mentioned

23. What is the need for 'Conversion of data type' in C#? (c)

- a) To store a value of one data type into a variable of another data type
- b) To get desired data
- c) To prevent situations of runtime error during change or conversion of data type
- d) None of the mentioned

24. Types of 'Data Conversion' in C#? (b)

- a) Implicit Conversion
- b) Explicit Conversion
- c) Implicit Conversion and Explicit Conversion
- d) None of the mentioned

25. 'Implicit Conversion' follows the order of conversion as per compatibility of data type as:

- (b)
- a) float < char < int
 - b) char < int < float
 - c) int < char < float
 - d) float < int < char

26. The subset of 'int' data type is _____ (c)

- a) long, ulong, ushort
- b) long, ulong, uint
- c) long, float, double
- d) long, float, ushort

27. Type of Conversion in which compiler is unable to convert the data type implicitly is?(b)

- a) ushort to long
 - b) int to uint
 - c) ushort to long
 - d) byte to decimal
-

28. Disadvantages of Explicit Conversion are?(b)

- a) Makes program memory heavier
 - b) Results in loss of data
 - c) Potentially Unsafe
 - d) None of the mentioned
-

29. Which of the following is/are not Relational operators in C#.NET? (b)

- a) >=
 - b) <>=
 - c) Not
 - d) <=
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30. Which of the following options is not a Bitwise Operator in C#?(d)

- a) &, |
 - b) ^, ~
 - c) <<, >>
 - d) +=, -=
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31. Which among the following is a conditional operator? (c)

- a) ':'?
 - b) ?;
 - c) ?:
 - d) ??
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32. Which statement is correct among the mentioned statements? (b)

- i. The for loop works faster than a while loop
 - ii. for(; ;) implements an infinite loop
- a) Only i is correct
 - b) Only ii is correct
 - c) Both i and ii are correct
 - d) Both i and ii are incorrect
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33. Which of the following is not infinite loop? (b)

- a) for(;'0';)
 - b) for(;'0';)
 - c) for(;'1';)
 - d) for(;'1';)
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34. The operator used to access member function of a class? (c)

- a) :
 - b) ::
 - c) .
 - d) #
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35. What is the most specified using class declaration? (c)

- a) type
- b) scope
- c) type & scope
- d) none of the mentioned

36. "A mechanism that binds together code and data in manipulates, and keeps both safe from outside interference and misuse. In short it isolates a particular code and data from all other codes and data. A well-defined interface controls access to that particular code and data." (d)

- a) Abstraction
- b) Polymorphism
- c) Inheritance
- d) Encapsulation

37. The data members of a class by default are?(c)

- a) protected, public
- b) private, public
- c) private
- d) public

38. Which reference modifier is used to define reference variable? (b)

- a) &
- b) ref
- c) #
- d) \$

39. Select the wrong statement about 'ref' keyword in C#? (a)

- a) References can be called recursively
- b) The 'ref' keyword causes arguments to be passed by reference
- c) When 'ref' are used, any changes made to parameters in method will be reflected in variable when control is passed back to calling method
- d) All of the mentioned

40. Which of the following statements are correct about functions? (a)

- a) C# allows a function to have arguments with default values
- b) Redefining a method parameter in the method's body causes an exception
- c) C# allows function to have arguments with default values
- d) Omitting the return type in method definition results into exception

41. How many values does a function return?(c)

- a) 0
- b) 2

- c) 1
- d) any number of values

42. Number of constructors a class can define is?(c)

- a) 1
- b) 2
- c) Any number
- d) None of the mentioned

43. Correct statement about constructors in C#.NET is? (d)

- a) Constructors can be overloaded
- b) Constructors are never called explicitly
- c) Constructors have same name as name of the class
- d) All of the mentioned

44. Which among the following is the correct statement: Constructors are used to?(a)

- a) initialize the objects
- b) construct the data members
- c) initialize the objects & construct the data members
- d) none of the mentioned

45. Which of the following statements is correct about constructors in C#.NET?(c)

- a) A constructor cannot be declared as private
- b) A constructor cannot be overloaded
- c) A constructor can be a static constructor
- d) None of the mentioned

46. What is the return type of constructors?(d)

- a) int
- b) float
- c) void
- d) none of the mentioned

47. Which method has the same name as that of its class?(c)

- a) delete
- b) class
- c) constructor
- d) none of the mentioned

48. What is the advantage of using 2D jagged array over 2D rectangular array?(b)

- a) Easy initialization of elements
- b) Allows unlimited elements as well as rows which had '0' or are empty in nature

- c) All of the mentioned
- d) None of the mentioned

49. Choose selective differences between an array in c# and array in other programming languages. (a)

- a) Declaring array in C# the square bracket([]) comes after the type but not after identifier
- b) It is necessary to declare size of an array with its type
- c) No difference between declaration of array in c# as well as in other programming languages
- d) All of the mentioned

50. Which of the following string() method are used to compare two strings with each other?(b)

- a) CopyTo()
- b) Copy()
- c) Compare()
- d) CompareTo()

51. Choose the base class for string() method: (c)

- a) System.Array
- b) System.char
- c) System.String
- d) None of the mentioned

52. Which of the following statement is correct about a string in C#.NET? (b)

- a) The System.Array class is used to represent a string
- b) A string has a zero-based index
- c) A number cannot be represented in the form of a string
- d) A string is mutable because it can be modified once it has been created

53. Correct way to find if contents of two strings are equal? (c)

- a) if (s1 = s2)
- b) if (s1 != s2)
- c) if (strcmp (s1 ,s2))
- d) if (s1 is s2)

54. Which of the following statements are correct? (b)

- a) String is value type
 - b) String literals can contain any character literal including escape sequences
 - c) The equality operators are defined to compare values of string objects as well as references
 - d) All of the mentioned
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55. Which of these operators can be used to concatenate two or more String objects? (a)
a) +
b) +=
c) &
d) ||

1. Arithmetic operators are called ____ operators when you use two arguments with each operator. → binary
2. Reference and ____ parameters have memory addresses that are passed to a method, allowing it to alter the original variables. → output [true]
3. The ____ method returns a string that holds the name of the class, just as GetType() does. → WriteLine() [false]
4. In C#, you can use either new or ____ when defining a derived class member that has the same name as a base class member. → out [false]
5. The data components of a class often are called its _____. → iteration [false]
6. In C#, you can display variable values by using the variable name within a ____ method call. → WriteLine() [true]
7. One execution of any loop is called a(n) _____. → pretest [false]
8. You can use the keyword ____ to access a parent class method. → Console.ReadLine()[false]
9. A class that is used as a basis for inheritance is called a(n) _____. → derived class [false]
10. A ____ is a number that uniquely identifies an object. → class [false]
11. The += operator is the ____ operator; it adds the operand on the right to the operand on the left and assigns it to the operand on the left in one step. → add and assign [true]
12. # contains a(n) ____ interface, which contains the definition for the CompareTo() method that compares one object to another and returns an integer. → Console.ReadLine()[false]
13. Properties have ____ that specify the statements that execute when a class's fields are accessed. → object [false]
14. The ____ access limits method access to the containing program or types derived from the containing class. → private [false]
15. The do-while loop is a(n) ____ loop. → pretest [false]

16. Programmers use a computer program called a(n) ____ to translate their high-level language statements into machine code. → iteration [false]
17. Classes that depend on field names from parent classes are said to be ____ because they are prone to errors. → fragile [true]
18. The ____ loop checks a value at the "top" of the loop before the body has a chance to execute. → return [false]
19. The ____ method from the Convert class converts a specified value to an 8-bit unsigned integer. → ToByte() [true]
20. When you declare objects, their character fields initialize to _____. → 0 [false]
21. In C#, an array subscript must be a(n) _____. → integer [true]
22. The ____ class access modifier means that access to the class is not limited. → public [true]
23. The ____ modifier allows unlimited access to a method. → public [true]
24. A ____ contains the actions you require when an instance of a class is destroyed. → destructor [true]
25. The block of statements executed in a loop is known as the _____. → iteration [false]
26. A(n) ____ constructor is one that takes no arguments. → floating-point [false]
27. You use the keyword ____ as a modifier to indicate an output parameter. → switch [false]
28. The ____ method arranges array items in ascending order. → Sort() [true]
29. Often, the value of a loop control variable is not altered by arithmetic, but instead is altered by user input. This type of loop is a(n) ____ loop. → indefinite [true]
30. You declare a Boolean variable by using type _____. → integer [false]
31. An implicit, or invisible, reference is passed to every instance method and property accessor. The implicitly passed reference is the ____ reference. → this [true]
32. The ____ access limits method access to the containing class. → private [true]
33. The ____ class access modifier means that access is limited to another class to which the class belongs → private [true]
34. The ____ loop checks the bottom of the loop after one repetition has occurred. → public [false]
35. A ____ search is one in which a sorted list of objects is split in half repeatedly as the search gets closer and closer to a match. → posttest [false]

36. ____ is the technique of packaging an object's attributes and methods into a cohesive unit that can be used as an undivided entity. → Encapsulation [true]
37. The ____ method displays output on the screen and positions the cursor on the next line → BinarySearch()[false]
38. A ____ is a synonym for derived class. → subclass [true]
39. The ____ class access modifier means that access to the class is limited to the class and to any classes derived from the class. → public [false]
40. When you declare objects, their numeric fields initialize to _____. → \u0000 [false]
41. The ____ method finds a requested value in a sorted array. → new [false]
42. The classes that support simple data items each contain a method named ____, which provides the details of how the basic data types compare to each other. → CompareTo() [true]
43. A(n) ____ loop is one in which the loop control variable is tested after the loop body executes. → abstract [false]
44. A(n) ____ parameter is one that is undeclared and that gets its value automatically. → implicit [true]
45. When you use curly braces to enclose a list of array values, you must complete the statement with a _____. → base [false]
46. You can easily navigate through arrays using a for or while loop that varies a subscript from 0 to _____. → Array.Length - 1 [true]
47. When you don't know how many arguments you might eventually send to a method, you can declare a(n) _____. → output [false]
48. Using private fields within classes is an example of ____, a feature found in all object-oriented languages. → alias [false]
49. You begin a for statement with the keyword ____ followed by a set of parentheses. → base [false]
50. A class describes the attributes and methods of every object that is a(n) ____, or example, of that class. → instance [true]
51. Object attributes often are called ____ to help distinguish them from other variables you might use. → fields [true]
52. Arguments within a method call often are referred to as ____ parameters. → actual [true]
53. An instruction to the user to enter data is called a _____. → iteration [false]
54. The keyword ____ usually terminates a switch structure at the end of each case. → private [false]

- 55. You can use the ____ method to accept user input from the keyboard. → Console.ReadLine() [true]
- 56. The keyword ____ always refers to the superclass of the class in which you use it. → object [false]
- 57. A superclass member that is not hidden by the derived class is ____ in the derived class. → derived class [false]
- 58. A ____ is a synonym for base class. → parent class [true]
- 59. When presented with two classes that have a parent-child relationship, you can tell which class is the base class and which is the derived class by using the two classes in a sentence with the phrase "____." → is a [true]
- 60. A ____ data field or method can be used within its own class or in any classes extended from that class, but it cannot be used by "outside" classes. → instance variables [false]