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4	Election commition of India (online Voting System)	React+Springboot+MySql
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6	Event Management System	React+Springboot+MySql
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43	Woodworks Bed Shop	React+Springboot+MySql
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45	Online E-Pharma medicine sell Project	React+Springboot+MySql
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49	Quizz Application Project	JSP+Springboot+MySql
50	Hotel Room Booking Project	React+Springboot+MySql
51	Online Crime Reporting Portal Project	React+Springboot+MySql
52	Online Child Adoption Portal Project	React+Springboot+MySql
53	online Pizza Delivery System Project	React+Springboot+MySql
54	Online Social Complaint Portal Project	React+Springboot+MySql
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56	Online mess / Tiffin management System Project	React+Springboot+MySql
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Spring Boot + React JS + MySQL Project List

Sr.No	Project Name	YouTube Link
1	Online E-Learning Hub Platform Project	https://youtu.be/KMjyBaWmgzg?si=YckHuNzs7eC84-IW
2	PG Mate / Room sharing/Flat sharing	https://youtu.be/4P9clHg3wvk?si=4uEsi0962CG6Xodp
3	Tour and Travel System Project Version 1.0	https://youtu.be/-UHOBywHaP8?si=KHHfE_A0uv725f12
4	Marriage Hall Booking	https://youtu.be/VXz0kZQi5to?si=llOS-QG3TpAFP5k7
5	Ecommerce Shopping project	https://youtu.be/vJ_C6LkhrZ0?si=YhcBylSErvdn7paq
6	Bike Rental System Project	https://youtu.be/FIzsAmIBCbk?si=7ujQTJqEgkQ8ju2H
7	Multi-Restaurant management system	https://youtu.be/pvV-pM2Jf3s?si=PgvnT-yFc8ktrDxB
8	Hospital management system Project	https://youtu.be/IynIouBZvY4?si=CXzQs3BsRkjKhZCw
9	Municipal Corporation system Project	https://youtu.be/cVMx9NVyI4I?si=qX0oQt-GT-LR_5jF
10	Tour and Travel System Project version 2.0	https://youtu.be/_4u0mB9mHXE?si=gDiAhKBowi2gNUKZ

Sr.No	Project Name	YouTube Link
11	Tour and Travel System Project version 3.0	https://youtu.be/Dm7nOdpasWg?si=P_Lh2gcOFhlyudug
12	Gym Management system Project	https://youtu.be/J8_7Zrkg7ag?si=LcxV51ynfUB7OptX
13	Online Driving License system Project	https://youtu.be/3yRzsMs8TLE?si=JRI_z4FDx4Gmt7fn
14	Online Flight Booking system Project	https://youtu.be/m755rOwdk8U?si=HURvAY2VnizIyJlh
15	Employee management system project	https://youtu.be/lD1iE3W_GRw?si=Y_jv1xV_BljhrD0H
16	Online student school or college portal	https://youtu.be/4A25aEKfei0?si=RoVgZtxMk9TPdQvD
17	Online movie booking system project	https://youtu.be/Lfjv_U74SC4?si=fiDvrhhrjb4KSlSm
18	Online Pizza Delivery system project	https://youtu.be/Tp3izreZ458?si=8eWAOzA8SVdNwlyM
19	Online Crime Reporting system Project	https://youtu.be/0UlzReSk9tQ?si=6vN0e70TVY1GOwPO
20	Online Children Adoption Project	https://youtu.be/3T5HC2HKyT4?si=bntP78niYH802I7N

1. What will be the output of the following C# code?

```
using System;
class Program {
    static void Main() {
        Console.WriteLine("Hello, World!");
    }
}
```

- ○ a) Hello, World
- ○ b) Hello, World!
- ○ c) Compilation error
- ○ d) None of the above

2. What will be the output of the following C# code?

```
using System;
class Program {
    static void Main() {
        int x = 10, y = 20;
        Console.WriteLine(x + " + " + y + " = " + (x + y));
    }
}
```

- ○ a) 10 + 20 = 30
- ○ b) 1020 = 30
- ○ c) 30
- ○ d) Compilation error

3. What will be the output of the following C# code using a try-catch block?

```
using System;
class Program {
    static void Main() {
        try {
            int[] arr = new int[5];
            Console.WriteLine(arr[10]);
        } catch (IndexOutOfRangeException) {
                Console.WriteLine("Index was out of range!");
        }
    }
 }
```

- ○ a) 0
- ○ b) Index was out of range!
- ○ c) Error
- ○ d) No output

4. What will be the output of the following C# code involving asynchronous programming?

```
using System;
using System.Threading.Tasks;
class Program {
    static async Task Main() {
        await Task.Run(() => {
            for (int i = 0; i < 5; i++) {
                Console.Write(i + " ");
            }
        });
    }
}
```

- ○ a) 0 1 2 3 4
- ○ b) 4 3 2 1 0
- ○ c) Random order of numbers from 0 to 4
- ○ d) Compilation error

5. What will be the output of the following C# code using string interpolation?

```
using System;
class Program {
    static void Main() {
        int age = 30;
        Console.WriteLine($"You are {age} years old.");
    }
}
```

- a) You are 30 years old.
- b) You are {age} years old.
- c) You are age years old.
- d) Compilation error

6. What will be the output of the following C# code using LINQ?

```
using System;
using System.Linq;
class Program {
    static void Main() {
        int[] numbers = { 1, 2, 3, 4, 5 };
        var result = numbers.Where(n => n > 3).Sum();
        Console.WriteLine(result);
    }
}
```

- a) 5
- b) 9
- c) 12
- d) 15

7. What will be the output of the following C# code with a custom exception?

```
using System;
class MyException : Exception {
```

```
public MyException(string message) : base(message) { }
}
class Program {
static void Main() {
    try {
        throw new MyException("Custom exception thrown");
        } catch (MyException ex) {
            Console.WriteLine(ex.Message);
        }
    }
}
```

- ○ a) Custom exception thrown
- ○ b) Error
- ○ c) Exception caught
- ○ d) None of the above

8. What will be the output of the following C# code using inheritance?

```
using System;
class Animal {
    public virtual void Speak() {
        Console.WriteLine("Animal speaks");
    }
}
class Dog : Animal {
    public override void Speak() {
        Console.WriteLine("Dog barks");
    }
}
class Program {
    static void Main() {
        Animal myAnimal = new Dog();
        myAnimal.Speak();
    }
}
```


- ○ a) Animal speaks
- ○ b) Dog barks
- ○ c) No output
- ○ d) Compilation error

9. What will be the output of the following C# code using constructors in a class hierarchy?

```
using System;
class Base {
    public Base() {
        Console.WriteLine("Base Constructor");
    }
}
class Derived : Base {
    public Derived() {
        Console.WriteLine("Derived Constructor");
    }
}
class Program {
    static void Main() {
        new Derived();
    }
}
```

- a) Base Constructor \n Derived Constructor
- b) Derived Constructor \n Base Constructor
- c) Derived Constructor
- d) Base Constructor

10. What will be the output of the following C# code using an interface?

```
using System;
interface IExample {
    void Show();
}
class Example : IExample {
    public void Show() {
        Console.WriteLine("Interface method implemented");
    }
}
class Program {
    static void Main() {
        IExample ex = new Example();
        ex.Show();
    }
}
```

- ○ a) Interface method implemented
- ○ b) Method Show called
- ○ c) Error
- ○ d) None of the above

11. What will be the output of the following C# code involving method overloading?

```
using System;
class Program {
    static void Print(int number) {
        Console.WriteLine("Integer: " + number);
    }
    static void Print(double number) {
        Console.WriteLine("Double: " + number);
    }
    static void Main() {
        Print(123);
        Print(123.456);
    }
}
```


- ○ a) Integer: 123 \n Double: 123.456
- ○ b) Double: 123 \n Integer: 123.456
- ○ c) Integer: 123 \n Integer: 123.456
- ○ d) Compilation error

12. What will be the output of the following C# code using a nullable type?

```
using System;
class Program {
    static void Main() {
        int? num = null;
        Console.WriteLine(num.HasValue ? num.Value.ToString() : "No value");
    }
}
```

- ○ a) 0

- b) No value
- c) null
- d) Error

13. What will be the output of the following C# code using enum?

```
using System;
enum Days { Sun, Mon, Tue, Wed, Thu, Fri, Sat };
class Program {
    static void Main() {
        Days day = Days.Wed;
        Console.WriteLine((int)day);
    }
}
```

- a) Wed
- b) 3
- c) 2
- d) 4

14. What will be the output of the following C# code using delegates?

```
using System;
delegate void MyDelegate(string msg);
class Program {
    static void ShowMessage(string message) {
        Console.WriteLine(message);
    }
    static void Main() {
        MyDelegate del = ShowMessage;
        del("Hello, Delegates!");
    }
}
```

- a) Hello, Delegates!
- b) ShowMessage
- c) Error
- d) None of the above

15. What will be the output of the following C# code involving a switch statement?

```
using System;
class Program {
    static void Main() {
        int number = 3;
        switch (number) {
            case 1:
            Console.WriteLine("One");
            break;
            case 2:
            Console.WriteLine("Two");
            break;
            case 3:
            Console.WriteLine("Three");
            break;
            default:
            Console.WriteLine("Default");
            break;
        }
    }
}
```

- ○ a) One
- ○ b) Two
- ○ c) Three
- ○ d) Default

16. What will be the output of the following C# code using array and foreach loop?

```
using System;
class Program {
    static void Main() {
        int[] numbers = { 1, 2, 3, 4, 5 };
        foreach (int number in numbers) {
            Console.Write(number + " ");
        }
    }
}
```

- ○ a) 1 2 3 4 5
- ○ b) 5 4 3 2 1
- ○ c) Error
- ○ d) None of the above

17. What will be the output of the following C# code using the DateTime structure?

```
using System;
class Program {
    static void Main() {
        DateTime dt = new DateTime(2020, 1, 1);
        Console.WriteLine(dt.ToString("yyyy-MM-dd"));
    }
}
```

- ○ a) 1/1/2020
- ○ b) 2020-01-01
- ○ c) 2020/1/1
- ○ d) Error

18. What will be the output of the following C# code using delegates?

```
using System;
delegate void Del(string message);
class Program {
    static void Main() {
        Del handler = DelegateMethod;
        handler("Hello, world!");
    }
    static void DelegateMethod(string message) {
        Console.WriteLine(message);
    }
}
```

- ○ a) Hello, world!
- ○ b) DelegateMethod

- ○ c) Error
- ○ d) None of the above

19. What will be the output of the following C# code using structure?

```
using System;
struct Point {
    public int X, Y;
    public Point(int x, int y) {
        X = x;
        Y = y;
    }
}
class Program {
    static void Main() {
        Point p = new Point(1, 2);
        Console.WriteLine("X: " + p.X + ", Y: " + p.Y);
    }
}
```

- ○ a) X: 1, Y: 2
- ○ b) X: 0, Y: 0
- ○ c) Error
- ○ d) None of the above

20. What will be the output of the following C# code using events?

```
using System;
public delegate void MyEventHandler(string message);
class MyEvent {
    public event MyEventHandler SomeEvent;
    public void RaiseEvent() {
        if (SomeEvent != null) {
            SomeEvent("Event triggered!");
        }
    }
}
class Program {
    static void Handler(string message) {
        Console.WriteLine(message);
    }
    static void Main() {
```

```
        MyEvent evt = new MyEvent();
        evt.SomeEvent += Handler;
        evt.RaiseEvent();
    }
}
```

- a) Event triggered!
- b) Handler
- c) Error
- d) None of the above

21. What will be the output of the following C# code using the async and await keywords?

```
using System;
using System.Threading.Tasks;
class Program {
    static async Task Main() {
        await Task.Run(() => Console.WriteLine("Task completed!"));
    }
}
```

- a) Task completed!
- b) Task
- c) Error
- d) None of the above

22. What will be the output of the following C# code using a static class and method?

```
using System;
static class Utilities {
    public static void Print() {
        Console.WriteLine("Printing from a static class!");
    }
}
class Program {
    static void Main() {
        Utilities.Print();
```

```
    }
}
```

- ○ a) Printing from a static class!
- ○ b) Print
- ○ c) Error
- ○ d) None of the above

23. What will be the output of the following C# code involving LINQ and Lambda expressions?

```
using System;
using System.Collections.Generic;
using System.Linq;
class Program {
    static void Main() {
        List<int> numbers = new List<int> { 1, 2, 3, 4, 5 };
        var filteredNumbers = numbers.Where(n => n % 2 == 0);
        foreach (var num in filteredNumbers) {
            Console.WriteLine(num);
        }
    }
}
```


- ○ a) 1 3 5
- ○ b) 2 4
- ○ c) 1 2 3 4 5
- ○ d) None of the above

24. What will be the output of the following C# code using nullable types?

```
using System;
class Program {
    static void Main() {
        int? num = null;
        Console.WriteLine(num ?? 0);
    }
}
```

- ○ a) 0
- ○ b) null
- ○ c) Error
- ○ d) None of the above

25. What will be the output of the following C# code using exception filtering?

```
using System;
class Program {
    static void Main() {
        try {
            throw new InvalidOperationException("Invalid operation");
        } catch (Exception ex) when (ex.Message.Contains("Invalid")) {
                Console.WriteLine("Caught invalid operation");
        }
    }
}
```

- ○ a) Caught invalid operation
- ○ b) Invalid operation
- ○ c) Error
- ○ d) None of the above

Submit Retake Test

Your score is: 0/25 (0.00%)

Question 1 : Incorrect.

Correct answer is: b) Hello, World!

Explanation: The program correctly prints "Hello, World!" with an exclamation mark.

Question 2 : Incorrect.

Correct answer is: a) 10 + 20 = 30

Explanation: The program uses string concatenation to format and display the sum of x and y.

Question 3 : Incorrect.

Correct answer is: b) Index was out of range!

Explanation: Accessing arr[10] throws an IndexOutOfRangeException, which is caught and handled by printing an error message.

Question 4 : Incorrect.

Correct answer is: a) 0 1 2 3 4

Explanation: The Task runs synchronously in this context, printing the numbers from 0 to 4 in order.

Question 5 : Incorrect.

Correct answer is: a) You are 30 years old.

Explanation: String interpolation is used correctly to insert the variable `age` into the string.

Question 6 : Incorrect.

Correct answer is: b) 9

Explanation: The LINQ query filters numbers greater than 3 (4 and 5) and calculates their sum (4 + 5 = 9).

Question 7 : Incorrect.

Correct answer is: a) Custom exception thrown

Explanation: A custom exception is thrown and caught, and its message is printed to the console.

Question 8 : Incorrect.

Correct answer is: b) Dog barks

Explanation: Although `myAnimal` is declared as type `Animal`, it refers to an instance of `Dog`.
The `Speak` method in `Dog` overrides that in `Animal`.

Question 9 : Incorrect.

Correct answer is: a) Base Constructor Derived Constructor

Explanation: When an instance of `Derived` is created, the constructor of the `Base` class is called first, followed by the constructor of the `Derived` class.

Question 10 : Incorrect.

Correct answer is: a) Interface method implemented

Explanation: `ex` is an instance of `Example` that implements `IExample`. The `Show` method prints a specific message.

Question 11 : Incorrect.

Correct answer is: a) Integer: 123 Double: 123.456

Explanation: The `Print` method is overloaded to handle both integer and double types, printing each according to its type.

Question 12 : Incorrect.

Correct answer is: b) No value

Explanation: `num` is a nullable integer initialized to null. The condition checks if `num` has a value and prints "No value" since it is null.

Question 13 : Incorrect.

Correct answer is: b) 3

Explanation: Enums are zero-based indexes by default in C#. Wednesday is the fourth item but has an index of 3.

Question 14 : Incorrect.

Correct answer is: a) Hello, Delegates!

Explanation: `del` is a delegate that points to `ShowMessage`. When invoked, it calls `ShowMessage` passing the string, which is then printed.

Question 15 : Incorrect.

Correct answer is: c) Three

Explanation: The switch statement evaluates the variable `number`. It matches case 3 and prints "Three".

Question 16 : Incorrect.

Correct answer is: a) 1 2 3 4 5

Explanation: The foreach loop iterates through each element in the array `numbers` and prints them in order.

Question 17 : Incorrect.

Correct answer is: b) 2020-01-01

Explanation: The DateTime `dt` is formatted to the "yyyy-MM-dd" string format, which prints the year, month, and day in the specified order with hyphens.

Question 18 : Incorrect.

Correct answer is: a) Hello, world!

Explanation: The delegate `handler` is assigned to `DelegateMethod`. When `handler` is invoked with the argument "Hello, world!", it calls `DelegateMethod`, which prints the message.

Question 19 : Incorrect.

Correct answer is: a) X: 1, Y: 2

Explanation: The structure `Point` is initialized with values 1 and 2 for X and Y respectively, which are then printed.

Question 20 : Incorrect.

Correct answer is: a) Event triggered!

Explanation: The event `SomeEvent` is subscribed to the `Handler` method. When `RaiseEvent` is called, it triggers `SomeEvent`, which calls `Handler` to print "Event triggered!".

Question 21 : Incorrect.

Correct answer is: a) Task completed!

Explanation: The `Main` method is marked as async, and it awaits the completion of a Task that prints "Task completed!".

Question 22 : Incorrect.

Correct answer is: a) Printing from a static class!

Explanation: The `Print` method in the static class `Utilities` is called from `Main`, printing the specified message.

Question 23 : Incorrect.

Correct answer is: b) 2 4

Explanation: The LINQ `Where` method with a lambda expression filters the list to include only even numbers, which are 2 and 4.

Question 24 : Incorrect.

Correct answer is: a) 0

Explanation: The null-coalescing operator `??` is used to return `0` when `num` is null.

Question 25 : Incorrect.

Correct answer is: a) Caught invalid operation

Explanation: The exception thrown is an `InvalidOperationException` with a message that contains "Invalid". The catch block with the filter is triggered, and it prints "Caught invalid operation".

1. What's the output?

```
class Foo<T>
{
    public static int Bar;
}

void Main()
{
    Foo<int>.Bar++;
    Console.WriteLine(Foo<double>.Bar);
}
```

▼ Answer

Output:

0

Explanation:

`Foo<int>` and `Foo<double>` are considered two different types due to the generic parameter. So, the `Bar` of `Foo<int>` is different from `Bar` of `Foo<double>`.

2. What's the output?

```
static void Main(string[] args)
{
    Console.WriteLine(Math.Round(6.5));
    Console.WriteLine(Math.Round(11.5));
}
```

▼ Answer

Output:

6
12

Explanation:

.NET uses "Banker's Rounding" (also known as "Round Half to Even") as the default rounding mechanism. In this method, if the number to be rounded is exactly halfway between two other numbers, it is rounded to the nearest even number. This method is often used in financial calculations to reduce bias.

3. What's the output?

```
Console.WriteLine(1 + 2 + 'A');
Console.WriteLine(1 + 'A' + 2);
Console.WriteLine('A' + 1 + 2);
```

▼ Answer

Output:

68
68
68

Explanation:

When adding types `Int32` and `Char`, conversion of `Char` to `Int32` happens. Thus, in all 3 cases result will be the code of symbol `'A'` (65) increased by 3.

4. What's the output?

```
static String str;
static DateTime time;

static void Main(string[] args)
{
```

```
    Console.WriteLine(str == null ? "str == null" : str);
    Console.WriteLine(time == null ? "time == null" : time.ToString());
}
```

▼ Answer

Output:

str == null
1/1/0001 12:00:00 AM

Explanation:

Both variables are not initialized, but a string is a reference type and DateTime is a value type. The default value of DateTime type is DateTime.MinValue, which equals 1/1/0001 12:00:00 AM.

5. What's the output?

```
var bar = new Bar { Foo = new Foo() };
bar.Foo.Change(5);
Console.WriteLine(bar.Foo.Value);

public struct Foo
{
    public int Value;
    public void Change(int newValue)
    {
        Value = newValue;
    }
}
public class Bar
{
    public Foo Foo { get; set; }
}
```

▼ Answer

Output:

0

Explanation:

Structs are copied by value, not by reference. When we refer to property `bar.Foo`, the method `bar.get_Foo()` is called, which returns us the copy of the structure, thus, the original structure remains unchanged. Then, when calling `WriteLine`, we again refer to the same property and are printing `Value` of a new copy of `Foo`, which is 0.

6. What's the output?

```
foreach (Foo current in Baz().ToList())
{
    Console.WriteLine(current.Bar);
}
Console.WriteLine("--delimiter--");
foreach (Foo current in Baz())
{
    Console.WriteLine(current.Bar);
}

IEnumerable<Foo> Baz()
{
    Foo instance = new Foo();
```

```
    for (int i=0; i<10; i++)
    {
        instance.Bar++;
        yield return instance;
    }
}

class Foo
{
    public int Bar {get; set;}
}
```

▼ Answer

Output:

10
10
10
10
10
10
10
10
10
10
--delimiter--
1
2
3
4
5
6
7
8
9
10

Explanation:

In the first loop we turn `IEnumerable` to `List`, so we end up with a list of references to the same object. In the second loop we print the value of `Bar` as we iterate over the `IEnumerable`.

7. What's the output?

```
var list = new List<string> { "Foo", "Bar", "Baz" };
var startLetter = "F";
var query = list.Where(c => c.StartsWith(startLetter));
startLetter = "B";
query = query.Where(c => c.StartsWith(startLetter));
Console.WriteLine(query.Count());
```

▼ Answer

Output:

2

Explanation:

Because of deferred execution, queries are executed only at the point `query.Count()` is called. At this point, both filters are applied with `startLetter` set to "B".

8. What's the output?

```
class A
{
    public void Abc(int q)
    {
        Console.WriteLine("Abc from A");
    }
}

class B : A
{
    public void Abc(double p)
    {
        Console.WriteLine("Abc from B");
    }
}

static void Main(string[] args)
{
    int i = 5;
    B b = new B();
    b.Abc(i);
}
```

▼ Answer

Output:

Abc from B

Explanation:

Contrary to Java, in C# a class is defined as a component that attempts to be self-sufficient whenever possible. So, the compiler first is looking at the class itself and attempts to resolve a symbol that is requested.

9. What's the output?

```
delegate void SomeMethod();

static void Main(string[] args)
{
    List<SomeMethod> delList = new List<SomeMethod>();
    for (int i = 0; i < 10; i++)
    {
        delList.Add(delegate { Console.WriteLine(i); });
    }

    foreach (var del in delList)
    {
        del();
    }
}
```

▼ Answer

Output:

10
10
10
10
10

10
10
10
10
10

Explanation:

The tricky part here is understanding closures in C#. When the delegate is created, a closure is created, which captures the variable i by reference, not by value. This means that when the delegate is invoked, it will use the value of i at the time of invocation (which is 10), not the value of i at the time the delegate was created. If you wanted each delegate to remember the value of i at the time it was created, you would need to create a temporary variable inside the loop, assign i to it, and use that in the delegate.

10. What's the output?

```
static void Main(string[] args)
{
    string hello = "hello";
    string helloWorld = "hello world";
    string helloWorld2 = "hello world";
    string helloWorld3 = hello + " world";

    Console.WriteLine(helloWorld == helloWorld2);
    Console.WriteLine(object.ReferenceEquals(helloWorld, helloWorld2));
    Console.WriteLine(object.ReferenceEquals(helloWorld, helloWorld3));
}
```

▼ Answer

Output:

True
True
False

Explanation:

1. This line checks if the values of helloWorld and helloWorld2 are equal.
2. This line checks if helloWorld and helloWorld2 refer to the exact same object. In C#, the .NET runtime performs a process called string interning for literal strings. This means that when you have two or more identical string literals in your code, the runtime only creates one string object, and all variables that are assigned that string literal actually refer to the same object.
3. In this line, helloWorld3 is created by concatenating hello and " world", which creates a new string object. So even though the value of helloWorld3 is also "hello world", it's not the same object as helloWorld.

11. What's the output?

```
public class TestStatic {
    public static int TestValue;

    public TestStatic() {
        if (TestValue == 0) {
            TestValue = 5;
        }
    }
    static TestStatic() {
        if (TestValue == 0) {
            TestValue = 10;
        }
    }
```

```
    public void Print() {
        if (TestValue == 5) {
            TestValue = 6;
        }

        Console.WriteLine("TestValue : " + TestValue);
    }
}

public void Main(string[] args) {
    TestStatic t = new TestStatic();
    t.Print();
}
```

▼ **Answer**

Output:

TestValue : 10

Explanation:

In C#, a static constructor (also called a type initializer) is called automatically before the first instance is created or any static members are referenced. During the execution of the static constructor, TestValue is 0, so it is set to 10. After that, the instance constructor is run, and than t.Print() is called, but these methods don't change TestValue.

12. What's the output?

```
using System.Threading.Tasks;

public static void Main(string[] args)
{
    Console.WriteLine("Main start");
    Method1();
    Console.WriteLine("Main end");
    Console.ReadLine();
}

public static async void Method1()
{
    Console.WriteLine("Method1 start");
    await Method2();
    Console.WriteLine("Method1 end");
}

public static async Task Method2()
{
    Console.WriteLine("Method2 start");
    await Task.Delay(1000);
    Console.WriteLine("Method2 end");
}
```


▼ **Answer**

Output:

Main start
Method1 start
Method2 start
Main end

Method2 end
Method1 end

Explanation:

The Main method prints "Main start".
Next, Method1() is called. This is an async method which starts by printing "Method1 start".
Method1() then calls Method2() using await, meaning it will asynchronously wait for Method2() to complete before it continues. Method2() is an async method that returns a Task. It starts by printing "Method2 start".
Inside Method2(), we call await Task.Delay(1000). This will pause Method2() for 1 second, during which control is returned back to the calling method.
Since we are awaiting Method2() in Method1(), control is returned back to the Main method. The "Main end" message is printed.
The Console.ReadLine() at the end of Main method keeps the program running, which allows us to see the delayed output from the other methods.
After the delay in Method2(), it prints "Method2 end" and completes.
Since Method1() was awaiting Method2(), after Method2() completes, control is returned back to Method1() which then prints "Method1 end" and completes.

13. What's the output?

```
using System;
using System.Reflection;

public class Example
{
    public readonly int ReadOnlyField;

    public Example(int value)
    {
        ReadOnlyField = value;
    }
}

public class Program
{
    public static void Main(string[] args)
    {
        Example example = new Example(10);
        Console.WriteLine($"Before applying reflection: {example.ReadOnlyField}");

        // Applying reflection to change the value of readonly field
        var field = typeof(Example).GetField("ReadOnlyField");
        field.SetValue(example, 20);

        Console.WriteLine($"After applying reflection: {example.ReadOnlyField}");
    }
}
```


▼ **Answer**

Output:

Before applying reflection: 10
After applying reflection: 20

Explanation:

It's possible to use Reflection to change the value of a `readonly` field, though doing so can lead to unexpected behavior and is generally not recommended as it violates the principle of immutability that `readonly` keyword is meant to enforce.

14. What's the output?

```
var s = new S();

using (s)
{
    Console.WriteLine(s.GetDispose());
}
Console.WriteLine(s.GetDispose());

public struct S : IDisposable
{
    private bool dispose;
    public void Dispose()
    {
        dispose = true;
    }
    public bool GetDispose()
    {
        return dispose;
    }
}
```

▼ Answer

Output:

False

False

Explanation:

`using` makes a copy of the value type, and you are therefore disposing a copy, not the original. More details: https://ericlippert.com/2011/03/14/to-box-or-not-to-box/

15. What's the output?

```
class Program
{
    private static Object syncObject = new Object();
    private static void Write()
    {
        lock (syncObject)
        {
            Console.WriteLine("test");
        }
    }
    static void Main(string[] args)
    {
        lock (syncObject)
        {
            Write();
        }
    }
}
```

▼ Answer

Output:

test

Explanation:

The `Write` method attempts to acquire a lock on the same `syncObject`. Normally, this could be a problem—if another thread were involved, it would result in a deadlock because the `Main` method already holds the lock. However, in this case, since there are no multiple threads involved, the lock is re-entrant. A re-entrant lock means that the same thread can acquire the same lock multiple times without causing a deadlock. It already holds the lock, so it is allowed to proceed.

16. What's the output?

```
int a = 0;
int Foo()
{
    a = a + 42;
    return 1;
}
void Main()
{
    a += Foo();
    Console.WriteLine(a);
}
```

▼ Answer

Output:

1

Explanation:

`a += Foo()` will be converted to `a = a + Foo()`. Firstly, left operand will be evaluated, which is 0, then, right operand will be evaluated, which returns 1, so the result will be 1, despite the fact that `a` is reassigned inside `Foo()`.

17. What's the output?

```
static void Main(string[] args)
{
    object sync = new object();
    var thread = new Thread(()=>
    {
        try
        {
            Work();
        }
        finally
        {
            lock (sync)
            {
                Monitor.PulseAll(sync);
            }
        }
    });
    thread.Start();
    lock (sync)
    {
        Monitor.Wait(sync);
    }
    Console.WriteLine("test");
}
private static void Work()
{
```

```
    Thread.Sleep(1000);
}
```

▼ Answer

Output:

test

Explanation:

When calling `Monitor.Wait(sync)`, `sync` object is released before waiting for pulsing. Therefore, the thread is able to enter `lock` block and call `Monitor.PulseAll(sync)`, which awakens the main thread.

18. What's the output?

```
void Foo(object a)
{
    Console.WriteLine("object");
}
void Foo(object a, object b)
{
    Console.WriteLine("object, object");
}
void Foo(params object[] args)
{
    Console.WriteLine("params object[]");
}
void Foo<T>(params T[] args)
{
    Console.WriteLine("params T[]");
}
class Bar { }
void Main()
{
    Foo();
    Foo(null);
    Foo(new Bar());
    Foo(new Bar(), new Bar());
    Foo(new Bar(), new object());
}
```


▼ Answer

Output:

params object[]
params object[]
params T[]
params T[]
object, object

Explanation:

Let's look at each case.

`Foo() -> params object[]`

Versions `object, object`, `object` are not suitable because of number of arguments. Version `params T[]` is not suitable, because `T` can't be resolved. Thus, correct version is `params object[]`.

`Foo(null) -> params object[]`

Version `object, object` is not suitable because of number of arguments. Version `params T[]` is not suitable, because `T` can't be resolved. From the two remaining versions compiler will choose `params object[]` - I don't know why :)

`Foo(new Bar()) -> params T[]`

Version `object, object` is not suitable because of number of arguments. Versions `object` and `params object[]` will require additional cast of `Bar` to `object`, thus, `params T[]` is more preferrable.

`Foo(new Bar(), new Bar()) -> params T[]`

Version `object` is not suitable because of number of arguments. Versions `object, object` and `params object[]` will require additional cast of `Bar` to `object`, thus, `params T[]` is more preferrable.

`Foo(new Bar(), new object()) -> object, object`

Version `object` is not suitable because of number of arguments. Among the remaining versions `object, object` is the most specific one.

19. What's the output?

```
IEnumerable<string> Foo()
{
    yield return "Bar";
    Console.WriteLine("Baz");
}
void Main()
{
    foreach (var str in Foo())
        Console.WriteLine(str);
}
```

▼ Answer

Output:

Bar
Baz

Explanation:

First iteration of foreach `yield return`s "Bar" which is written to console. Second iteration tries to find another `yield return` (meanwhile writing to console "Baz") but finds nothing and the loop ends.

20. What's the output?

```
var x = "AB";
var y = new System.Text.StringBuilder().Append('A').Append('B').ToString();
var z = string.Intern(y);
Console.WriteLine(x == y);
Console.WriteLine(x == z);
Console.WriteLine((object)x == (object)y);
Console.WriteLine((object)x == (object)z);
```

▼ Answer

Output:

True
True
False
True

Explanation:

First two will print `True`, because we are comparing by value. Next two are comparing by reference. `x` points to interned string `"AB"` as it's declared with string literal. `z` points to the same interned string as it's defined with method `string.Intern`. But `y` will point to other memory location as it's defined with `StringBuilder`, which doesn't consider interned strings when calling `ToString()`.

21. What's the output?

```
try
{
```

```
    Console.WriteLine(((string)null + null + null) == "");
}
catch (Exception e)
{
    Console.WriteLine(e.GetType());
}
```

▼ **Answer**

Output:

True

Explanation:

If an operand of string concatenation is null, an empty string is substituted.

1. CLR is the .Net equivalent of _____.

A. Java Virtual machine
B. Common Language Runtime
C. Common Type System
D. Common Language Specification

Ans: A

2. Abstract class contains _____.

A. Abstract methods
B. Non Abstract methods
C. Both
D. None

Ans: C

3. The default scope for the members of an interface is _____.

A. private
B. public
C. protected
D. internal

Ans: B

4. Which of the following statements is incorrect about delegate?

A. Delegates are reference types.
B. Delegates are object-oriented.
C. Delegates are type-safe.
D. Only one can be called using a delegate.

Ans : D

5. The space required for structure variables is allocated on the stack.

A. True
B. False
C. Maybe
D. Can't say

Ans: A

6. Which of the following is incorrect about constructors?

A. Defining of constructors can be implicit or explicit.
B. The calling of constructors is explicit.
C. Implicit constructors can be parameterized or parameterless.
D. Explicit constructors can be parameterized or parameterless.

Ans: C

7. Reference is a ___.

A. Copy of class which leads to memory allocation.
B. Copy of class that is not initialized.
C. Pre-defined data type.
D. Copy of class creating by an existing instance.

Ans: D

8. The data members of a class by default are?

A. protected, public
B. private, public

C. private
D. public

Ans: C

9. What is the value returned by function compareTo( ) if the invoking string is less than the string compared?

A. Zero
B. A value of less than zero
C. A value greater than zero
D. None of the mentioned

Ans: B

10. The correct way to overload +operator?

A. public sample operator + (sample a, sample b)
B. public abstract operator + (sample a, sample b)
C. public static operator + (sample a, sample b)
D. all of the mentioned above

Ans: D

11. Select the two types of threads mentioned in the concept of multithreading?

A. Foreground
B. Background
C. Only foreground
D. Both foreground and background

Ans: D

12. Choose the wrong statement about properties used in C#.Net?

A. Each property consists of accessor as getting and set.
B. A property cannot be either read or write-only.
C. Properties can be used to store and retrieve values to and from the data members of a class.
D. Properties are like actual methods that work like data members.

Ans: A

13. If a class 'demo' had 'add' property with getting and set accessors, then which of the following statements will work correctly?

A. math.add = 20;
B. math m = new math();
m.add = 10;
C. Console.WriteLine(math.add);
D. None of the mentioned

Ans: A

14. What will be the output of the following code snippet?

```
using System;
class sample
  {
      int i;
      double k;
      public sample (int ii, double kk)
      {
          i = ii;
          k = kk;
          double j = (i) + (k);
          Console.WriteLine(j);
```

```
        }
        ~sample()
        {
            double j = i - k;
            Console.WriteLine(j);
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            sample s = new sample(9, 2.5);
        }
```

A. 0 0
B. 11.5 0
C. Compile-time error
D. 11.5 6.5

Ans : D

15. What will be the output of the following code snippet?

```
using System;
class program
{
   static void Main(string[] args)
    {
       int x = 8;
       int b = 16;
       int c = 64;
       x /= c /= b;
       Console.WriteLine(x + " " + b+ " " +c);
       Console.ReadLine();
    }
}
```

A. 2 16 4
B. 4 8 16
C. 2 4 8
D. 8 16 64

Ans: A

16. Struct's data members are ___ by default.

A. Protected
B. Public
C. Private
D. Default

Ans: C

17. The point at which an exception is thrown is called the _____.

A. Default point
B. Invoking point
C. Calling point
D. Throw point

Ans: D

18. Which of the following statements are correct for C# language?

A. Every derived class does not define its own version of the virtual method.
B. By default, the access mode for all methods in C# is virtual.
C. If a derived class, does not define its own version of the virtual method, then the one present in the base class gets used.
D. All of the above.

Ans: C

19. What will be the output of the following code snippet?

```
using System;

class sample
{
     public sample()
     {
         Console.WriteLine("constructor 1 called");
     }
     public sample(int x)
     {
         int p = 2;
         int u;
         u = p + x;
         Console.WriteLine("constructor 2 called");
     }
}
class Program
{
     static void Main(string[] args)
     {
         sample s = new sample(4);
         sample t = new sample();
         Console.ReadLine();
     }
}
```

A. constructor 1 called
   constructor 2 called
B. constructor 2 called
   constructor 1 called
C. constructor 2 called
   constructor 2 called
D. error

Ans: B

20. Which of the following keywords is used to refer base class constructor to subclass constructor?

A. this
B. static
C. base
D. extend

Ans: C

1. What is the correct syntax for declaring a string in C#?

- ◯ string s = "Hello World!";
- ◯ String s = "Hello World!";
- ◯ string = "Hello World!";
- ◯ String = "Hello World!";

Check Answer >

Correct Answer - 1. string s = "Hello World!";

2. What is the correct syntax for declaring an array in C#?

- ◯ int numbers = {1, 2, 3, 4};
- ◯ int[] numbers = {1, 2, 3, 4};
- ◯ array numbers = {1, 2, 3, 4};
- ◯ Array numbers = {1, 2, 3, 4};

Check Answer >

Correct Answer - 2. int[] numbers = {1, 2, 3, 4};

3. What is the default value of a boolean in C#?

- ◯ True
- ◯ 0
- ◯ false
- ◯ 1

Check Answer >

Correct Answer - 3. false

4. What is the access modifier for a class member that can only be accessed within the same class?

- ◯ public
- ◯ private
- ◯ protected

- internal

Check Answer >

Correct Answer - 2. private

5. What is the correct syntax for declaring a method in C#?

- Function MyMethod() {}
- MyMethod void() {}
- method MyMethod() {}
- void MyMethod() {}

Check Answer >

Correct Answer - 4. void MyMethod() {}

6. What is the correct syntax for a for loop in C#?

- for (int i = 0; i < 10; i++)
- for i = 0 to 10
- for i = 0, i < 10, i++
- for i = 0; i <= 10; i += 1

Check Answer >

Correct Answer - 1. for (int i = 0; i < 10; i++)

7. What is the purpose of the "using" keyword in C#?

- To import a namespace
- To create a new object
- To define a method
- To declare a variable

Check Answer >

Correct Answer - 1. To import a namespace

8. What is the value of a nullable int in C# when it has no value assigned to it?

- 0
- 1
- Null
- None of these

Check Answer >

Correct Answer - 3. Null

9. What is the difference between a value type and a reference type in C#?

- Value types are stored on the heap, while reference types are stored on the stack
- Value types cannot be null, while reference types can
- Reference types cannot be null, while value types can
- Value types are stored on the stack, while reference types are stored on the heap

Check Answer >

Correct Answer - 4. Value types are stored on the stack, while reference types are stored on the heap

10. What is the purpose of the "var" keyword in C#?

- To declare a dynamic type
- To declare a constant value
- To declare a variable with its type inferred at compile time
- To declare a null value

Check Answer >

Correct Answer - 3. To declare a variable with its type inferred at compile time

11. What is the difference between the "continue" and "break" keywords in C#?

- Break moves to the next iteration of a loop, while continue exits the loop completely
- Continue moves to the next iteration of a loop, while break exits the loop completely
- Both continue and break exit the loop
- Both continue and break move to the next iteration of a loop

Check Answer >

Correct Answer - 2. Continue moves to the next iteration of a loop, while break exits the loop completely

12. What is the correct syntax for declaring an integer in C#?

- int x = 10;
- integer x = 10;
- Int x = 10;
- Integer x = 10;

Check Answer >

Correct Answer - 1. int x = 10;

13. How do you declare a constant in C#?

- int const x = 10;
- x = const int 10;
- const int x = 10;
- const x = int 10;

Check Answer >

Correct Answer - 3. const int x = 10;

14. What is the correct syntax for declaring a while loop in C#?

- While (condition) {}
- (condition) while {}
- While {} (condition)
- while (condition) {}

Check Answer >

Correct Answer - 4. while (condition) {}

15. What is the correct syntax for creating an object in C#?

- objectName ClassName = new ClassName();
- ClassName objectName = new ClassName();

- ClassName = new objectName();
- ObjectName class = new ClassName();

Check Answer >

Correct Answer - 2. ClassName objectName = new ClassName();

16. What is the correct syntax for declaring a switch statement in C#?

- Switch (expression) {}
- switch (expression) {}
- (expression) switch {}
- Switch {} (expression)

Check Answer >

Correct Answer - 2. switch (expression) {}

17. How do you access elements of an array in C#?

- arr[index]
- arr.index
- arr(index)
- arr{index}

Check Answer >

Correct Answer - 1. arr[index]

18. What is the output of the following code?

```
int x = 10;
int y = x++;
Console.WriteLine(y);
```

- 11
- 9
- 10
- None of these

Check Answer >

Correct Answer - 3. 10

19. What is the output of the following code?

```
string str1 = "Hello";
string str2 = "Hello";
if (str1 == str2)
{
    Console.WriteLine("Equal");
}
else
{
    Console.WriteLine("Not Equal");
}
```

- ◯ Error
- ◯ Equal
- ◯ Not Equal
- ◯ None of these

Check Answer >

Correct Answer - 2. Equal

20. Which of the following is a valid method to convert a string to an integer in C#?

- ◯ string.ToInt32(string)
- ◯ int(string)
- ◯ int.Parse(string)
- ◯ Convert.ToInt32(string)

Check Answer >

Correct Answer - 3. int.Parse(string)

. Post Increment (`i++`) : Current value of 'i' is used and then it is incremented by 1.
. Pre Increment (`++i`) : First 'i' is incremented by 1 and then it's value is used.
. Post Decrement (`i--`) : Current value of 'i' is used and then it is decremented by 1.
. Pre Decrement (`--i`) : First 'i' is decremented by 1 and then it's value is used.

1) What will be the output of the following program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int i = 11;

        i = i++ + ++i;

        System.out.println(i);
    }
}
```

View Answer

Answer : 24

Initially, i=11,
i = i++ + ++i
i = (i is used before increment) + (i is used after increment)
i = 11(i=12) + 13(i=13)
i = 11 + 13 = 24

2) Guess the output of the following program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int a=11, b=22, c;

        c = a + b + a++ + b++ + ++a + ++b;

        System.out.println("a="+a);
        System.out.println("b="+b);
        System.out.println("c="+c);
    }
}
```

View Answer

Answer :
a=13
b=24
c=103

Given, a=11, b=22
c = a + b + a++ + b++ + ++a + ++b
c = 11 + 22 + (a is used before increment) + (b is used before increment) + (a is used after increment) + (b is used after increment)
c = 11 + 22 + 11(a=12, b=22) + 22(a=12, b=23) + 13(a=13, b=23) + 24(a=13, b=24)
c = 11 + 22 + 11 + 22 + 13 + 24 = 103 and a=13, b=24

Also Read : Java Strings Quiz

3) What will be the output of the below program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int i=0;

        i = i++ - --i + ++i - i--;

        System.out.println(i);

    }
}
```

View Answer

Answer : 0

initially, i=0
i = i++ – –i + ++i – i–
i = (i is used before increment) – (i is used after decrement) + (i is used after increment) – (i is used before decrement)
i = 0(i=1) – 0(i=0) + 1(i=1) – 1(i=0)
i = 0 – 0 + 1 – 1 = 0

4) Is the below program written correctly?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        boolean b = true;

        b++;

        System.out.println(b);
    }
}
```

View Answer

Answer : No. ++ or — can't be applied to boolean types.

Also Read : 110+ Java Interview Programs With Solutions

- i = i++ + ++i
- c = a + b + a++ + b++ + ++a + ++b
- i = i++ - --i + ++i - i--
- m = i-- - j-- - k--
- --b - ++a + ++b - --a
- k = i-- - i++ + --j - ++j + --i - j-- + ++i - j++
- int j = --(i++)
- p = --m * --n * n-- * m--
- a = a++ + ++a * --a - a--
- int a = 11++
- m++ / ++n * n-- / --m
- i = --x + y++ - z-- - --z + ++y - --x + y-- - --x

5) What will be the output of the below program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int i=1, j=2, k=3;

        int m = i-- - j-- - k--;

        System.out.println("i="+i);
        System.out.println("j="+j);
        System.out.println("k="+k);
        System.out.println("m="+m);
    }
}
```

View Answer

Answer :
i=0
j=1
k=2
m=-4

Given, i=1, j=2, k=3
m = i– – j– – k–
m = (i is used before decrement) – (j is used before decrement) – (k is used before decrement)
m = 1(i=0) – 2(j=1) – 3(k=2)
m = 1 – 2 – 3
m = -4 and i=0, j=1, k=2

6) What will be the output of the following program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int a=1, b=2;

        System.out.println(--b - ++a + ++b - --a);
    }
}
```

View Answer

Answer : 0

Given, a=1 and b=2,
–b – ++a + ++b – –a
= (b is used after decrement) – (a is used after increment) + (b is used after increment) – (a is used after decrement)
= 1(a=1, b=1) – 2(a=2, b=1) + 2(a=2, b=2) – 1(a=1, b=2)
= 1 – 2 + 2 – 1 = 0

Also Read : Java Threads Interview Questions & Answers

7) What will be the value of i, j and k in the below program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int i=19, j=29, k;

        k = i-- - i++ + --j - ++j + --i - j-- + ++i - j++;

        System.out.println("i="+i);
        System.out.println("j="+j);
        System.out.println("k="+k);
    }
}
```

View Answer

Answer :
i=19
j=29
k=-20

Given, i=19 and j=29,
k = i– – i++ + –j – ++j + –i – j– + ++i – j++
k = (i is used before decrement) – (i is used before increment) + (j is used after decrement) – (j is used after increment) + (i is used after decrement) – (j is used before decrement) + (i is used after increment) – (j is used before increment)
k = 19(i=18, j=29) – 18(i=19, j=29) + 28(i=19, j=28) – 29(i=19, j=29) + 18(i=18, j=29) – 29(i=18, j=28) + 19(i=19, j=28) – 28(i=19, j=29)
k = 19 – 18 + 28 – 29 + 18 – 29 + 19 – 28
k = -20 and i=19, j=29

8) What is wrong with the below program? Why it is showing compilation error?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int i = 11;

        int j = --(i++);
    }
}
```

View Answer

Answer : Because, ++ or — can't be nested [–(i++)].

Also Read : Java Exception Handling Interview Questions & Answers

9) Guess the value of *p* in the below program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int m = 0, n = 0;

        int p = --m * --n * n-- * m--;

        System.out.println(p);
    }
}
```

View Answer

Answer : 1

Given, m=0 and n=0
p = –m * –n * n– * m–
p = (m is used after decrement) * (n is used after decrement) * (n is used before decrement) * (m is used before decrement)
p = -1(m=-1, n=0) * -1(m=-1, n=-1) * -1(m=-1, n=-2) * -1(m=-2, n=-2)
p = -1 * -1 * -1 * -1 = 1

10) What will be the output of the following program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int a=1;

        a = a++ + ++a * --a - a--;

        System.out.println(a);
    }
}
```

View Answer

Answer : 5

Given a=1,
a = a++ + ++a * –a – a–
a = (a is used before increment) + (a is used after increment) * (a is used after decrement) – (a is used before decrement)
a = 1(a=2) + 3(a = 3) * 2(a=2) – 2(a=1)
a = 1 + 3 * 2 – 2
a = 1 + 6 – 2 = 5

Also Read : Java Inheritance Quiz

11) What will be the outcome of the below program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int a = 11++;
```

```
        System.out.println(a);
    }
}
```

View Answer

Answer : Compile time error : ++ or — can't be applied to constants.

12) What will be the output of the following program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int m=1010, n=1010;

        System.out.println(m++ / ++n * n-- / --m);
    }
}
```

View Answer

Answer : 0

m=1010 and n=1010
m++ / ++n * n– / –m
= (m is used before increment) / (n is used after increment) * (n is used before decrement) / (m is used after decrement)
= 1010(m=1011, n=1010) / 1011(m=1011, n=1011) * 1011(m=1011, n=1010) / 1010(m=1010, n=1010)
= 1010 / 1011 * 1011 / 1010 = 0

13) What will be the output of the following program?

```
public class IncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int x = 001, y=010, z=100;

        int i = --x + y++ - z-- - --z + ++y - --x + y-- - --x;

        System.out.println("x="+x);
        System.out.println("y="+y);
        System.out.println("z="+z);
        System.out.println("i="+i);
    }
}
```

View Answer

Answer :
x=-2
y=11
z=98
i=-167

Given x = 001, y=010, z=100,
i = –x + y++ – z– – –z + ++y – –x + y– – –x
i = (x is used after decrement) + (y is used before increment) – (z is used before decrement) – (z is used after decrement) + (y is used after increment) – (x is used after decrement) + (y is used before decrement) – (x is used after decrement)
i = 0(x=0, y=10, z=100) + 10(x=0, y=11, z=100) – 100(x=0, y=11, z=99) – 98(x=0, y=11, z=98) + 12(x=0, y=12, z=98) – -1(x=-1, y=12, z=98) + 12(x=-1, y=11, z=98) – -2 (x=-2, y=11, z=98)

i = 0 + 10 – 100 – 98 + 12 – (-1) + 12 – (-2)
i = -167 and x=-2, y=11, z=98

Also Read : Java Array Interview Questions & Answers

14) What will be the output of the following program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int ch = 'A';

        System.out.println(ch++);
    }
}
```

View Answer

65

15) What will be the outcome of the below program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        char ch = 'A';

        System.out.println(++ch);
    }
}
```

View Answer

B

16) What will be the output of the following program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        char ch = "123".charAt(1);

        System.out.println(ch++ + ++ch);
    }
}
```

View Answer

102

Also Read : Java Interview Questions For Freshers

17) What will be the output of the following program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        char ch = '0';

        System.out.println(ch-- + --ch);
    }
}
```

View Answer

94

18) What will be the outcome of the below program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        char ch = '1'++;

        System.out.println(ch);
    }
}
```

View Answer

Compile time error : Invalid argument to operation ++/–

19) What will be the output of the following program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        int i = 0, j = 0;

        System.out.println(--i * i++ * ++j * j++);
    }
}
```

View Answer

1

20) What will be the output of the following program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        char c = 'A', C = 'a';

        System.out.println(c++ * ++C);
    }
}
```

View Answer

6370

21) What will be the output of the following program?

```
public class JavaIncrementDecrementQuiz
{
    public static void main(String[] args)
    {
        double d = 1.5, D = 2.5;

        System.out.println(d++ + ++D);
    }
}
```

View Answer

5.0

Also Read :

https://www.youtube.com/@codewitharrays

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