Buggy C# Code Examples and Fixes - Interview Cheat Sheet

1. Division by Zero

```
Buggy Code:
int a = 10;
int b = 0;
int result = a / b;
Console.WriteLine(result);

Fix:
if (b != 0)
{
   int result = a / b;
   Console.WriteLine(result);
}
else
{
   Console.WriteLine("Cannot divide by zero.");
}
```

2. NullReferenceException

```
Buggy Code:
string name = null;
Console.WriteLine("Length: " + name.Length);

Fix:
if (!string.IsNullOrEmpty(name))
        Console.WriteLine("Length: " + name.Length);
else
        Console.WriteLine("Name is null or empty.");
```

3. Modifying Collection During Iteration

```
Buggy Code:
List<int> nums = new List<int> { 1, 2, 3, 4 };
foreach (int n in nums)
{
    if (n % 2 == 0)
        nums.Remove(n);
}

Fix Option 1:
nums.RemoveAll(n => n % 2 == 0);

Fix Option 2:
for (int i = nums.Count - 1; i >= 0; i--)
{
    if (nums[i] % 2 == 0)
        nums.RemoveAt(i);
}
```

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4. Async Deadlock in Main

```
Buggy Code:
public static void Main()
{
    var result = GetData().Result;
    Console.WriteLine(result);
}

Fix:
public static async Task Main()
{
    var result = await GetData();
    Console.WriteLine(result);
}
```

5. Case-Sensitive String Comparison

```
Buggy Code:
string input = "yes";
if (input == "YES")
{
    Console.WriteLine("Confirmed");
}

Fix:
if (string.Equals(input, "YES", StringComparison.OrdinalIgnoreCase))
{
    Console.WriteLine("Confirmed");
}
```

6. Object Equality Using ==

```
Buggy Code:
object a = "hello";
object b = new string("hello".ToCharArray());

if (a == b)
    Console.WriteLine("Equal");
else
    Console.WriteLine("Not Equal");

Fix:
if (a.Equals(b))
    Console.WriteLine("Equal");
```

7. Infinite Recursion (Stack Overflow)

```
Buggy Code:
void Print(int x)
{
```

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```
Console.WriteLine(x);
    Print(x + 1);
}
Print(1);

Fix:
void Print(int x)
{
    if (x > 1000) return;
    Console.WriteLine(x);
    Print(x + 1);
}
```