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Assignemt 2

A -

1. What is the Common Type System?

- The common type system are

- value types :

Built in like byte, short, long , int, bool, float, double)

User defined data types like enums,struct

- reference types

2. Can a value type be **null**?

- No, because it may cause a compile time error but we can use the value type Nullable

3. Can you use uninitialized variables in C#? Why?

- No , as it will show an error list saying use of unassigned variable and it will take a memory position which is never used

4. Can there be loss of data as a result of an implicit conversion?

- No as using implicit conversion is type safe

C –

- y will be 10 as it is assigned by x then x incremented
- x will be 11 before the addition of the 10 and 21 after added by 10
- a will be 321 multiplication will happen first $30 * 10$ then addition $21 + 300$
- check if a is equal to be and the value will be false

D –

1-symbol //

2-false

3-255

4-51

5-if

6-true