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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