**All MCQ**

1. Which one among the following does not store object references?  
   a) **BitArray**  
   b) Queue  
   c) Stack  
   d) None of the mentioned
2. What is/are true for an array in C#?  
   a) It is easy to increase or reduce the size of an array.

b) **It provides single means of accessing data by using an integer index.**c) It can provide FIFO, LIFO mechanism to store and retrieve data.  
d) **C# arrays are zero indexed.**

1. True statements about Stack and Queue are?  
   a) Stack and Queue both are FIFO.

b**)  Stack is LIFO and Queue is FIFO**.  
c)  Stack is FIFO Queue is LIFO  
d) Stack and Queue both are LIFO.

1. What is/are true for generic types in C#?  
   a) **Each collection provide specialized type of method that supports their functionalities .**

b) **Each collection class is optimized for a particular form of data.  
c) Both a & b**

d**)** None of them.

1. Which of the following allow for iteration without having access to the collection itself?  
   a) Stack.

b**)** Queue .  
c)   SortedList  
d) **LinkedList**.

1. What kind of object does the generic Dictionary enumerator return?  
   a) Object.

b**)   Object of generic class KeyValuePair.**c)   Only Key  
d) Only Value.

1. Where can we add items to a LinkedList?  
   a) **At the beginning and at the end of the LinkedList.**

b**)   Before or after any specific node of the LinkedList.**c)   At any numeric index of the LinkedList.  
d) None of the above.

1. What does the Dequeue method of of the Queue class do?  
   a) **Retrieves an item from the front of the collection.**

b**)   Removes the first item from the collection.**c)   Adds an item to the collection.  
d) Clears the collection.

1. In what order does a Stack retrieves item as we use Pop method?  
   a) Random order**.**

b**)** First in, first out.c)   **Last in , first out**.  
d) Last in , last out.

1. Which of the following is/are Stack propertie/s?  
   a) Pop**.**

b**)** Push.c)   **Count**.  
d) Peek.

1. Which one is true for Sorted List?  
   a) A Simple resizable , index-based collection of object**.**

b**)** A compact collection of Boolean values.c)   **A sorted collection of name/value pairs of object**.  
d) A sorted collection of name/value pairs of strings.

1. Which of the following is/are used to remove a specified item from List<T>?  
   a) Remove**.**

b**)** Pop.c)   **RemoveAt**.  
d) Dequeue.

1. Which of the following is/are used to remove from LinkedList<T>?  
   **a) Remove.**

**b)   RemoveFirst.  
c)   RemoveLast.**d) RemoveAt.

1. Which method is used to check whether a Dictionary<T> collection already contains a particular Key?  
   **a) ContainsKey.**

b)   Contains.  
c)   IsExist.

d) Exists.

1. What is the substitute of SortedList<TKey, TValue> in Windows store apps?  
   a) SortedString<TKey, TValue>.

b)   **SortedDictionary<TKey, TValue>.**  
c)   Dictionary<TKey, TValue>.  
d) StringArrayList<T>.

1. What is/are the real power of HashSet<T> class?  
   a) **IntersectWith.**

b)   **UnionWith.**  
c)   **ExceptWith.**  
d) OverWriteWith.

1. To create a collection class?  
   a) Use Add/Insert for Lists, hashset and dictionary oriented collection and enqueue for Queue ,push for Stack.

b)   Use Remove for Lists, hashset and dictionary oriented collection and dequeue for Queue<T> ,pop for Stack<T>.

c)   **Use the constractor for the collection class.**  
d) None of the above

1. What is/are true about Lambda?  
   **a) Lambda is an expression that returns a method.**

**b)   Lambda expression contains parameters and method body .**

**c)   The => (Such that) expression is used to indicate a lambda exresson to the C# Compilar.**d) Lambda expression cannot contain multiple statement.

1. What is /are true to locate an item in collection class?  
   **a) Use array notation for dictionary oriented collection.**

**b)   Use Find method for List.**

**c)   Use Contains method for hash set.  
d) Stack<T> and Queue<T> does not support searching.**

1. What is/are true for ToArray method?  
   **a)   ToArray is a method of many collection class that creates and populates an array containing the elements of the collection.**b)   In ToArray method Items are copied to the array and removed from the collection**.  
   c) In ToArray method Items are copied to the array but not removed from the collection**.
2. ToArray method is not applicable for collection class.

**MCQ Garbage**

1. **Which of the following job is/are performed by Garbage Collector?**
2. Freeing memory on the stack.
3. Closing unclosed files.
4. **Freeing memory occupied by unreferenced object.**
5. Closing unclosed database collections.
6. **Which of the following statements are correct?**a) There is one garbage collector per program running in memory  
   b) There is one common garbage collector for all programs  
   c) To garbage collect an object set all references to it as null  
   **d) Both b & c**
7. **What will you do to prevent the garbage collector from calling Object.Finalize on an object that does not require it.**
8. call GC.SuppressFinalize() method .
9. call GE.Destractor();
10. Call Object.SuppressFinalize() method .
11. None of the above.
12. **When GC get Triggered?**
13. When virtual memory is running out of space.
14. When we call GC.Collect()method explicitly.
15. When allocated memory is running out of space.
16. All of the above.
17. **Which of the following statements are correct about garbage collection?**
18. Garbage collector manages allocation and reclaim of memory.
19. Garbage collector works on managed heap.
20. Unmanaged resources can be cleaned-up using 'Dispose' method.
21. All of the above.
22. **To declare a property in interface we have to:**
23. Declare the type of the property, its name, a get and a set accessor.
24. Declare a property with only a get or set accessor or both.
25. Declare a property with only a set accessor.
26. Declare a property with only a get or set keyword or both.
27. Which of these is used as a default specifier for a member of the class if no access specifier is used for it?
28. Private
29. Public
30. Protected.
31. None of the above.
32. Accessibility modifier defined in a class are?
33. public, private, protected, internal, protected internal
34. public, private, protected.
35. public, private, protected, internal.
36. public, internal, protected internal
37. To create an automatic property:
38. Define the property with auto get and set accessor.
39. Define the property with empty get and set accessor.
40. Define the property without get and set accessor.
41. Define just as field.
42. Which statement is/are true about property?
43. A property can contain as many as get and set accessor.
44. We can’t declare const properties.
45. get and set accessor of property can take any parameter.
46. We can assign a value through property of a class after the class has been initialized.
47. For secure data such as password we have to use:
48. Read-only property
49. Read & Write Property.
50. Write-only property
51. All of the above.
52. Access static properties :
53. By using the name of the class.
54. By using the instance of the class.
55. We cannot access static property.
56. C# does not approve accessing static property.
57. What is /are true about System.Array Class.
58. All arrays in C# are actually instances of the System.Array class.
59. The System.Array class implements IEnumerable interface.
60. The System.Array class contains a single method GetEnumerator.
61. None of the above.
62. Which of the characteristics are found in Iterator:
63. It is a statement block which may contain a yield return statement to provide the next value of the iteration.
64. It is a statement block which may contain a yield break statement to provide the next value of the iteration.
65. It is a statement block which may contain a yield return statement to indicate that the iteration is complete.
66. It is a statement block which may contain a yield break statement to indicate that the iteration is complete.
67. What is an iterator?
68. A C# keyword.
69. A method
70. An operator
71. An Accessor.
72. What is/are the purpose of GetEnumerator method?
73. It constructs an enumerator object for iterating through the collection.
74. It is only responsible for iterating through the collection.
75. It is responsible for constructing an enumerator object.
76. None of the above.
77. What is /are not true about delegate?
78. A delegate is reference to a method.
79. A delegate is an object that refers to a method.
80. A delegate can reference more than one method at a time.
81. None of the above.
82. To generate a simple notification for an object in runtime, the programming construct to be used for implementing this idea?
83. Attribute
84. Interface
85. delegate
86. INotification.
87. Choose the correct statement among the following about the delegate?
88. delegates are not of reference types
89. delegates are object oriented
90. delegates are type safe
91. delegates are not only reference to a method.
92. What is /are true about the relationship of event and delegate :
93. Events in C# are implemented with delegates
94. Events are a pattern on top of delegates
95. Both a & b.
96. None of the above.

**Another Garbage**

1. **Which of the following job is/are performed by Garbage Collector?**
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3. Closing unclosed files.
4. Freeing memory occupied by unreferenced object.
5. Closing unclosed database collections.
6. **Which of the following statements are correct?**a) There is one garbage collector per program running in memory  
   b) There is one common garbage collector for all programs  
   c) To garbage collect an object set all references to it as null  
   d) Both b & c
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9. call GE.Destractor();
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11. None of the above.
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14. When we call GC.Collect()method explicitly.
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26. Declare a property with only a get or set keyword or both.
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29. Public
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84. Interface
85. delegate
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91. delegates are not only reference to a method.
92. What is /are true about the relationship of event and delegate :
93. Events in C# are implemented with delegates
94. Events are a pattern on top of delegates
95. Both a & b.
96. None of the above.

**Array Interface**

1.  Which of the following applies to interface inheritance?

a) If a class implements an interface, the implementation can be provided by a public member of a base class.   
b) A class may partially implement an interface by only declaring some of the members   
c) Interface methods may be implemented so that they are NOT directly accessible using an instance reference to the class  
d) Since interface implementation methods cannot be declared private, protected, or internal, they are always accessible from any point in an application .

2. Which of these keywords is used to refer to member of base class from a sub class?  
a) upper  
b) base  
c) this  
d) None of the mentioned

3. Which of the following keywords prevents a class from being overridden further?  
a) abstract  
b) sealed   
c) final  
d) internal

4. What will be the output of the following Main program in a C# console application?

***static void Main(string[] args)***

***{***

***string sPrint = String.Format("{I am a student.}");***

***Console.WriteLine(sPrint);***

***Console.ReadLine();***

***}***

a) {{I am a student.}}   
b) compilation error.   
c) {I am a student.}  
d)  runtime error

5. What will be the output of the following code?

***static void Main(string[] args)***

***{***

***for (int i = 0; i < 1; i++)***

***{***

***Console.WriteLine("No Error");***

***}***

***int A = i;***

***Console.ReadLine();***

***}***

a) No Error   
b) compilation error.   
c) runtime error  
d)  None of the above

6. Suppose a class is declared as a protected internal:

**protected internal class A**

**{**

**}**

Which statement is correct with regards to its accessibility?

a) This class can be accessed by code in the same assembly, or by any derived class in another assembly.   
b) This class can only be accessed by code which is in the same assembly.   
c) This class can only be accessed by code which is in the derived class (i.e. classes derived from Class A) and which are in the same assembly.   
d) This class can be accessed by any code whether in the same assembly or not.

7. Which object oriented term is related to protecting data from access by unauthorized functions?  
a) Inheritance   
b) Data hiding   
c) Polymorphism   
d) Abstraction

8. Which of the following is true about constructors and member functions?  
a) A member function can declare and define values, but a constructor cannot.   
b) A member function can return values, but a constructor cannot.   
c) A constructor can return values, but a member function cannot.   
d) All of the above.

9. In C#, can global functions that are not associated with a particular class be defined?

a) Yes   
**b) No**   
c) Yes, but they have to be marked with the keyword static.    
d) Yes, but they have to be marked with the keyword internal.

10. If a class does not wish to provide Implementation for all the members from the interface it implemented it has to be a:

a) Static Class  
b) Abstract Class.   
c) Sealed Class.  
d)  None of the above.

11. Which of the following is true about friend functions in C#?

a) Friend functions violate the concept of OOPS.    
b) Friend functions should not be used.   
c) Friend functions enhance the concept of OOPS if used properly.    
d) Friend functions are not available in C#.

12. What statement is /are not true about abstract class?

a) An inheritance between abstract to abstract classes is not possible.   
b) An abstract class can never be sealed or static.   
c) An abstract member cannot be static or private.

d)  An abstract method cannot be marked virtual.

13. We can pass a variable number of arguments to a method by using params array and to do it we have to use the keyword -  
a) Params   
b) params

c) array    
d) param

14. Which type of class members are associated with the class itself rather than the objects of the class?

a) Protected   
b) Static   
c) Private   
d) Public

15. Which of the following properties are found in Static Constructors?

a) A static constructor does not take access modifiers or have parameters.   
b) A static constructor cannot be called directly.  
c) The user has no control on when the static constructor is executed in the program.   
d) All of the above

16. Which of the following characteristics are found in overloaded methods?

a) They must have the same name.   
b) They can have same number of parameters but of different type  
c) Can have different access modifier.   
d) All of the above

17. Which of the following can an interface NOT contain?

a) Methods   
b) Events    
c) Fields   
d) Indexers

18. Which of the following are true about namespaces and assemblies?

a)  A single assembly may contain multiple namespaces    
b) The same namespace may be used in multiple assemblies     
c)  Namespaces may be aliased to provide a shorthand notation for a fully qualified identifier

d) All of the above

19) The term Encapsulation is most commonly used to mean:

a)  separating an item's public interface from the actual implementation   
b) embedding content as a resource into an executable program   
c)  providing a short summary description of complex operations

d) a technique using base and derived classes

20) What will be the created from the following code?

public static int Min(params int [,] table){ }

a)  A method with an array of a set of value as parameter.  
b) Compile error  
c) Runtime error

d) None of the above.

**Chapter 21 to 27 Exam**

1. **In LINQ use *join* operator to combine two collections across a common key here we use the on clause with the \_\_\_\_\_\_ operator to specify how the collections are related ?**
2. equals.
3. equality.
4. equal to.
5. on equal.
6. **Choose the namespace in which the interface IEnumerable is declared?**
7. System.Collections
8. System.Collections.Generic
9. System.Generic.Collections
10. None of the mentioned
11. **We can partition the values in an enumerable collection by using**
12. Intersect method of LINQ.
13. Except method of LINQ.
14. Take and Skip method of LINQ
15. All of the above.
16. **OrderByDescending is not supported in.**
17. Method syntax
18. Query syntax
19. Lambda expression
20. VB method syntax
21. **A class must implement \_\_\_\_\_\_\_\_\_\_\_\_ interface in order to provide querying facility using LINQ.**
22. IEnumerator or IQueryable
23. IEnumerable or IQueryable
24. Enumerable or Queryable
25. None of the above
26. **Which method is/are inherited from System.Object?**
27. GetHashType
28. EqualsTo
29. GetHashCode
30. All of the above.
31. **The .NET Framework version 4.0 and later includes a type called Complex in \_\_\_\_\_\_\_\_\_\_\_\_.**
32. System.Number namespace
33. System.Complexity namespace
34. System.Numerics namespace.
35. None of the above.
36. **What is/are true about implicit conversion?**
37. An implicit conversion requires no special syntax and never throws an exception.
38. The result of implicit conversion is always wider than the original value.
39. Both a & b.
40. None of the above.
41. **What is/are true about converting an *int* to a *Complex* object?**
42. It is always safe process.
43. It sometimes loses information.
44. Both a & b.
45. None of the above.
46. **What is/are true about defining a conversion operator?**
47. We should write keywords protected and static, followed by the keyword implicit or explicit.
48. We should write keywords public and static, followed by the return type
49. We should write keywords public and static, followed by a logical operator.
50. We should write keywords public and static, followed by the keyword implicit or explicit.
51. **The CLR implements tasks and schedules them for execution by using:**
52. Thread objects
53. ThreadPool class.
54. Task constructor.
55. None of the above.
56. **To dynamically determine the ideal number of threads for the current workload CLR follows a hill-climbing \_\_\_\_\_\_\_\_\_.**
57. Method.
58. Algorithm.
59. Process.
60. Strategy.
61. **We create Task objects by using Task constructor. Task constructor is overloaded but all version expect you to provide an \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ as a parameter.**
62. Variable.
63. Dynamic variable.
64. Delegate
65. Action Delegate.
66. **The *Start* method is overloaded and we can optionally specify a \_\_\_\_\_\_\_\_\_\_object to control the degree of concurrency and other scheduling options.**
67. TaskScheduler.
68. TaskContinuationOptions.
69. TaskCreationOptions
70. None of the above
71. **An Asynchronous method is a method that \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**
72. Does not take part in the current thread of execution.
73. Does not block the current thread of execution.
74. Does block the current thread of execution.
75. All of the above
76. **If we don’t include \_\_\_\_\_\_\_\_\_\_\_\_ statement in an async method, the method is simply a reference to a Task that performs the code in the body of the method.**
77. a ContnueWith
78. an await.
79. a Run.
80. a Start.
81. **What is true about CountDownEvent?**
82. It is a class to control access to a pool of resources.
83. It is class can be treated as cross between the inverse of a semaphore and a manual reset event.
84. It is a class that supports a single writer and multiple readers.
85. None of the above.
86. **Which property indicates what happens if the user attempts to enter information into the control that exceeds its width?**
87. Margin
88. Text
89. HorizontalAlignment
90. TextWrapping.
91. **Which method returns a Boolean value indicating whether the command can run?**
92. Execute
93. CanExecuteChange
94. CanExecute
95. IsExecute
96. **IsBrowsing property indicates \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

a) Whether the ViewModel is in Browser editing mode.

b) Whether the ViewModel is in Browsing mode and there is an open connection.

c) Whether the ViewModel is in Browsing mode.

d) Whether the ViewModel is in Browsing mode and there is no open connection

**Chapter 23 to 25**

1. .NET framework class library includes a thread safe collection classes and interfaces in the \_\_\_\_\_\_\_\_\_\_ namespace that are specially designed specifically for use with tasks.
2. System.Collection.Generic;
3. System.Collection
4. System.Collection.Concurrent
5. System.Collection.ConcurrentQueue
6. The class ConcurrentDictionary<TKey,TValue> provides TryAdd, ContainsKey, TryRemove, TryUpdate, TryGetValue, methods:
7. For executing PLINQ into the collection.
8. For Locking thread safe data access.
9. For iterating over its contents.
10. For add, query, remove, update items in collection.
11. Which of the following is/are members of thread safe collection classes and interfaces
12. ConcurrentBag<T>
13. ConcurrentQueue<T>
14. **ConCurrentHashSet<T>**
15. All of the above.
16. Which statement is/are true for ManualResetEventSlim class functionality?
17. It helps to helps delegates to wait for an event.
18. It helps one or more tasks to wait for an event.
19. It helps collection classes to be locked for becoming thread safe.
20. None of the above.
21. ReadWriterLockSlim supports:
22. Single reader and multiple writers.
23. Single writer and multiple readers.
24. Equal number of reader and writer.
25. No reader or writer.
26. Which of the following is/are true about PLINQ?
27. PLINQ cannot cancel query.
28. Unlike ordinary LINQ queries we can cancel a PLINQ query.
29. Like ordinary LINQ queries PLINQ can cancel query.
30. All of the above.
31. Async modifier signifies that
32. A method runs asynchronously on a separate thread.
33. The code in the method can be divided into one or more continuations.
34. When the divided continuations run, they execute on the different thread as the original method call.
35. All of the above.
36. Which of the following specifies the point at which point the C# compilar can split the code into a continuation.
37. async modifier.
38. await operator.
39. Task method.
40. Run method.
41. To wait for several tasks to finish
42. Call the static WaitAll method of Task class.
43. Call the GetAwaiter method
44. Call static WaitContinue method of the Task class
45. None of the above.
46. Which is/are not included in the status property of the task object
47. RunToCompletion
48. RunNotToFault
49. WaitingToRun
50. Running
51. The general rule is to use Parallel.For and ParallelForEach is
52. Each iteration of the loop is independent.
53. Whole loop is independent.
54. Whole loop is dependent.
55. Each iteration of the loop is dependent.
56. Which of the following is /are true about cancellation token
57. A cancellation token is a structure that represents a request to cancel one more tasks.
58. A cancellation token is a method that represents a request to cancel one more tasks.
59. A cancellation token is a class that represents a request to cancel one more tasks.
60. A cancellation token is a thread that represents a request to cancel one more tasks.
61. Parallel class is located in System.Threading.Task which provides a set of static method using which we can indicate the code to run in parallel as possible these methods is/are
62. Parallel.For
63. Parallel.While
64. Parallel.ForEach<T>
65. Parallel.Invoke
66. The watch variable is a object of
67. System.Diagnostics.StopWatch
68. System.Diagnostics.Watch
69. System.Diagnostics.Timer
70. System.Diagnostics
71. Which of the statement is/are true
72. WaitAll and WaitAny method of Task class takes params array.
73. WaitAll method of Task class takes params array but WaitAny is not a method.
74. WaitAll and WaitAny are only property of Task class .
75. WaitAll is a property of Task class but WaitAny is a method of Task class.
76. Which of the following is/are not included as an additional value of ContinueWith method:
77. NotFaulted
78. NotOnFaulted
79. OnlyOnFaulted
80. OnlyCanceled
81. CLR implements tasks and schedules them for execution by using which of the following?
82. Thread Object
83. ThreadPool
84. MultiThreading
85. All of the above.
86. Windows store apps supports which of the following :
87. Thread
88. Task
89. ThreadPool
90. Multithreading
91. What is a contract?
92. A contract defines a Windows 8.1 interface through which an app can implement an operating system defined feature.
93. A contract defines a Windows 8.0 interface through which an app can implement an operating system defined feature.
94. A contract is class through which an app can implement an operating system defined feature.
95. A contract defines a Windows 8.1 class through which an app can implement an operating system defined feature.
96. Which of the following is/are true about the StackPanel control?
97. It is responsible for placing the control in it in vertical arrangement.
98. It is responsible for placing the control in vertical arrangement.
99. It is responsible for placing the control in it in horizontal arrangement.
100. It is responsible for placing the control in horizontal arrangement.

**Asynch Task**

1. In **C#**  the heart of **async** programming are:
2. The modifier Async and the operator Await and Task method.
3. The modifier async and the operator await and Task return type.
4. The async keyword Task return and run method.
5. None of the above.
6. To synchronize one or more task to implement thread-safe exclusive access to the data we can use:
7. ThreadSafe statement.
8. Lock statement.
9. Block statement.
10. Al the above.
11. To provide excusive write access to a resource, but shared read access we should follow the next steps :
12. ReaderWriterLockSlim 🡪 EnterReadLock 🡪ExitReadLock🡪EnterWriteLock🡪ExitWriteLock.
13. ReaderWriterLockSlim 🡪EnterWriteLock🡪ExitWriteLock 🡪 EnterReadLock 🡪ExitReadLock.
14. EnterWriteLock🡪ExitWriteLock 🡪 EnterReadLock 🡪ExitReadLock🡪 ReaderWriterLockSlim.
15. EnterReadLock 🡪ExitReadLock🡪 EnterWriteLock🡪ExitWriteLock🡪 ReaderWriterLockSlim.
16. Which method is used to enable cancellation in a PLINQ query:
17. CancellationTockenQuery method of ParallelQuery Class.
18. WithCancellation method of ParallelQuery Class.
19. WithCancellationPLINQ method of ParallelQuery Class.
20. ParallelQueryCancellation method of ParallelQuery Class.
21. What is the procedure to create a task and run it:
22. Use protected Run method of Task class and run the task in a single step.
23. Use static Run method of Task class and run the task in a single step.
24. Create a new Task object that references a method to run and call the Start method.
25. Create a new Task object that references a method to run and call the Begin method.
26. Which additional value has to include with ContinueWith method to run in a new task when a task has completed:
27. NotOnCanCeled.
28. NotOnRunToCompletion.
29. NotOnFaulted.
30. OnlyOnCanceled.
31. To Wait for a task to finish:
32. Call the Wait method of the Task object.
33. Use the await operator in a method.
34. Use the await operator only in async method.
35. All of the above
36. Two primary reasons we might want to perform multitasking in an application are:
37. Improve responsiveness and scalability.
38. Improve responsiveness and interactivity.
39. Improve responsiveness and interoperability.
40. Improve responsiveness and sensitivity.
41. If a conversion is always safe doesn’t run the risk of losing information, and cannot throw an exception, it can be defined as:
42. User-defined Conversion.
43. Implicit Conversion.
44. Explicit Conversion.
45. Built-in Conversion.
46. It is sometimes called a narrowing conversion because the result is narrower than the original value and can throw an OverflowException exception if the value is out of the range of the target type.
47. Implicit Conversion.
48. Complex Conversion.
49. Explicit Conversion.
50. User-defined Conversion.
51. .NET framework includes a type called Complex in the namespace \_\_\_\_\_\_\_\_\_\_that implements complex number.
52. System.Operator.
53. System.Numeric.
54. System.Number.
55. System.Value.
56. Which statements is/are true about increment and decrement operator?
57. They must be public, they must be static and they must be unary.
58. The result of a postfix expression is the value of the operand after the expression takes place.
59. The result of a prefix expression is the return value of the operator.
60. All of the above.
61. Which method is/are used to force immediate generation of the results for a LINQ query?
62. GroupBy.
63. ToList.
64. ToArray.
65. OrderBy
66. Which statements is/are true about about LINQ?
67. LINQ Provides generic version of ToList and ToArray method.
68. LINQ provides nongeneric version of ToList and ToArray method.
69. LINQ doesn’t provide any version of ToList and ToArray method.
70. None of the above.
71. The parameters to join method is/are as follows:
72. The enumerable collection with which to join.
73. A method that identifies the common key fields from the data identified by the Select method.
74. A method that identifies the uncommon key fields on which to join the selected data.
75. None of the above.
76. Full form of LINQ is
77. Language Integration Query.
78. Language-Integrated Query.
79. Language-Independent Query.
80. Language-Implemented Query.
81. In LINQ which method removes duplicate rows from the enumerable collection?
82. Remove.
83. Filter.
84. Distinct.
85. Select.
86. How to unsubscribe an event?
87. Create a delegate instance and detach the delegate instance from the event by using

***-= operator.***

b) Create an event instance and detach the delegate instance from the event by using ***-=*** ***operator***

c) Create an event instance and detach the event instance by using ***-= operator***

d) Create an delegate instance and detach the delegate instance by using ***-= operator.***

1. Creating a delegate instance and attaching the delegate instance to the event by using ***+= operatot*** is called :
2. Invoking a delegate.
3. Subscribing a delegate.
4. Invoking an event.
5. Subscribing an event
6. Which is the correct way to declare a delegate?
7. Keyword delegate, followed by the return type ,followed by the name of the delegate.
8. Access modifier, keyword delegate, followed by the return type ,followed by the name of the delegate.
9. delegate Name, Keyword delegate followed by the return type .
10. Access modifier, keyword delegate, followed by the return type ,followed by the optional parameter.
11. What is/are true about lambda expression?
12. Lambda expression can return values, but the return type must match that of the delegate to which they are being added.
13. Lambda expression cannot return values.
14. The body of lambda expression can be made up of multiple statements, method calls, variable definitions and other codes.
15. All of the above.
16. Adapter is :
17. A tool used to convert method signature.
18. An explicit parameter to convert a method.
19. A method that convert a method signature.
20. Adapter is not applicable in C#.
21. To define an enumerator by using iterator is/are:
22. Implement the enumerator to indicate which items should be returned.
23. Implement the enumerator to indicate which items should be returned and in which order.
24. Implement the iterator to indicate which items should be returned.
25. Implement the iterator to indicate which items should be returned and in which order.
26. What is/are true about iterator?
27. An iterator is a block of code that yields break an ordered sequence of values.
28. An iterator is not actually a member of enumerable class.
29. An iterator is just a definition of the enumeration sequence.
30. All of the above.
31. The IEnumerator interface specifies the following property:
32. object current{ger;}
33. object current{ger; set;}
34. bool MoveNext();
35. void Reset();
36. To locate an item in a collection which is/are not true?
37. For Dictionary-oriented collection we use array notation.
38. For Stack and Queue we use Find() method.
39. Lists doesn’t support searching.
40. Hash set uses Contains method.
41. Methods of HashSet is/are as follows:
42. Union
43. IntersectWith
44. Find
45. All of the above.
46. Which is not a method of LinkedList
47. AddWith
48. AddBefore
49. AddLast
50. All of the above.
51. BitArray Class implements the following
52. Object Reference
53. Compact array of Boolean.
54. Complex data.
55. Indexers.
56. We can remove elements from List<T> by using
57. Remove method
58. RemoveAt method.
59. Pop method
60. Filter method.