**Chapter 22: Operator Overloading**

Q1. Which one defines whether the operator evaluates from left to right or from right to left?

A. Operator precedence

B. Operator overloading

C. Operator associativity

D. None of the above

***Answer: C [page 258]***

Q2. Which type of operator operates on just one operand?

A. Unary operator

B. Binary operator

C. Trinary Operator

D. None of the above

***Answer: A [page 258]***

Q3. Which type of operator operates on two operands?

A. Unary operator

B. Binary operator

C. Trinary Operator

D. None of the above

***Answer: B [page 258]***

Q4. Which of the following is a unary operator?

A +

B. +=

C. ?

D. ++

***Answer: D [page 258]***

Q5. You can change the precedence and associativity of an operator.

A. True

B. False

***Answer: B [page 258, No. you cannot]***

Q6. In c#, you can invent new operator symbols

A. True

B. False

***Answer: B [page 247, you can only overload existing operators]***

Q7. Which operator you cannot overload?

A. Plus (+)

B. Increment (++)

C. Equality (==)

D. Dot (.)

***Answer: D [Page 259]***

Q8. Which of the following should be true while overloading operators?

A. All operators must be public

B. All operators must be static

C. virtual, abstract, override, or sealed modifiers cannot be used

D. overloaded cannot take any parameter

***Answer: A, B, C [Page 259. Binary operators must accept two arguments and unary operator must***

***Accept one operator]***

Q9. Which of the operators must be overloaded as pairs?

A. == and! =

B. < and >

C. <= and >=

D. + and –

***Answer: A, B, C [Page 266]***

Q10. Which one is implicit casting?

A. double d; int a = 20; d = a;

B. int a; double d=2.33; a = (int)d

C. int a = Convert.ToDouble (“20.33”);

D. None of the above

***Answer: A [Page 270]***

Q11. Which one is explicit casting?

A. double d; int a = 20; d = a;

B. int a; double d=2.33; a = (int)d

C. int a = Convert.ToDouble (“20.33”);

D. None of the above

***Answer: B [Page 270]***

**Written Chapter-17**

**Q. What is the use of generics?**

The is use of generics, fixing compile-time errors,

Is easier than fixing runtime errors,

This can be difficult to find.

**Q. What is an application use of generics?**

Use the Enqueue method queue,

Dequeue method queue.

**Q. what is retrieve item array?**

Private *Head*, *field* tail.

**Q. Where is inserting an item into array?**

The *numElements* field,

**Q. what is C# object Alias?**

System. Object.

**Q. Object type Queues?**

Circles, Horses, whales.

**Chapter 17: Introducing the Windows Forms**

**Q1. Which property of a windows form should you change to set the text shown on the title bar?**

A. Title

B. Text

C. Title Text

D. You cannot change that

***Answer: B [page 278]***

**Q2. Which is the statement for running an application form?**

A. Application. Run (Form instance);

B. System. Run (Form instance);

C. Form. Run (Form instance);

D. None of the above

***Answer: A [page 280]***

**Q3. Which property of a form can be used to control the level of transparency?**

A. Opacity

B. Back Color

C. Transparency

D. None of the above

***Answer: A [page 278]***

**Q4. Which property of a form returns the control that is currently in focus?**

A. Current Control

B. Focused Control

C. Active Control

D. Tab Index

***Answer: C [page 278]***

**Q5. What is the purpose of the implemented Dispose method in windows form control?.**

A. To close the form

B. To hide the form

C. To release unmanaged resources as quickly as possible

D. None of the above

***Answer: C [page 281]***

**Q6. Which visual studio generated method instantiate all controls you added to a form and set their properties, wires event handler with controls?**

A. Initialize

B. InitializeContols

C. Initialize Component

D. There is no such method

***Answer: C [page 282]***

**Q7. Which event is raised just before a windows form is actually closed?**

A. Closing

B. Form Closing

C. Disposing

D. Form Disposing

***Answer: B [Page 292]***

**Q8. What is the return type of the static method Show the Message Box?**

A. int

B. Button State

C. Dialog Result

D. string

***Answer: C [Page 293]***