**C# interview questions:**

* What are the main 4 principles of c#?

- Done. Inheritance & Abstract concepts are clear. Need Brain-Storming on Encapsulation & Ploymorphism

* What are the differences between interface and Abstract?

-Done.

* What is composition in c#?

-Not Clear

* What are the different types of class in c#?

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Abstract class

Partial Class

Sealed Class

Static Class

* What are the different types of access modifiers in c#?

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Public

Private

Protected

Internal

Protected internal

* What is recursive method in c#?

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Recursion is a basic programming technique you can use in Java/c#, in which a method calls itself to solve some problem. A method that uses this technique is recursive. Many programming problems can be solved only by recursion, and some problems that can be solved by other techniques are better solved by recursion.

* What is private setter?

- Used for ReadOnly Public /Protected properties. Still not clear!

* What is a generic class in c#?

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* What is DI(one example is autofac in testing world, just have a look, you don’t have to learn everything as junior but have to know) in c#?

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* What is the different between String and string in c#?

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The only difference is that you don´t need to reference to System.String namespace. So would be better using string than String. So the keywords are just some words that uses a class. ... So, technically there is no difference between string and String, but In C#, string is an alias for the String class in .NET framework.

**Coding questions:(using console app)**

* Write a basic construction of c# to output “hello world” to the console.-Done
* Display all the prime number in c# and output it to console.-Done
* Reverse a string “abcdef” in c#(you can’t use any function written in c#).-Done
* Check if a string is a palindrome.-Done
* Given an int array [2,15,3,5,6,6,1,10], find the smallest number(you can’t use any function written in c#).-Done

**Create a console application and take the input from console, make sure you do all the validation for the input. The console first asks which shape we want to calculate and then it will ask the inputs, make the app endless unless we type “exit”(case insensitive).**

1. Create a basic function to calculate the dimensions of a rectangle, and display on the console. -Done
2. Create a basic function to calculate the dimensions of a triangle, and display on the console.-Done
3. Create a basic function to calculate the dimensions of a circle, and display on the console. -Done
4. Use inheritance in c# to improve the project(You can think of override, interface or abstract maybe?). - Pending
5. Make use of “Models” in c#.
6. Make use of auto setter.
7. Make use of constructor and base.

**Create a testing project under this application using NUnit to test each method.** - Pending

1. Create a test method to test the rectangle/circle/triangle.
2. Create a method to calculate the trapezoid.
3. Create a test method to test the function