Q.Seema requires NUnit implementation for her Online Shopping Mart application.She wants to inst ruct the unit test engine that _____ method should be called after invoking each unit test.Whic h option would be appropriate?

1). **TearDown**

2). SetUp

3). Ignore

4). TextFixtureSetup

Q.What will be the output of below code snippet?

```
                                                    namespace NUnit.Tests
{
  using System;
  using NUnit.Framework;

  [TestFixture]
  public class SuccessTests
  {
    [TestFixtureSetUp] public void Init()
    { /* ... */ }

    [TestFixtureSetUp] public void Dispose()
    { /* ... */ }


  }
}
```

1). It will run successfully

2). It will generate compilation error

3). **It will run successfully but its tests will not run.**

4). It will generate run time error

Q.Which of the following class is used by client application to request the logger instances?

1). **LogManager**

2). Log

3). Logger

4). Appender

Q. Ncover Code Coverage Report can be _____formats

1). PDF

2). EXCEL

3). **HTML**

4). **XML**

Q.Rajesh has developed his ecommerce application now he needs a source analysis tool for his app lication. Which application you would recommend Rajesh?
1). Use Fxcop

2). **Use StyleCop**

3). Use Nunit

4). Use Ncover

Section 2: C Sharp

Q.Which of the following class provides properties and instance methods for the creation, copying, deletion, moving and opening of files?
1). File

2). **FileInfo**

3). Directory

4). DirectoryInfo

Q. Which of the following statement/s is/are correct?

Statement 1 : A block of code on the caller's side that invokes the exception-
prone member is known as catch block
Statement 2 : A block of code on the caller's side that processes the exception is known as try block
1). Statement 1 is true but Statement 2 is false

2). Statement 2 is true but Statement 1 is false

3). Both statements are true

4). **Both statements are false**

Q. Indexers permit instances of a _____ to be indexed in the same way as arrays
1). class only

2). structure only

3). interface only

4). **class or structure**

Q. _____contains all the metadata with the
1. Version of assemblies
2. Scope of assemblies
3. Reference to resource and class
4. Stored in Portable Executable file (PE) or in MSIL.
1). Metadata

2). **Mainfest**

3). Assembly

4). MSIL

Q. Which of the following is not correct about Shared assemblies?
1). These are intended to be common libraries that any application can use

2). Shared assemblies are stored in Global Assembly Cache

3). **These assemblies do not require to maintain version information**

4). A shared assembly must have strong name

Q. Which of the following codes will not compile?

1).
```
public struct Mystruct
{
   public Mystruct(int a)
    {          Console.WriteLine("This is mystruct constructor"+a);
    }
}

class MainClass
{
    static void Main(string[] args)
    {
        Mystruct s = new Mystruct(10);
        Console.ReadLine();
    }
}
```

2).
```
public struct Mystruct
{
   public Mystruct()
    {          Console.WriteLine("This is mystruct constructor");
    }
}

class MainClass
{
    static void Main(string[] args)
    {
        Mystruct s = new Mystruct();
        Console.ReadLine();
    }
}
```

3).
```
public struct Mystruct
{
   public Mystruct(int a)
    {          Console.WriteLine("This is mystruct constructor"+a);
    }
}

class MainClass
{
    static void Main(string[] args)
    {
        Mystruct s = new Mystruct();
        Mystruct s1 = new Mystruct(10);
        Console.ReadLine();
    }
}
```

4). public struct Mystruct
```
{
  public Mystruct(int a)
   {          Console.WriteLine("This is mystruct constructor");
   }
}

class MainClass
{
   static void Main(string[] args)
   {
      Mystruct s ;
      Console.ReadLine();
   }
}
```

Q. Which of the following are the interfaces declared in System.Collections namespace?
1). **IComparer**

2). **IEnumerable**

3). IDictionaryComparer

4). Icompare

Q. Which of the following are correct ways to covert string to integer?
1). **int num;**
num = Convert.ToInt32(Console.ReadLine());

2). **int num;**
num = int.Parse(Console.ReadLine());

3). int num;
num = Convert.float(Console.ReadLine());

4). int num;
num = int.Convert(Console.ReadLine());

Q.If user wish to use an Exception class in multiple catch statements, it should be the _____ catch st atement.
1). first

2). **last**

3). second

4). middle

Q. Which of the following statement/s is/are correct?

Statement 1 : Delegates are preferred method of implementing callbacks in the CLR
Statement 2 : By referencing a method as a delegate, the method will be treated as object
1). Statement 1 is true but Statement 2 is false

2). Statement 2 is true but Statement 1 is false

3). **Both statements are true**

4). Both statements are false

Q. Which of the following statement is not correct about IEnumerable interface?
1). Each collection class must implement IEnumerable interface

2). **IEnumerable is not inherited by ICollection**

3). The IEnumerable interface has one method called the GetEnumerator() method

4). Class implementing GetEnumerator() method must return a class that implements the IEnumerator interface

Q. What will be the output of following code?

```
namespace MulticastDel
{
   delegate void MathDelegate(int num1, int num2);

   class MultcastDelegate
   {
      static void Add(int num1, int num2)
      { Console.WriteLine("Calling Add()"); }
      static void Subtract(int num1, int num2)
      { Console.WriteLine("Calling Subtract()"); }

      public static void Main()
      {
         Delegate_Multicast func = new Delegate_Multicast(Add);
         func += new Delegate_Multicast(Subtract);
         func(1,2);
         func -= new Delegate_Multicast(Add);
         func(2,3);
         Console.ReadLine();
      }
   }
}
```

1). Calling Add()
Calling Add()
Calling Subtract()

2). **Calling Add()**
Calling Subtract()
Calling Subtract()

3). Calling Subtract()
Calling Subtract()

4). Calling Add()
Calling Subtract()

Q. Which of the following statement/s is/are correct?

Statement 1 : If the object overrides the Object.Finalize method then this method will be called by the garbage collector.
Statement 2 : struct cannot override the Finalize method.
1). Statement 1 is true but Statement 2 is false

2). Statement 2 is true but Statement 1 is false

3). **Both statements are true**

4). Both statements are false

Q. Vicky has written below code for anonymous method :

```
public delegate string StringDelegate(string str);

public static void Main()
{
      StringDelegate del = delegate(string str)
      {
            return str.ToUpper();
      };
      Console.WriteLine(del(".Net batch");
}
```

Which of the following code snippet will give same output as that of above code?

1). StringDelegate del => { return str.ToUpper(); };
Console.WriteLine(del);

2). **StringDelegate del = str => { return str.ToUpper(); };**
Console.WriteLine(del);

3). StringDelegate del => str = { return str.ToUpper(); };
Console.WriteLine(del);

4). StringDelegate del = str = { return str.ToUpper(); };
Console.WriteLine(del);

Q.If user determine that a given class has some member data that should not participate in the serial ization scheme, then which of the following attribute is used for the member?

1). [NonSerialization]

2). [NonSerializable]

3). **[NonSerialized]**

4). [NonSerialize]

Q. Which of the following is the correct syntax to create write only property?

1).
```
class Maths
  {
     int num;

     public writeonly int Num
     {
        get
        {
           return num;
        }
        set
        {
           num = value;
        }
```

```
    }
  }
```

2).
```
class Maths
  {
    int num;

    public int Num
    {
      set
      {
        num = value;
      }
    }
  }
```

3).
```
class Maths
  {
    public int Num
    {
      set
      {
        num = value;
      }
    }
  }
```

4).
```
class Maths
  {
    int num;

    public Num
    {
      set
      {
        num = value;
      }
    }
  }
```

Q. Which of the following classes can be used for reflection?

1). **Type.**

2). Reflection.

3). **Assembly.**

4). AssemblyName.

Q.Identify the correct way to load the assembly and retrieve a list of various types in the assembly.

1). **Assembly maths = Assembly.LoadFrom("Maths.dll");**
Types[] mathType = maths.GetTypes();

2). Assembly maths = Assembly.LoadFrom("Maths.dll");
Types[] mathType = maths.GetType();

3). Assembly maths = Assembly.Load("Maths.dll");
Types[] mathType = maths.GetTypes();

4). Assembly maths = Assembly.Load("Maths.dll");
Types[] mathType = maths.GetType();

Q. What Will be the output of the following code?

```
class Employee
   {
      public Employee()
      {
         Console.WriteLine("Employee Class Default Constructor");
      }

      public Employee(int EID)
      {
         Console.WriteLine("Employee Class Parameterized Constructor");
      }
   }

   class Manager : Employee
   {
      public Manager()
         : base()
      {
         Console.WriteLine("Manager Class Default Constructor");
      }
      public Manager(int EMPID, float da)
         :base(EMPID)
      {
         Console.WriteLine("Manager Class Parameterized Constructor");
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         Manager mgr = new Manager();
         Manager mgr1 = new Manager(2, 0.8f);
         Console.ReadKey();
      }
   }
```

1). Employee Class Default Constructor
Manager Class Default Constructor
Employee Class Parameterized Constructor
2
0.8
Manager Class Parameterized Constructor

2). Manager Class Default Constructor
Manager Class Parameterized Constructor

3). **Employee Class Default Constructor**
Manager Class Default Constructor

Employee Class Parameterized Constructor
Manager Class Parameterized Constructor

4). Manager Class Default Constructor
Employee Class Default Constructor
Manager Class Parameterized Constructor
Employee Class Parameterized Constructor

Q. Which of the following statements are correct?
1. To provide stronger compile-
time type checking and reduce type casts, C# permits an optional list of constraints to be supplied fo r each type parameter.
2. Constraints can not be specified on generics.
3. Constraints are declared using the word where, followed by the name of a type parameter, followe d by a list of class or interface types.
4. A type parameter constraint specifies a requirement that a type must fulfill in order to be used as a n argument for that type parameter.
1). 1 - False, 2 - False, 3 - True, 4 - True

2). 1 - True, 2 - False, 3 - False, 4 - True

3). **1 - True, 2 - False, 3 - True, 4 - True**

4). 1 - True, 2 - False, 3 - True, 4 - False

Q. Which of the following statement are correct about TPL?
1). **Task parallelism refers to one or more independent tasks running concurrently**

2). **TPL is based on the concept of the task**

3). **A task represents an asynchronous operation**

4). It is not efficient to use system resource

Q. Which of the following statements are false?
1). When a publisher class raises an event, all the subscribing classes are notified

2). **When a subscribing class raises an event, all the publishing classes are notified**

3). How an event is handled, is the responsibility of the subscriber class

4). **delegates are the functions used to handle the events raised in a program**

Q. Match the following parameter types:
Column A

1. out

2. ref

Column B(Attempted)

1. It can be unassigned initially within a method

2. It should be assigned before passing to method

Solution

1. It can be unassigned initially within a method

2. It should be assigned before passing to method

Q. Which of the following symbol is used in the lambda expressions?
1). ->
2). **=>**
3). =
4). -

Q. Which of the following statements are correct about Exception?
1). Exceptions are typically regarded as compile time anomalies
2). **Exception handling is a technique for dealing with runtime exceptions.**
3). Exceptions are notifications that some syntax errors have occurred in program.
4). **Exception is an event that occurs during the execution of a program that disrupts the normal flow of instructions during the execution of program.**

Q. Which of the following are valid enumeration values of File Access?
1). Update
2). **Read**
3). **ReadWrite**
4). Delete
5). **Write**

Q. Predict the output of the following code:

```
public class Test
  {
     public static I Enumerable Get Data()
     {
        yield return 'Y';
        yield return 'E'; //line 1
        yield return 'S';
     }

     static void Main(string[] args)
     {
        string str = "";
        for each (char c in Get Data()) //line 2
        {
           str = str + c;
        }
        Console.WriteLine(str);
     }
  }
```

1). **prints YES**

2). prints Y

3). prints E

4). prints S

5). Compile time error at line 1

6). Compile time error at line 2

Q. Which of the following statement is not correct about attributes?

1). Attribute is a sub class of System.Attribute

2). Attributes can be applied to various code parts in .net and are called Targets for an attribute

3). Attributes concept in .Net is a way to mark or store meta data about the code in assembly

4). **The Runtime can not change its behavior or course of action based on the attribute presen t**

Q._____ attribute is used to mark the member data that should not participate in the serialization.

1). NonSerializable

2). NonMember

3). NonData

4). **NonSerialized**

Q. _____ block will be executed whether the exception occurs or not.

1). try

2). catch

3). throw

4). **finally**

Q. Check the following :

1. An anonymous method is, a block of code that is passed to a delegate.
2. An anonymous method consists of the keyword delegate, an optional parameter list, and a statem ent list enclosed in { and } delimiters
3. Anonymous methods can access ref or out parameters for defining methods
4. Anonymous methods are not working with events

1). 1 - True, 2 - True, 3- True, 4 - False

2). 1 - True, 2 - True, 3- False, 4 - True

3). **1 - True, 2 - False, 3- False, 4 - False**

4). 1 - True, 2 - True, 3- False, 4 - False

Q. Which of the following code will give the output "Number is Zero"?

1). delegate void NumericHandler(int num);

```
class NumericEvent
{
    event NumericHandler MyNumericEvent;

    public void InvokeNumberCheckHandler(int num)
```

```
    {
        if (MyNumericEvent != null)
            MyNumericEvent(num);
    }

    public void NumberCheckHandler(int num)
    {
        if (num < 0)
            Console.WriteLine("Number is Negative");
        else if (num > 0)
            Console.WriteLine("Number is Positive");
        else
            Console.WriteLine("Number is Zero");
    }
}
class Program
{
    static void Main(string[] args)
    {
        NumericEvent evt = new NumericEvent();
        evt.MyNumericEvent += evt.NumberCheckHandler;
        evt.InvokeNumberCheckHandler(0);

        Console.ReadKey();
    }
}
```

2). **delegate void NumericHandler(int num);**

```
class NumericEvent
{
    public event NumericHandler MyNumericEvent;

    public void InvokeNumberCheckHandler(int num)
    {
        if (MyNumericEvent != null)
            MyNumericEvent(num);
    }

    public void NumberCheckHandler(int num)
    {
        if (num < 0)
            Console.WriteLine("Number is Negative");
        else if (num > 0)
            Console.WriteLine("Number is Positive");
        else
            Console.WriteLine("Number is Zero");
    }
}
class Program
{
    static void Main(string[] args)
    {
        NumericEvent evt = new NumericEvent();
```

```
        evt.MyNumericEvent += evt.NumberCheckHandler;
        evt.InvokeNumberCheckHandler(0);

        Console.ReadKey();
    }
}
```

3). delegate void NumericHandler(int num);

```
class NumericEvent
{
    public event NumericHandler MyNumericEvent;

    public void InvokeNumberCheckHandler(int num)
    {
        if (MyNumericEvent != null)
            MyNumericEvent(num);
    }

    public static void NumberCheckHandler(int num)
    {
        if (num < 0)
            Console.WriteLine("Number is Negative");
        else if (num > 0)
            Console.WriteLine("Number is Positive");
        else
            Console.WriteLine("Number is Zero");
    }
}
class Program
{
    static void Main(string[] args)
    {
        NumericEvent evt = new NumericEvent();
        evt.MyNumericEvent += evt.NumberCheckHandler;
        evt.InvokeNumberCheckHandler(0);

        Console.ReadKey();
    }
}
```

4). delegate void NumericHandler(int num);

```
class NumericEvent
{
    public event NumericHandler MyNumericEvent;

    public void InvokeNumberCheckHandler(int num)
    {
        if (MyNumericEvent != null)
            MyNumericEvent(num);
    }

    public void NumberCheckHandler(int num)
    {
```

```
        if (num < 0)
            Console.WriteLine("Number is Negative");
        else if (num > 0)
            Console.WriteLine("Number is Positive");
        else
            Console.WriteLine("Number is Zero");
    }
}
class Program
{
    static void Main(string[] args)
    {
        NumericEvent evt = new NumericEvent();
                evt.InvokeNumberCheckHandler(0);

        Console.ReadKey();
    }
}
```

Q. Which of the following statement will be true about below code snippet?

```
int num1 = 300000;
int num2 = 700000;
long total = num1 + num2;
Console.WriteLine(total);
```

1). Compile Time Error

2). Exception will be thrown

3). No error, but output will not be printed

4). **Print : 1000000**

Q. Which of the following statements are correct about finally block?

1). **Finally block encapsulates the code that cleans up any resources**

2). Finally block is executed only if exception is thrown

3). **Finally block is optional**

4). A code can contain multiple finally block

Q.Rashmi created an interface named IPrintable in her application with access specifier Protected In ternal.
Where this interface will be available?

1). It will be available within current assembly only

2). **It will be available withing current assembly or types derived from the containing class**

3). It will be available within the containing type

4). It will be available withing containing class or types derived from the containing class

Q. The ---------- class is inherited to create a user defined attribute.
1). System.CustomAttribute.
2). System.SystemAttribute.
3). **System.Attribute.**
4). System.Reflection.Type.

Q. Which of the following statements are true about Static Methods?
1). **Static methods have static keyword as the method definition**
2). Static methods are accessed with creating an instance of the class object
3). **Static methods will not have "this" functionality to access the method**
4). **Static methods cannot access non static members of the class.**

Q. Which of the following keyword will be used in iterator to return the element or to break?
1). With
2). **Yield**
3). Optional
4). Using

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

```
class Shape
   {
      public void Draw()
      {
         Console.WriteLine("Shape Draw Method");
      }
   }

   class Square:Shape
   {
      public void Draw()
      {
         Console.WriteLine("Square Draw Method");
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         Shape sh = new Square();
         sh.Draw();

         Square sq = new Square();
         sq.Draw();

         Console.ReadKey();
      }
   }
```

1). Shape Draw Method
Shape Draw Method

2). **Shape Draw Method**
Square Draw Method

3). Square Draw Method
Square Draw Method

4). Shape Draw Method
Square Draw Method
Square Draw Method

Solution :
option [2] is correct
Attempted :
option [2] is attempted

Q. Which of the following statement/s is/are correct?

Statement 1 : The Capacity property gives the total number of items stored in the ArrayList object
Statement 2 : The Count property gets or sets the number of items that the ArrayList object can cont ain

1). Statement 1 is true but Statement 2 is false

2). Statement 2 is true but Statement 1 is false

3). Both statements are true

4). **Both statements are false**

Q. What will be the output of below code snippet?

```
abstract class A
    {   public int i ;
        public int j ;
        public abstract void display();
    }
    class B: A
    {   public int j = 20;
        public override void display()
        {   this.j = 15;
            Console.WriteLine(i + "  " + j);
        }
    }
    class Program
    {   static void Main(string[] args)
        {   B obj = new B();
            obj.i = 10;
            obj.display();
        }
    }
```

1). **10 15**

2). 10 20

3). 0 15

4). 0 20

Q. The "using" keyword explicitly calls _____ methods at the end of the code block.
1). Close

2). **Dispose**

3). Destruct

4). Discard

Q. public interface IPrintable
```
{
   void Print();
   void PageSetup();
}
public interface IShow:IPrintable
{
    void Show();
    void Display();
}
```

After interface inheritance, which methods will be member of IShow?
1). Show() and Display()

2). Print() and PageSetup()

3). **Print(), PageSetup(), Show() and Display()**

4). Print(), PageSetup(), Show()

Q. Check the following :
1. In the multicast delegate + operator is used to add methods to invocation list and to remove metho ds - operator is used.
2. In the multicast delegate methods will be invoked in the reverse manner, as they added.
3. Multicast delegates must contain only methods that return void.
1). **1 - True, 2 - False, 3 - True**

2). 1 - True, 2 - False, 3 - False

3). 1 - False, 2 - False, 3 - False

4). 1 - False, 2 - False, 3 - True

Q.The try block is followed by a finally block in which the _____ Finalize is explicitly called.
1). Concrete Class

2). **Base Class**

3). Derived Class

4). Static Class

Q.Which of the following is the correct property to find out the maximum limit of elements that can be present in an ArrayList?
1). GrowSize

2). **Capacity**

3). MaxCount

4). Count

Q. Which of the following type will access data using key?
1). ArrayList
2). **Dictionaries**
3). Vector Struct
4). Array

Q. Which of the following statement is correct about the below code snippet?

```
Var marks = {"aa",10,2.3};
```
1). The collection of values are assigned to marks
2). Compile Time Error : Can not covert implicitly
3). **Compile Time Error : Can not initialize variable with array initializer**
4). Runtime Error

Q. Consider the below given code and identify the output generated.

```
class Employee
      {
         static Employee()
         {
            Console.WriteLine("Static Employee Constructor");
         }

         public static void Display()
         {
            Console.WriteLine("Employee Display Method");
         }
      }
      static void Main(string[] args)
      {
         Employee.Display();

         Console.ReadKey();
      }
```
1). Employee Display Method
2). **Static Employee Constructor**
Employee Display Method
3). Static Employee Constructor
4). Employee Display Method
Static Employee Constructor

Q. Which of the following statements are true?
Statement 1:
Extension methods can be simple or static.
Statement 2:

Extension methods can help by enabling you to change a class without requiring the source code for the class.

1). Statement 1 is true but Statement 2 is not true

2). **Statement 2 is true but Statement 1 is not true**

3). Both the statements are true

4). Both the statements are false

Q. Which of the following is the correct way to declare events?

1). public event void MyClickEvent;

2). delegate void MyHandler();

```
public class EventClass
{
    public event void MyClickEvent;
}
```

3).

```
delegate void MyHandler();
public class EventClass
{
    public event MyHandler MyClickEvent;
}
```

4). delegate void MyHandler();

```
public class EventClass
{
    public MyHandler event MyClickEvent;
}
```

Q. Which of the following are the correct ways to declare the nullable integer variable?

1). Nullable int

2). **Nullable<Int32>**

3). Nullable Int32

4). int Nullable

5). **int? Nullable**

Q. Which of the following is the correct code for Generic Delegate?

1).

```
delegate void StackEventHandler<T, U>(T sender, U eventArgs);

class Stack<T>
{
public class StackEventArgs : System.EventArgs { }
public event StackEventHandler<Stack<T>, StackEventArgs> stackEvent;

protected virtual void OnStackChanged(StackEventArgs a)
{
stackEvent(this, a);
}
```

```
}

class SampleClass
{
public void HandleStackChange<T>(Stack<T> stack, Stack<T>.StackEventArgs args) { }
}

public static void Test()
{
Stack<double> s = new Stack<double>();
SampleClass o = new SampleClass();
s.stackEvent += o.HandleStackChange;
}
```

2). delegate void StackEventHandler(T sender, U eventArgs);

```
class Stack<T>
{
public class StackEventArgs : System.EventArgs { }

protected virtual void OnStackChanged(StackEventArgs a)
{
stackEvent(this, a);
}
}

class SampleClass
{
public void HandleStackChange<T>(Stack<T> stack, Stack<T>.StackEventArgs args) { }
}

public static void Test()
{
Stack<double> s = new Stack<double>();
SampleClass o = new SampleClass();
s.stackEvent += o.HandleStackChange;
}

+H36
```

3). delegate void StackEventHandler<T, U>(T sender, U eventArgs);

```
class Stack<T>
{
public class StackEventArgs : System.EventArgs { }
public event StackEventHandler<Stack<T>, StackEventArgs> stackEvent;

protected virtual void OnStackChanged(StackEventArgs a)
{
stackEvent(this, a);
}
}
```

```
class SampleClass
{
public void HandleStackChange<T>(Stack<T> stack, Stack<T>.StackEventArgs args) { }
}

public static void Test()
{
Stack<double> s = new Stack<double>();
SampleClass o = new SampleClass();
s.stackEvent -= o.HandleStackChange;
}
```

4). **delegate void StackEventHandler<T, U>(T sender, U eventArgs);**

```
class Stack<T>
{
public class StackEventArgs : System.EventArgs { }
public event StackEventHandler<Stack<T>, StackEventArgs> stackEvent;

protected virtual void OnStackChanged(StackEventArgs a)
{
stackEvent(this, a);
}
}

class SampleClass
{
public void HandleStackChange<T>(Stack<T> stack, Stack<T>.StackEventArgs args) { }
}

public static void Test()
{
Stack<double> s = new Stack<double>();
SampleClass o = new SampleClass();
s.stackEvent += o.HandleStackChange<T>;
}
```

Q. What will be the output of below code snippet?

```
class MyClassA
{       public MyClassA()
        {
            Console.WriteLine("This is base class constructor");
        }
}
class MyClassB : MyClassA
{   }
class Program
{       static void Main(string[] args)
        {
            MyClassB obj = new MyClassB();
```

```
    }
}
```

1). **Prints : "This is base class constructor"**

2). Code will execute successfully but no output

3). Compile time error

4). Exception

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

```
01 class Program
02  {
03      public int Print(var cities)
04      {
05        foreach (var i=0; i<cities.Length; i++)
06          {
07              Console.WriteLine(cities[i]);
08          }
09          return sum;
10      }
11      public static void Main()
12      {
13          string[] cities = { "Mumbai", "Pune", "Chennai" };
14          new Program().Print(cities);
15      }
16  }
```

1). **Compilation error at line 3.**

2). Compilation error at line 5.

3). Execute successfully, but will not print anything

4). Print output :

```
Mumbai
Pune
Chennai
```

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

```
 class Program
   {
      void Addition(int num1, int num2)
      {
         Console.WriteLine("Calling Integer Method");
      }
      void Addition(long num1, long num2)
      {
         Console.WriteLine("Calling Long Integer Method");
      }
      void Addition(short num1, short num2)
      {
         Console.WriteLine("Calling Short Integer Method");
      }
     static void Main(string[] args)
```

```
    {
        new Test().Addition(3, 4);
    }
  }
```

1). **Calling Integer Method**

2). Calling Short Integer Method

3). Calling Long Integer Method

4). Calling Integer Method
Calling Long Integer Method
Calling Short Integer Method

Q.Which of the following namespace allows to inspect type information and invoke methods in that ty pe at runtime?
1). System.Attributes

2). **System.Reflection**

3). System.Runtime.Serialization

4). System.Collections

Q. Which of the following is the correct way to represent Lambda Expression?
1). (num1, num2) => int sum = num1 + num2; return sum;

2). (num1, num2) => (int sum = num1 + num2; return sum;)

3). **(num1, num2) => { int sum = num1 + num2; return sum; }**

4). { (num1, num2) => int sum = num1 + num2; return sum; }

Q. Sunil has written the following code to define a Collection Initializer.
The code is using a Category class having ID and Name properties.

```
public class CategoryList : IEnumerable
  {
     Category[] catlist = new Category[4];
     public CategoryList()
     {
        catlist[0] = new Category(1001, "Accessories");
        catlist[1] = new Category(1002, "Bikes");
        catlist[2] = new Category(1003, "Cars");
     }
  }
```

He would like to populate this data to List.
Which of the following is the correct way for the same?
1). **CategoryList clist = new CategoryList();**
List<Category> catList = new List<Category>();
foreach (Category c in clist)
catList.Add(c);

2). CategoryList clist = new CategoryList();
List<Category> catList = new List<Category>();

```
foreach (Category c in clist)
catList.Add(c.Name);
```

3).
```
CategoryList clist = new Category();
List<Category> catList = new List<Category>();
foreach (Category c in clist)
catList.Add(c);
```

4).
```
CategoryList clist = new Category();
List<Category> catList = new List<Category>();
foreach (Category c in clist)
catList.Add(c.Name);
```

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

```
static void Main(string[] args)
      {
         for (int i = 10; i > 0; i--)
         {
            Console.Write(i + " ");
            i -= 1;
         }

         Console.ReadKey();
      }
```

1). 10 9 8 7 6 5 4 3 2 1

2). 10 10 9 9 8 8 7 7 6 6 5 5 4 4 3 3 2 2 1 1

3). **10 8 6 4 2**

4). Infinite times 10

Q. Which of the following is the correct way of collection initialization?

1). **List<int> digits = new List<int>{2, 4, 6, 8, 10};**

2). List<int> digits = {2, 4, 6, 8, 10};

3). List<int> digits {2, 4, 6, 8, 10};

4). List<int> digits = {'a', 'b', 'c', 'd', 'e'};

Q.Which of the following method will allow you to load an assembly using it's file name or path?

1). Assembly.GetExecutingAssembly()

2). **Assembly.LoadFrom()**

3). Assembly.GetAssembly()

4). Assembly.LoadModule()

Q. Which of the following statements are true?

Statement 1:

Multicast delegates must contain only methods that return void.
Statement 2:
If the multicast delegate return any value then it is compile time error

1). **Statement 1 is true but Statement 2 is not true**

2). Statement 2 is true but Statement 1 is not true

3). **Both the statements are true**

4). Both the statements are false

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

```
static void Main(string[] args)
      {
         string str1 = "CAPGEMINI CORPORATE UNIVERSITY";
         string substr;

         substr = str1.Substring(10, 4);

         Console.WriteLine(substr);
         Console.ReadKey();
      }
```

1). CORP

2). CORPORATE

3). CORPORATE

4). **CORP**

Q. Which of the following statements are true?
Statement 1:
If user don't provide any constructor, the compiler will generate a default constructor.
Statement 2:
The default constructor created by compiler is just initializes reference variables to null, value type v ariables to zero and boolean variables to false.

1). Statement 1 is true but Statement 2 is not true

2). Statement 2 is true but Statement 1 is not true

3). **Both the statements are true**

4). Both the statements are false

Q.Which of the following interface must be implemented when a class wants to sort its instances?

1). **IComparable**

2). ICompare

3). IList

4). ISort

Q. How many elements will be there in the following array?
int [, ,] arr = new int [3, 2, 3];

1). 8

2). 12

3). **18**

4). 29

Q. Which of the following statement/s is/are correct?

Statement 1 : The value passed for a params parameter can be either a comma separated value list or a single dimensional array
Statement 2 : In method there can be multiple params parameter

1). **Statement 1 is true but Statement 2 is false**

2). Statement 2 is true but Statement 1 is false

3). Both statements are true

4). Both statements are false

Q. Which of the following statements are true?
Statement 1:
Directory class exposes static methods for creating, moving, and enumerating through directories an d subdirectories.
Statement 2:
DirectoryInfo class exposes instance methods for creating, moving, and enumerating through directo ries and subdirectories.

1). Statement 1 is true but Statement 2 is not true

2). Statement 2 is true but Statement 1 is not true

3). **Both the statements are true**

4). Both the statements are false

Q.Which of the following collection class will allow the user to access the element based on key?

1). SortedList

2). **HashTable**

3). ArrayList

4). Stack

. Which of the following statement is correct about below code snippet?

```
public class GenericClass<T> where T: class, IComparable
{
}
```

1). Class GenericClass requires that its type argument must implement IComparable interface

2). **There are multiple constraints on type argument to GenericClass class**

3). Compile time error

4). Exception

Q. Which of the following is the .NET compatible event handlers form?

1).
```
void Handler(EventArgs arg)
{
}
```

2). **void Handler(object source, EventArgs arg)**
{
}

3). void Handler(object source)
{
}

4). void Handler(EventArgs arg, object source)
{
}

. Which of the following is the .NET compatible event handlers form?
1). void Handler(EventArgs arg)
{
}

2). **void Handler(object source, EventArgs arg)**
{
}

3). void Handler(object source)
{
}

4). void Handler(EventArgs arg, object source)
{
}

Q.Which of the following is the correct way to assign annonymous method to delegate and invoke it?
1). **delegate string MyDelegate(string str);**

MyDelegate del = delegate(string str)
{ return str.ToUpper(); }
Console.WriteLine(del(".net"));

2). delegate string MyDelegate(string str);

MyDelegate del = delegate(str)
{ return str.ToUpper(); }
Console.WriteLine(del(".net"));

3). delegate string MyDelegate(string str);

MyDelegate del = delegate(string str)
return str.ToUpper();
Console.WriteLine(del(".net"));

4). delegate string MyDelegate(string str);

MyDelegate del = new MyDelegate(string str)
{ return str.ToUpper(); }
Console.WriteLine(del(".net"));

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

```
static void Main(string[] args)
      {
         const int num1 = 2;
         const int num2 = 3;

         for (var i = 0; i < 5; i++)
         {
            num1 = num1 * i;
            num2 = num2 * i;
         }

         Console.WriteLine(num1 + " " + num2);
         Console.ReadKey();
      }
```

1). 0 0

2). 2 3

3). **Compile Time Error**

4). 8 12

Q. Match the following terms with its description:

Column A

1. Binary Formatter

2. Soap Formatter

3. Binary Serialization

4. Soap Serialization

Column B(Attempted)

1. class is generally not appropriate when data is meant to be passed through a firewall

2. class is primarily used for serialization through firewalls or among diverse systems

3. Can be used only for .NET Framework based application

4. Can be used by non .NET Framework based applications

Solution

1. class is generally not appropriate when data is meant to be passed through a firewall

2. class is primarily used for serialization through firewalls or among diverse systems

3. Can be used only for .NET Framework based application

4. Can be used by non .NET Framework based applications

Q. _____ is used as listeners for events.
1). Event Handlers
2). Iterators
3). Functions
4). **Delegates**

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

```
class Employee
   {
      int empid;
      string name;

      public int EmpId { get { return empid; } set { empid = value; } }
      public string Name { get { return name; } set { name = value; } }

      public Employee()
      {
         empid = 0;
         name = "null";
      }

      public Employee(int empid, string name)
      {
         empid = empid;
         name = name;
      }
   }

   class Manager : Employee
   {
      double salary;

      public double Salary { get { return salary; } set { salary = value; } }

      public Manager()
      {
         salary = 0.0;
      }

      public Manager(int empid, string name, double salary)
      {
         salary = salary;
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         Manager mgr = new Manager();
```

```
            Console.WriteLine("Emp ID : {0} Name : {1} Salary : {2}", mgr.EmpId, mgr.Name, mgr.Salary)
;

            Manager mgr1 = new Manager(2, "John", 30000);

            Console.WriteLine("Emp ID : {0} Name : {1} Salary : {2}", mgr.EmpId, mgr.Name, mgr.Salary)
;

            Console.ReadKey();
        }
    }
```

1). **Emp ID : 0 Name : null Salary : 0**
Emp ID : 0 Name : null Salary : 0

2). Emp ID : 0 Name : null Salary : 0.0
Emp ID : 0 Name : null Salary : 0.0

3). **Emp ID : 0 Name : null Salary : 0.0**
Emp ID : 0 Name : null Salary : 30000

4). Emp ID : 0 Name : null Salary : 0.0
Emp ID : 2 Name : John Salary : 30000

Q. Which interface must be implemented when a class wants to sort its instances?
1). ICompare

2). **IComparable**

3). IList

4). IDisposable

Q. Sonali needs to handle error in unit testing which attribute you would recommend her?
1). TextFixture

2). **ExpectedException**

3). Setup

4). TearDown

Q.Refer the below code snippet and complete the code nam

```
espace Log4NetApp.Demo01
{
    public class Sample
    {
        private static readonly ILog log = LogManager.GetLogger("ConsoleLogger");

        static void Main(string[] args)
        {
            _____
            log.Info("Entering application.");

            for (int counter = 1; counter <= 10; counter++)
            {
                log.DebugFormat("Inside of the loop (Counter = {0})", counter);
            }
```

```
            try
            {
                throw new NotImplementedException("Testing log4net");

            }
            catch (NotImplementedException ex)
            {
                log.Fatal(ex.Message);
            }

            log.Info("Exiting application.");
        }
    }
```

1). **XmlConfigurator.Configure();**

2). XmlConfiguration.Configure();

3). XmlConfigurator.Settings();

4). XmlConfiguration.Settings();

.Which of the following class provides the base class for both FileInfo and DirectoryInfo objects?
1). File

2). Directory

3). **FileSystemInfo**

4). Path

Q.Which of the following attribute is applied on the class to make an object available for serialization ?
1). [Serialization]

2). **[Serializable]**

3). [Serialized]

4). [Serialize]

Q.Which of the following is the correct representation for extension method on String class?
1). public class StringExtension
{
public static string SplitVowels(this string str)
{ ... }
}

2). **public static class StringExtension**
{
public static string SplitVowels(this string str)
{ ... }
}

3). public class StringExtension
{
public static string SplitVowels(string str)
{ ... }
}

4). **public static class StringExtension**
{
public static string SplitVowels(string str)
{ ... }
}

Q. Which of the following is not static class?
1). File

2). Directory

3). Path

4). **DriveInfo**

Q. If user needs to create an override of Object.Finalize then user needs to write _____
1). **Destructor**

2). Delete

3). Dispose

4). Finalizer

Q.Which of the following is component used for exceptions that are usually thrown by the .NET runti
me or
which are considered of a very generic nature and may be thrown by almost any application?
1). **SystemException**

2). DivideByZeroException

3). ApplicationException

4). FormatException

Q. What will be the output of below code snippet?

```
static void Main(string[] args)
{
    int i = 5;
    int j;
    MyMethod1(ref i);
    MyMethod2(out j);
    Console.writeline(i + "  " + j);
}
static void MyMethod1(ref int x)
{
    x = x + x;
}
static void MyMethod2(out int x)
{
   x = 6;
```

```
    x = x * x;
}
```
1). 36 10

2). **10 36**

3). 5 0

4). 5 6

Q. public void Multiply(double n1, double n2)
```
{
 Console.WriteLine((n1 * n2).ToString());
}
public void Addition(double n1, double n2)
{
 Console.WriteLine((n1 + n2).ToString());
}
```
Which of the following delegate will call both the methods given above?

1). public delegate MultiplyAddCalculatorDelegate;

2). public delegate double CalculatorDelegate(double n1, double n2);

3). **public delegate void CalculatorDelegate(paramarray double[]);**

4). public delegate double CalculatorDelegate(paramarray double[]);

Q. Which of the following statements are true?
Statement 1:
Output parameters must be initialized before they are passed to the method.
Statement 2:
Reference parameters do not need to be initialized before they are passed to the method.

1). Statement 1 is true but Statement 2 is not true

2). Statement 2 is true but Statement 1 is not true

3). **Both the statements are true**

4). **Both the statements are false**

Q. Which of the following statement/s is/are correct?

Statement 1 : Lambda expressions passed as arguments participate in type argument inference and in method overload resolution.
Statement 2 : Lambda expressions with an expression body can be converted to expression trees.

1). Statement 1 is true but Statement 2 is false

2). Statement 2 is true but Statement 1 is false

3). **Both statements are true**

4). Both statements are false

. Which of the following statement is not correct about a C# class?

1). Class is a template that defines the form of an object

2). Class is a set of plans that specify how to build an object

3). **Physical representation of class exist in memory when you just declare the object**

4). C# is a reference type

Q. Check the following :
1. Parallel extension set of libraries and tools makes concurrent programming easier.
2. Parallel extension set of libraries and tools makes profiling and debugging concurrent applications easier.
3. Parallel extension set of libraries and tools enables the applications to scale up without any code as number of cores increases
4. Parallel extension set of libraries and tools do not allow existing applications to be easily parallelized

1). **1 - True, 2 - True, 3 -True, 4 - False**

2). 1 - True, 2 - False, 3 -True, 4 - False

3). 1 - True, 2 - True, 3 -False, 4 - False

4). 1 - True, 2 - False, 3 -False, 4 - False

Q. Predict the output of the following code:

```
class Test
  {
     void TestMethod()
     {
        throw new Exception();
     }
    static void Main(string[] args)
     {
        try
        {
           new Test().TestMethod();
        }
        catch (SystemException)
        {
           Console.WriteLine("some exception");
        }

     }
  }
```

1). **program crashes due to unhandled exception.**

2). prints "some exception".

3). compilation error.

4). executes successfully.

Q. Read the following code carefully:

```
using System;
public class Test
{    public int mark=0;
   public int Marks
     {   get { return mark; }      }
}
```

```
public class Program
{
     public static void Main()
     {
       Test t = new Test();
        t.Marks = 77;
        Console.WriteLine("Marks : " + t.Marks);
     }
  }
```

Which of the following lines can generate a compilation error?
1). Test t = new Test();

2). **t.Marks = 77;**

3). Console.WriteLine("Marks : " + t.Marks);

4). return mark;

Q. State true or false:

1. Garbage collector releases the memory for objects that are being used
2. Garbage collector freeing up blocks of address space allocated to unreachable objects
3. Garbase collector sets the managed heap pointer after first object

1). **1 - False**
2 - True
3 - False

2). 1 - True
2 - True
3 - True

3). **1 - True**
2 - True
3 - False

4). 1 - False
2 - True
3 - True

Q. Which of the following is not restriction on BinaryFormatter?
1). The class to be serialized must either be marked with the SerializableAttribute attribute, or must i mplement the ISerializable interface and control its own serialization and deserialization

2). The binary format produced is specific to the .NET Framework and it cannot be easily used from other systems or platforms

3). The binary format is not human-
readable, which makes it more difficult to work with if the original program that produced the data is not available

4). **It can serialize and restore only public members of an object**

Solution :

Q.To enable the class to initialize a nonserialized member automatically, which of the following interf aces can be used?
1). **IDeserializationCallBack**

2). OnDeserialization

3). IDeserializationBack

4). IserializationCallBack

Q. Which of the following is the correct way to declare annonymous type?

1). **var person = new { Name = "Robert", Age = 35 };**

2). Person person = new { Name = "Robert", Age = 35 };

3). object person = new { Name = "Robert", Age = 35 };

4). Person person = new Person() { Name = "Robert", Age = 35 };

Q. Async programming is used for _____

1). productivity

2). **responsiveness**

3). referencing

4). dereferencing

Q. In the Fxcop Analysis result, what does Absent signify?

1). **Issues that have been resolved**

2). Issues that have been disabled

3). Issues are not resolved

4). Issues does not exists

Q. State whether the following statements are true w.r.t the Enumerator object:

a. Enumerator provides read-only, forward-only cursor for set of items.
b. If the collection to which the enumerator is referencing is modified, the enumeration may not work.
c. The GetEnumerator() method returns an instance of the IDictionary class
d. The Reset property of the enumerator sets the enumerator position to the current element of the collection.
e. Classes that implement the GetEnumerator() must return a class that implements the IEnumerator interface.

1). **A-true,B-true,C-false,D-false,E-true**

2). A-true,B-true,C-true,D-true,E-true

3). A-false,B-false,C-false,D-false,E-false

4). **A-true,B-true,C-false,D-false,E-false**

Q. What will be the output of the given code snippet?

```
static int Sum(int num1, int num2)
      {
         int ans;
```

```
            num1 = 100;
            num2 = 80;
            ans = num1 + num2;

            return ans;
        }

        static void Main(string[] args)
        {
            int num1, num2;

            num1 = 5;
            num2 = 3;

            Console.WriteLine(num1 + " " + num2);
            Console.WriteLine(Sum(num1, num2));
            Console.WriteLine(num1 + " " + num2);
Console.ReadKey();
        }
```

1). 5 3
8
100 80

2). **5 3**
8
5 3

3). 5 3
180
100 80

4). **5 3**
180
5 3

Q. What will be the output of the below code snippet?

```
static void Main(string[] args)
{
   string str = "SPEAK";
   string revStr = "";
   int length = str.Length - 1;
   while(length >= 0)
   {
      revStr = revStr + str[length];
      length--;
   }
   Console.WriteLine(revStr);
}
```

1). SPEA

2). **KAEPS**

3). AEPS

4). KAEP

Q. Which of the following utility will be used yo provide a strong name for an assembly and generate the public / private key data?

1). **sn.exe**

2). gacutil.exe

3). ildasm.exe

4). None of these

Q. What will be the output of the following code snippet?

```
class MyClass
{   char[] chrs = { 'A', 'B', 'C', 'D' };
    public System.Collections.IEnumerator GetEnumerator()
    {   foreach (char ch in chrs)
            yield return ch;
    }
}
class Program
{   static void Main(string[] args)
    {   MyClass mc = new MyClass();
        foreach (char ch in mc)
            Console.Write(ch + " ");
    }
}
```

1). Error in Code

2). **Prints : A B C D**

3). Exception

4). Code will execute successfully, but will not print anything

Q. Which of the following property will give number of elements from array?

1). **Count**

2). **Length**

3). Depth

4). NumberCount

Q. Which of the following statements are correct?

1). **Objects are dynamically allocated from a pool of free memory by using the new operator**

2). **Garbage collector simplifies memory management**

3). To create object, infinite memory is available

4). Garbage collector sets the managed heap pointer after the first object

Solution :

Q. Check the following :

1. Dispose method cannot call Finalize.
2. Finalize method can call Dispose.
3. User can call Finalize method.
4. User cannot call Dispose method.
5. Finalize is protected method.

1). 1 - True, 2 - True, 3 - True, 4 - False, 5 - True

2). **1 - True, 2 - True, 3 - False, 4 - False, 5 - True**

3). 1 - True, 2 - True, 3 - False, 4 - False, 5 - False

4). 1 - True, 2 - True, 3 - False, 4 - True, 5 - True

Q. What will be the output for the below given code?

```
class Employee
   {
      public virtual void Show()
      {
         Console.WriteLine("Employee Class Show Method");
      }
   }
   class Employee : Manager
   {
      public new void Manager()
      {
         Console.WriteLine("Manager Class Show Method");
      }
   }
   class FooBarTest
   {
      static void Main(string[] args)
      {
         Employee obj = new Manager();
         obj.Show();
      }
   }
```

1). **Employee Class Show Method**

2). Manager Class Show Method

3). Compile time error occurs

4). Throws Exception at runtime

Q. Which of the following property will give number of elements from array?

1). **Count**

2). **Length**

3). Depth

4). NumberCount

Q. Check the following :

1. Dispose method cannot call Finalize.
2. Finalize method can call Dispose.
3. User can call Finalize method.
4. User cannot call Dispose method.
5. Finalize is protected method.

1). 1 - True, 2 - True, 3 - True, 4 - False, 5 - True

2). **1 - True, 2 - True, 3 - False, 4 - False, 5 - True**

3). 1 - True, 2 - True, 3 - False, 4 - False, 5 - False

4). 1 - True, 2 - True, 3 - False, 4 - True, 5 - True

Q. What will be the output for the below given code?

```
class Employee
   {
      public virtual void Show()
      {
         Console.WriteLine("Employee Class Show Method");
      }
   }
   class Employee : Manager
   {
      public new void Manager()
      {
         Console.WriteLine("Manager Class Show Method");
      }
   }
   class FooBarTest
   {
      static void Main(string[] args)
      {
         Employee obj = new Manager();
         obj.Show();
      }
   }
```

1). **Employee Class Show Method**

2). Manager Class Show Method

3). Compile time error occurs

4). Throws Exception at runtime

Q. Which of the following statements are correct about try block?

1). **Try block can be followed by 0 or more catch blocks**

2). **Try block can be followed by finally instead of catch**

3). **Try block can be followed by both catch and finally**

4). Try block need not be followed by anything

Q. Finalize is _____ method.

1). private

2). **protected**

3). public

4). internal

Q. Which of the following is used to release the raw memory back to the heap?

1). object finalization

2). object deletion

3). **object deallocation**

4). object referencing

Q. What will be the output of below code snippet?

```
class A
{   public int i;
    public void Display()
    {   Console.WriteLine(i);     }
}
class B: A
{   public int j;
    public void Display()
    {   Console.WriteLine(j);     }
}
class Program
{   static void Main(string[] args)
    {
        B obj = new B();
        obj.i = 1;
        obj.j = 2;
        obj.Display();
     }
}
```

1). 0

2). **2**

3). 1

4). 1 2

Q. Which of the following statements are true?
Statement 1:
When user invoke the delegate, the instance method is called on the contained reference.
Statement 2:
User can add only one method reference to the invocation list of a delegate.

1). **Statement 1 is true but Statement 2 is not true**

2). Statement 2 is true but Statement 1 is not true

3). Both the statements are true

4). Both the statements are false

Q. Consider the code given below.

```
class Program
{
    static void LowerCase(string str)
    {
        Console.WriteLine(str.ToLower());
    }

    static void UnaryAddition(int num)
```

```
    {
        Console.WriteLine(1 + num++ + 1);
    }
}
```

Which of the following delegate will be used to refer/call both the methods given in the code?

1). delegate void MyGenericDelegate(T arg);

2). **delegate void MyGenericDelegate<T>(T arg);**

3). delegate void MyGenericDelegate<int, string>(T arg);

4). delegate void MyGenericDelegate<T>(arg);

Q.Which of the following class listens to the file system change notifications and raises events when a directory, or file in a directory, changes?

1). **FileSystemWatcher**

2). File

3). Directory

4). FileSystemInfo

Q. A try block must be followed by _____

1). catch only

2). finally only

3). **catch or finally**

4). throw

Q.Which is the best place to close streams, data readers, connection objects used by your program?

1). Catch Block

2). **Finally Block**

3). Destructor

4). Closing streams, data reader or connection object is not the responsibility of the developer. The framework takes care of this task.

Section 3: Dot Net Framework

Q.Which of the following component manages lifecycle of objects by reference counting and garbage collection?

1). **CLR**

2). CTS

3). CLS

4). FCL

Q._____ is a part of the execution process and involves metadata stored within the executable files.

1). **Class Loader**

2). Class Manager

3). Code Loader

4). Code Manager

Q. Which of the following statement is true?
Statement 1:
When user compiles CIL, native code is created, which is stored in an assembly.
Statement 2:
Assemblies include only executable application files.
1). Statement 1 is true but Statement 2 is not true

2). Statement 2 is true but Statement 1 is not true

3). **Both the statements are true**

4). **Both the statements are false**

Q.Ashmita has created a class library named ClientLogic to which she wants to add a strong nam e key and get the same registered in the GAC. What are the command that she needs to use on the Visual Studio command Prompt to get this done?
1). **sn –k ClientLogic.snk**

2). **gacutil –i ClientLogic.dll**

3). gacutil –u ClientLogic

4). sn –k ClientLogic

Q.Which of the following contains all the metadata with assembly version, assembly scope, reference to resources etc?
1). **Manifest**

2). Metadata

3). Resources

4). MSIL

Q. To answer drag and drop, correct term in answer area.

1. ____ provides a secure and versatile unit of processing that the CLR can use to provide isolation between applications.

2. If user developed an application which supports user interaction in English, French and Hindi, then he should do language settings for this application in ____

Attempted

1. ApplicationDomain

2. Satellite Assemblies

Solution

1. ApplicationDomain

2. Satellite Assemblies

3. Manifest

4. GlobalAssembly

5. Portable executables

Q. Which of the following is not correct about await?
1). The ‘await’ keyword is applied on the task in an asynchronous method and suspends the executi on of the method, until the awaited task is not completed

2). **await blocks the thread on which it is executing**

3). await signals to the compiler to continue with other async methods, till the task is in an await stat e

4). Once the task is completed, await resumes back where it left off from

Q. What is the foundation of the .NET Framework?
1). BCL

2). CLS

3). CTS

4). **CLR**

Q. Cross language interpretation provided by _____.
1). **Common Type System**

2). Common Language Specification

3). Reflection

4). Attributes

Q.In command line compilation, following abbreviations are used for which compiler option?
To answer drag and drop correct keywords in answer area.

/t : ____
/o : ____
Attempted

1. /target

2. /out

Solution

1. /target

2. /out

3. /temp

4. /objective

Q. Check the following :
1. .NET class library is a collection of reusable classes, or types, that tightly integrate with the comm on language runtime.
2. The class library builds on the object-oriented nature of the runtime.
3. .NET class library reduces the learning curve associated with using a new piece of code.
4. Third-party components can not integrate with the classes in the .NET Framework.

1). 1 - True, 2 - True, 3- False, 4 - True

2). **1 - True, 2 - True, 3- True, 4 - False**

3). **1 - True, 2 - True, 3- False, 4 - False**

4). 1 - True, 2 - True, 3- True, 4 - True

Q. Please provide the correct version number representation in .NET?
1). **<major version>.<minor version>.<build number>.<revision>**

2). <major version>.< build number >.<revision>.< minor version >

3). <major version>.<minor version>.<revision>.< build number >

4). <major version>.<revision>.<build number>.< minor version >

Q. What is the meaning of asterisk (*) in AssemblyVersion (1.0.*)?
1). **that the common language runtime will automatically provide default values for the last two numbers**

2). there are NO values for the last two numbers

3). that the common Type System will automatically provide default values for the last two numbers

4). None of the above

Q. LINQ stands for _____
1). Linear Query

2). **Language Integrated Query**

3). Linear Integrated Query

4). Language in Query

Q. Single .NET DLL can contain _____ .NET laguages.
1). **One**

2). **Two**

3). Three

4). Four

Q. If user would like to look metadata and Common intermediate language (CIL) code contained in a .NET Portable Executable (PE) file.

Which of the following tool from the .NET SDK should user use?
1). gacutil.exe

2). **ildasm.exe**

3). al.exe

4). sn.exe

Q. Check the following :
1. Type safety of the code is assured by CLR
2. CLR is a compiler for .NET Framework
3. CLR provides services to run unmanaged applications
4. CLR provides a code-execution environment that manages code targeting the .NET Framework

1). **1 - True, 2- False, 3 - False, 4 - True**

2). 1 - False, 2- False, 3 - False, 4 - True

3). 1 - True, 2- False, 3 - True, 4 - True

4). 1 - True, 2- True, 3 - False, 4 - True

Q. Drag and drop the correct answer from the given options:

1. The ____ manages code execution and used by the Class Loader to assign memory for the objects and data.

2. ____ should be emitted by language compilers, to enable the runtime to provide services to managed code.

Attempted

1. Code Manager

2. Metadata

Solution

1. Code Manager

2. Metadata

3. COM Marshaler

4. MSIL

Q.Which of the following is the preferred distribution and update mechanism in .NET Framework 4.5 ?

1). GAC

2). **NuGet**

3). JIT

4). NGEN

Q. Which of the following library is introduced in .NET Framework 4.5?

1). **Task Based Async Model**

2). **Task Parallel Library**

3). LINQ

4). DLR

Q. MVC is introduced in which version of .NET Framework?

1). .NET Framework 3.0

2). .NET Framework 3.5

3). **.NET Framework 3.5 + SP1**

4). .NET Framework 4.0

Q. Which of the following statement/s is/are correct?

Statement 1 : Intermediate Language is a CPU-independent set of instructions
Statement 2 : Intermediate Language includes instructions for loading, storing, initializing, and calling methods on objects

1). Statement 1 is true but Statement 2 is false

2). Statement 2 is true but Statement 1 is false

3). **Both statements are true**

4). Both statements are false