1. **These are unified types in C#?**

A. Classes and Struct.

B. Value Types and Ref. Types.

C. OOP and Non-OOP

D. Heap and Stack.

**2. “Is” and “as” these keywords are used to?**

A. check its compatibility and perform type casting.

B. perform Garbage Collection.

C. check equality.

D. perform operator overloading.

**3. typeof is used to.**

A. perform type casting.

B. perform boxing and un-boxing.

C. find out the type of an object at run time

D. None of the above.

**4. type checking for ….types of variables takes place at compile time.**

A. value type.

B. dynamic.

C. managed.

D. unmanaged.

**5. …. is implicite type to store variant type of data like an Object type but it must be initialized.**

A. dynamic type.

B. ref type.

C. value type.

D. var type.

**6. type checking for ….types of variables takes place at run-time.**

A. value.

B. dynamic.

C. managed.

D. unmanaged.

**7. A Basic difference between int.Parse() and TryParse() is.**

A. Parse returns int and TryParse return string.

B. Parse convert int to string and TryParse convert string to int.

C. Parse() method throws an exception if it cannot parse the value, whereas TryParse() method returns a bool indicating whether it succeeded.

D. None of the Above..

**8. To cast Value type to Object Type This process is known as .**

A. Un-boxing.

B. Type Casting.

C. Type Safety.

D. Boxing.

**Lab Based Assignments:**

* W.A.P to Calculate Area of Circle Using Constants.
* W.A.P to Convert char into ASCII values Using Type Casting and vice versa.
* W.A.P to take age as string from user and convert it into integer using int.Parse() method and display converted value.
* W.A.P to take age as string from user and convert it into integer using int.TryParse() method and display converted value.