ABSTRACT

1. **What will be the output for given set of code?**

```
namespace ConsoleApplication4
{
   public abstract class A
   {
      public int i = 7;
      public abstract void display();
   }
   class B: A
   {
      public int j;
      public override void display()
      {
         Console.WriteLine(i);
         Console.WriteLine(j);
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         B obj = new B();
         A obj1 = new B();
         obj.j = 1;
         obj1.i = 8;
         obj.display();
         Console.ReadLine();
      }
   }
}
```

1, 7

1, 8

<mark>7, 1 ---------</mark>

0, 8

2. **What will be the output for given set of code?**

```csharp
namespace ConsoleApplication4
{
    abstract class A
    {
        public int i;
        public abstract void display();
    }
    class B: A
    {
        public  int j;
        public int sum;
        public override void display()
        {
            sum = i + j;
            Console.WriteLine(+i + "\n" + +j);
            Console.WriteLine("sum is:" +sum);
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            A obj = new B();
            obj.i = 2;
            B obj1 = new B();
            obj1.j = 10;
            obj.display();
            Console.ReadLine();
        }
    }
}
```

0, 0
0

2, 10
12

0, 10
10

<mark>2, 0---------
2</mark>

3. The modifier used to define a class which does not have objects of it's own but acts as a base class for it's subclass is

New

Static

Sealed

<mark>abstract --------</mark>

4. **A type of class which does not have it's own objects but acts as a base class for it's subclass is known as?**

Static class

<mark>Abstract class -----</mark>

None of the mentioned

Sealed class

5. **Please read the questions carefully and choose the most appropriate option.Read the below statement carefully.**
Statement 1: The abstract keyword enables you to create classes and class members solely for the purpose of inheritance to define features of derived, non-abstract classes.
Statement 2: An abstract class can be instantiated.

Which of the above statements are TRUE?

No Statement is true

<mark>Only Statement 1 is true --------</mark>

Only Statement 2 is true

Both statements are true

6. **Please read the questions carefully and choose the most appropriate option.If you add a new method to an Abstract class, then which of the given options hold TRUE?**

You have the option of providing default implementation and therefore all the existing code might work properly. ----------

None of the 2 listed options

You have to track down all the implementations of the interface and define implementation for the new method.

7. **Please read the questions carefully and choose the most appropriate option.If the various implementations are of the same kind and use common behaviors or status, then what is better to use?**

Abstract class is better to use. ---------

Interface is better to use

8. **Which of the following modifier is used when an abstract method is redefined by a derived class?**

Base

Override -----

Virtual

Overloads

9. **What will be the output for given set of code?**

namespace ConsoleApplication4
{

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

0

1

Compile time error

10. **Please read the questions carefully and choose the most appropriate option. Which of the given options are TRUE about "Abstract Classes"?**

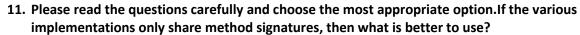**1.Abstract classes may also define abstract methods**
2.An abstract class can be instantiated.

None of the listed options

only 2

Both 1 and 2

11. **Please read the questions carefully and choose the most appropriate option.If the various implementations only share method signatures, then what is better to use?**

Abstract class is better to use.

Interface is better to use -------

12. **Choose the correct statements among the following:**

An abstract method does not have implementation

All the given options -------

An abstract method can take only either static or virtual modifiers

An abstract method can be declared only in abstract class

13. **Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about "Abstract Methods"?**
1.An abstract method is implicitly a virtual method.
2.Abstract method declarations are only permitted in abstract classes.

only 1

None of the listed options

only 2

Both 1 and 2 -------

14. **What will be the output for given set of code?**

```
namespace ConsoleApplication4
{
abstract class A
{
public int i ;
public int j ;
public abstract void display();
}
class B: A
{
public int j = 5;
public override void display()
{
this.j = 3;
Console.WriteLine(i + " " + j);
}
}
class Program
{
static void Main(string[] args)
{
B obj = new B();
obj.i = 1;
obj.display();
Console.ReadLine();
}
}
}
```

0 5

1 5

1 0

13 ----------

15. **Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE?**

You should use the static or virtual modifiers in an abstract method declaration.

You should not use the static or virtual modifiers in an abstract method declaration. -----------

XML

1. What is not true about XSLT?

XSLT is a declarative transformation language.

XSLT uses a set of rules that govern how a document is to be materialized is

created.

XSLT is used to transform the input document into another document.

==XSLT uses a set of procedures that specify how a document is to be programmed.==

2. The DTD begins with the word:

HTTPS.

#PCDATA.

==DOCTYPE==.

XML.

3. The expression FOR XML RAW tells SQL Server to:

None

==place the values of the columns as attributes in the resulting XML document.==

place the values of the columns into elements rather than attributes.

place some columns into elements and others into attributes.

4. With XML:

documents can automatically be generated from database data only.

views are not limited to one multi-valued path only

==All the given options==

database data can automatically be extracted from XML documents only.

5. **What is not true about SOAP?**

SOAP was defined as an XML-based standard for providing remote procedure calls over the Internet.

<mark>SOAP was an early form of XML</mark>.

SOAP originally meant Simple Object Access Protocol.

SOAP now is just a name, not an acronym

6. **To eliminate definition duplication, XML Schemas define:**

None

an intersection table.

global elements. -------

a normalized definition table.

7. **If the XML data instance conforms to the DTD, the document is said to be:**

not-type-valid.

an HTML document.

type-invalid.

<mark>type-valid</mark>

8. **XML is:**

a subset of SGML only.

<mark>All the given options</mark>

a standardized yet customizable way to describe the content of documents only.

a hybrid of document processing and database processing only.

9. **What is not true about XML?**

XML documents have two sections.

With XML, there is a clear separation between document structure, content and materialization.

XML is more powerful than HTML.

Web page display is the most important application of XML.

10. **The document that is used by XSLT to indicate how to transform the elements of the XML document to another format is a(n):**

style sheet.

HTML page.

stored procedure.

DOCTYPE procedure.

11. **An XML component that defines the structure of a document is known as a(n):**

HTML Style sheet.

DOCTYPE

DTD.

#PCDATA.

12. **XML Schemas consist of:**

tables and relationships.

structure and data.

properties and methods.

<mark>elements and attributes.</mark>

13. The most popular way to materialize XML documents is to use:

SOAP.

HTML

<mark>XSLT.</mark>

DTD

14. Which of the following statements is not true about XML Schemas:

They define a set of symbols and the relationships of those symbols.

<mark>They have their own syntax.</mark>

They are themselves XML documents.

They are used to define the content and structure of data.

15. The document that is used by XSLT to indicate how to transform the elements of the XML document to another format is a(n):

stored procedure.

DOCTYPE procedure.

<mark>stylesheet.</mark>

HTML page.

16. The expression FOR XML RAW tells SQL Server to:

place some columns into elements and others into attributes.

None

place the values of the columns into elements rather than attributes.

place the values of the columns as attributes in the resulting XML document.

ACCESS SPECIFIER

What will be size of object created depicted by csharp code snippet?

```
class baseclass
{
private int a;
protected int b;
public int c;
}
class derived : baseclass
{
private int x;
protected int y;
public int z;
}
class Program
{
static Void Main(string[] args)
{
derived a = new derived();
}
}
```

- ○ 20 bytes
- ○ 16 bytes
- ⦿ 24 bytes
- ○ 12 bytes

What will be the output of given code snippet?

```
class access
{
    public int x;
    private int y;
    public  void cal(int a, int b)
    {
       x = a + 1;
       y = b;
    }
}
class Program
{
    static void Main(string[] args)
    {
       access obj = new access();
       obj.cal(2, 3);
       Console.WriteLine(obj.x + " " + obj.y);
    }
```

}

○ 3 3

◉ Compile time error

○ Run time error

○ 2 3

What will be the output of given code snippet?

```
class access
{
    public int x;
    private int y;
    public  void cal(int a, int b)
    {
        x = a + 1;
        y = b;
    }
    public  void print()
    {
        Console.WriteLine(" " + y);
    }
}
class Program
{
    static void Main(string[] args)
    {
        access obj = new access();
        obj.cal(2, 3);
        Console.WriteLine(obj.x);
        obj.print();
        Console.ReadLine();
    }
}
```

○ Run time error

◉ 3 3

○ Compile time error

○ 2 3

What will be the output of following set of code?

class sum

```
{
    public int x;
    public int y;
    public  int add (int a, int b)
    {
        x = a + b;
        y = x + b;
        return 0;
    }
}
class Program
{
    static void Main(string[] args)
    {
        sum obj1 = new sum();
        sum obj2 = new sum();
        int a = 2;
        obj1.add(a, a + 1);
        obj2.add(5, a);
        Console.WriteLine(obj1.x + "  " + obj2.y);
        Console.ReadLine();
    }
}
```

○ 3, 2

○ 6, 9

◉ 5, 9

○ 9, 10

What will be the output of following set of code?

```
class static_out
{
    public static int x;
    public  static int y;
    public int add(int a, int b)
    {
        x = a + b;
        y = x + b;
        return 0;
    }
}
class Program
{
    static void Main(string[] args)
    {
        static_out obj1 = new static_out();
        static_out obj2 = new static_out();
```

```
        int a = 2;
        obj1.add(a, a + 1);
        obj2.add(5, a);
        Console.WriteLine(static_out.x + " " + static_out.y );
        Console.ReadLine();
    }
}
```

○ 7 7

○ 6 6

○ 9 7

◉ 7 9

Accessibility modifier defined in a class are?

○ public, private, protected

○ public, private, internal, protected internal.

◉ public, private, protected, internal, protected internal

○ public, internal, protected internal.

Which of these is used as default specifier for a member of class if no access specifier is used for it?

○ protected

○ public

◉ private

○ public, within its own class

What will be the output of code?

```
class math
{
    public int a,b;
    public math(int i,  int j)
    {
        a = i;
        b = j;
    }
    public  void sum(math m)
```

```
    {
        m.a *= 2;
        m.b += 2;
    }
}
class Program
{
    static void Main(string[] args)
    {
        math t = new math(20,  10);
        t.sum(t);
        Console.WriteLine(t.a + "  " + t.b);
        Console.ReadLine();
    }
}
```

○ 20, 10

◉ 40, 12

○ 10, 20

○ 5, 40

What will be the output of following set of code?

```
class sum
{
    public int x;
    private int y;
    public void math(int a, int b)
    {
        x = a * 4;
        y = b;
    }
}
class Program
{
    static void Main(string[] args)
    {
        sum p = new sum();
        p.math(12, 30);
        Console.WriteLine(p.x + "  " + p.y);
        Console.ReadLine();
    }
}
```

◉ Compile time error

```
class test
{
    public   int a;
    public  int b;
    public  test(int i, int j)
    {
        a = i;
        b = j;
    }
    public void meth(test o)
    {
        o.a *= 2;
        o.b /= 2;
    }
}
class Program
{
    static void Main(string[] args)
    {
        test obj = new test(10, 20);
        obj.meth(obj);
        Console.WriteLine(obj.a + " " + obj.b);
        Console.ReadLine();
    }
}
```

○ 10, 20

○ 40, 20

○ 20, 40

⦿ 20, 10

GENERICS

(1).Correct statement valid about generic procedures in C#.NET are?

Generic procedures should take at least one type parameter

Only those procedures labeled as Generic are Generic

All procedures in a Generic class are generic

(2).Which of the following is the correct way to find out the number of elements currently present in an ArrayList Collection called arr?

arr.MaxIndex

arr.Capacity

arr.GrowSize

arr.Count

arr.UpperBound

(3).What will be the output of given code snippet?

```
public class Generic<T>
{
 Stack<T> stk = new Stack<T>();
 public void push(T obj)
 {
 stk.Push(obj);
 }
 public T pop()
 {
 T obj = stk.Pop();
 return obj;
 }
}
class Program
{
 static void Main(string[] args)
 {
 Generic<string> g = new Generic<string>();
 g.push("Csharp");
 Console.WriteLine(g.pop());
 Console.ReadLine();
 }
```

}

Run time error

Compile time error

<mark>Csharp</mark>

0

(4).Choose the advantages of using generics?

Generics facilitate type safety

Generics facilitate improved performance and reduced code

<mark>All the given options</mark>

Generics promote the usage of parameterized types

(5).Which of the following is the correct way to access all elements of the Stack collection created using the C#.NET code snippet given below? Stack st = new Stack();
st.Push(11);
st.Push(22);
st.Push(-53);
st.Push(33);
st.Push(66);

IEnumerable e;
e = st.GetEnumerator();
while (e.MoveNext())
Console.WriteLine(e.Current);

<mark>IEnumerator e;</mark>
<mark>e = st.GetEnumerator();</mark>
<mark>while (e.MoveNext())</mark>
<mark>Console.WriteLine(e.Current);</mark>

IEnumerator e;
e = Stack.GetEnumerator();
while (e.MoveNext())
Console.WriteLine(e.Current);

IEnumerator e;
e = st.GetEnumerable();

```
while (e.MoveNext())
Console.WriteLine(e.Current);
```

(6). Which of the following statements are correct about the C#.NET code snippet given below?

```
Stack st = new Stack();
st.Push("hello");
st.Push(8.2);
st.Push(5);
st.Push('b');
st.Push(true);
```

Boolean values can never be stored in Stack collection.

Dissimilar elements like "hello", 8.2, 5 cannot be stored in the same Stack collection.

In the fourth call to Push(), we should write "b" in place of 'b'

<mark>This is a perfectly workable code.</mark>

(7). What does the following code set defines?

```
 public Gen(T o) {
    ob = o;
 }
```

Generics class decleration

<mark>All of the mentioned</mark>

Generic constructor decleration

Decleration of variable

(8). For the code given below which statements are perfectly valid?

```
public class Csharp
{
 public void subject<S>(S arg)
 {
 Console.WriteLine(arg);
 }
}
class Program
{
```

```
static void Main(string[] args)
{
Csharp c = new Csharp();
c.subject("hi");
c.subject(20);
 }
}
```

Code run successfully and print required output

Run time exception error

None of the mentioned

Compile time error

(9).Which of the following is NOT an interface declared in System.Collections namespace?

Ienumerator

IDictionaryComparer

Ienumerable

Icomparer

(10).A HashTable t maintains a collection of names of states and capital city of each state. Which of the following is the correct way to find out whether "Kerala" state is present in this collection or not?

t.HasKey("Kerala");

t.ContainsKey("Kerala");

t.ContainsState("Kerala");

t.HasValue("Kerala");

(11).Which of these type parameters is used for a generic methods to return and accept any type of object?

V

K

N

<mark>T</mark>

(12).Which among the given classes present in System.Collection.Generic.namespace?

All of the mentioned

<mark>Stack</mark>

Sorted Array

Tree

(13).Which of the following statements are correct about the Collection Classes available in Framework Class Library?

<mark>None</mark>

It is not Easy to adopt the existing Collection classes for newtype of objects

Elements stored in a collection can be modified only if allelements are of similar types.

Elements of a collection cannot be transmitted over a network.

(14).Which of the following statements are correct about the C#.NET code snippet given below?

Stack st = new Stack();
st.Push("hello");
st.Push(8.2);
st.Push(5);
st.Push('b');
st.Push(true);

In the fourth call to Push(), we should write "b" in place of 'b'

Boolean values can never be stored in Stack collection.

Dissimilar elements like "hello", 8.2, 5 cannot be stored in the same Stack collection.

(15).What will be the output of given code snippet?

```
public class Generic<T>
{
 Stack<T> stk = new Stack<T>();
 public void push(T obj)
 {
 stk.Push(obj);
 }
 public T pop()
 {
 T obj = stk.Pop();
 return obj;
 }
}
class Program
{
 static void Main(string[] args)
 {
 Generic<int> g = new Generic<int>();
 g.push(30);
 Console.WriteLine(g.pop());
 Console.ReadLine();
 }
}
```

Compile time Error

Runtime Error

30

0

(16).For the code set given below,which of the following statements are perfectly valid?

public class MyContainer<T> where T: class, IComparable
{

/* insert code here */
}

Class MyConatiner requires that it's type arguement must implement Icomparable interface

None of the mentioned

Compiler will report an error

<mark>There are multiple constraints on type arguement to MyConatiner class</mark>

(17).Which of these is an correct way of defining generic method?

name{T1, T2, …, Tn} { /* … */ }

name(T1, T2, …, Tn) { /* … */ }

<mark>public name { /* … */ }</mark>

class name[T1, T2, ..., Tn] { /* … */ }

(18).Choose the statements which are valid for given code snippet:

```
public class Generic<T>
{
   public T Field;
   public void testSub()
   {
     T i = Field + 1;
   }
}
class Program
{
   static void Main(string[] args)
   {
     Generic<int>g = new Generic<int>();
     g.testSub();
   }
}
```

code run successfully print 1

<mark>Compile time error</mark>

Program will give run time error

code run successfully print nothing

(19).Are generics in C# are same as the generics in java and templates in C++?

None of the mentioned

Yes

May be

<mark>No</mark>

(20).Select the type arguement of open constructed type?

Gen

<mark>Gen<></mark>

None

Gen()

(21).What will be the output of given code snippet?

```
public class Generic<T>
{
 Stack<T> stk = new Stack<T>();
 public void push(T obj)
 {
 stk.Push(obj);
 }
 public T pop()
 {
 T obj = stk.Pop();
 return obj;
 }
```

```
}
class Program
{
 static void Main(string[] args)
 {
 Generic<string> g = new Generic<string>();
 g.push("40");
 Console.WriteLine(g.pop());
 Console.ReadLine();
 }
}
```

Compile time Error

<mark>40</mark>

Runtime Error

0

(22).Suppose value of the Capacity property of ArrayList Collection is set to 4. What will be the capacity of the Collection on adding fifth element to it?

<mark>8</mark>

4

16

32

(23).What does the following code set defines?

```
 public Gen(T o) {
    ob = o;
 }
```

All of the mentioned

Generics class decleration

Decleration of variable

<mark>Generic constructor decleration</mark>

PROPERTIES

Choose the correct statement about properties describing the indexers?

○ No need to use the name of the property while using an indexed property

◉ All of the mentioned

○ An indexer property should accept at least one argument

○ Indexers can be overloaded

Correct way to implement a write only property add in a math class?

◉ class math

```
{
    int ad;
    public int add
    {
        set
        {
            ad = value;
        }
    }
}
```

○ class math

```
{
    int ad;
    public int add
    {
        get
        {
            return ad;
        }
        set
        {
            ad = value;
        }
    }
}
```

○ None

○ class math

```
    {
        public int add
        {
            set
            {
                add = value;
            }
        }
    }
```

Select the modifiers which can be used with the properties?

○ Private

○ Public

◉ All the given options

○ Protected

○ Protected Internal

Choose the correct statements about write-only properties in C#.NET?

○ Useful for usage in classes which store sensitive information like password of a user

◉ All of the listed options

○ Properties once set and hence values cannot be read back in nature

○ Properties which can only be set

Consider a class maths and we had a property called as sum.b is a reference to a maths object and we wa
Console.WriteLine(b.sum)to fail.Which is the correct solution to ensure this functionality?

◉ Declare sum property with get, set and normal accessors

○ Declare sum property with only set accessor

○ Declare sum property with both get and set accessors

○ Declare sum property with only get accessor

Correct way to implement a read only property add in a math class?

○ class math

```
{
    public int add
    {
        get
        {
            return ad;
        }
    }
}
```

○ class math

```
{
    int ad;
    public int add
    {
        get
        {
            return ad;
        }
        set
        {
            ad = value;
        }
    }
}
```

○ None

● class math

```
{
```

```
        int ad;

        public int add

        {

            get

            {

                return ad;

            }

        }


    }
```

Consider a class maths and we had a property called as sum.b is a reference to a maths object and we wa
work.Which is the correct solution to ensure this functionality?
b.maths = 10;
Console.WriteLine(b.maths);

○ Declare maths property with only get accessors

○ Declare maths property with only get, set and normal accessors

○ Declare maths property with only set accessors

⦿ Declare maths property with get and set accessors

If math class had add property with get accessors then which statements will work correctly?

○ math.add = 20;

○ math m = new math();

   m.add = m.add + 20;

○ math m = new math();

   m.add = 10;

⦿ math m = new math();

   int i;

   i = m.add;

Please read the questions carefully and choose the most appropriate option.A property can be declared ins
Interface. State TRUE or FALSE.

○ false

◉ true

Please read the questions carefully and choose the most appropriate option.A property can be declared ins
procedure. State TRUE or FALSE.

◉ false

○ true

CLASS

Select the output for following set of code :

```
class z
{
public string name1;
public string address;
public void show()
{
Console.WriteLine("{0} is in {1}", name1, address);
}
}
class Program
{
static void Main(string[] args)
```

```
{
z n = new z();
n.name1 = "harsh";
n.address = "new delhi";
n.show();
Console.ReadLine();
}
}
```

○ Run successfully prints nothing

○ {0} is in city{1} harsh new delhi

⦿ harsh is in new delhi

○ Syntax error

Select output for following set of code.

```
class sample
{
    public int i;
    public int[] arr = new int[10];
    public void fun(int i, int val)
    {
        arr[i] = val;
    }
}
class Program
{
    static void Main(string[] args)
    {
        sample s = new sample();
        s.i = 10;
        sample.fun(1, 5);
        s.fun(1, 5);
        Console.ReadLine();
    }
}
```

○ s.fun(1, 5) will work correctly

○ sample.fun(1, 5) will set value as 5 in arr[1]

○ s.i = 10 cannot work as i is 'public'

⦿ sample.fun(1, 5) will not work correctly

Please read the questions carefully and choose the most appropriate option.Which of the following compor
framework provide an extensible set of classes that can be used by any .NET compliant programming lang
1..NET class libraries
2.Component Object Model

○ Both 1 and 2

○ None of the listed options

⦿ only 1

○ only 2

Select the output for following set of code :

```
class sample
{
   public int i;
   public int j;
   public void fun(int i, int j)
   {
      this.i = i;
      this.j = j;
   }
}
class Program
{
   static void Main(string[] args)
   {
      sample s = new sample();
      s.i = 1;
      s.j = 2;
      s.fun(s.i, s.j);
      Console.WriteLine(s.i + " " + s.j);
      Console.ReadLine();
   }
}
```

○ Error while calling s.fun() due to inaccessible level

○ Run successfully but prints nothing

○ Error as 'this' reference would not be able to call 'i' and 'j'

⦿ 1 2

Please read the questions carefully and choose the most appropriate option.Which of the given keywords i
data and behavior of a base class by replacing a member of a base class with a new derived member?

- ⦿ new
- ○ override
- ○ base
- ○ overloads

Please read the questions carefully and choose the most appropriate option.Which of the
given options are TRUE about the String Class in C#.NET?

- ⦿ All the listed options
- ○ Two strings can be concatenated by using an expression of the form s3 = s1 + s2;
- ○ A string built using String Class is Immutable.
- ○ A string built using StringBuilder Class is Mutable.

What do the following code implies ?
csharp abc;
abc = new csharp();

- ○ Object creation on class csharp
- ⦿ Create an object of type csharp on heap or on stack depending on whether csharp is class or struct
- ○ Create an object of type csharp on heap or on stack depending on size of object
- ○ create an object of type csharp on stack

Please read the questions carefully and choose the most appropriate option.Which of the given options CAN
custom attribute?

- ○ All the listed options
- ○ Delegate
- ⦿ Namespace
- ○ Event

Select the output for following set of code :

```
class z
{
public int X;
public int Y;
public const int c1 = 5;
```

```
public const int c2 = c1 * 25;
public void set(int a, int b)
{
X = a;
Y = b;
}

}
class Program
{
static void Main(string[] args)
{
z s = new z();
s.set(10, 20);
Console.WriteLine(s.X + " " + s.Y);
Console.WriteLine(z.c1 + " " + z.c2);
Console.ReadLine();
}
}
```

○ 20 10

◉ 10 20

   5 125

○ 10 20

○ 20 10

Please read the questions carefully and choose the most appropriate option.Which of the given options are

○ A private function of a class can access a public function within the same class.

○ Data members of a class are by default private.

◉ All the listed options

○ Member function of a class are by default private.

Please read the questions carefully and choose the most appropriate option.The string built using the String (unchangeable), whereas, the ones built- using the StringBuilder class are mutable. State TRUE or FALSE.

○ false

◉ true

What is most specified using class declaration ?

○ None of mentioned

○ type

○ scope

◉ type & scope

Please read the questions carefully and choose the most appropriate option.With which of the given options can the
1.Static data
2.Instance data

○   only 1

○   only 2

◉   <mark>None of the listed options</mark>

○   Both 1 and 2

The output of code is ?

```
class test
{
public void print()
{
Console.WriteLine("Csharp:");
}
}
class Program
{
static void Main(string[] args)
{
test t;
t.print();
Console.ReadLine();
}
}
```

○   None of the mentioned

○   Code run and print "Csharp"

○   Code run successfully print nothing

◉   <mark>Syntax error as t is unassigned variable which is never used</mark>

Please read the questions carefully and choose the most appropriate option.Which of the
given options are TRUE about the 'this' reference?

○   this' reference can be modified in the instance member function of a class.

◉   <mark>Static functions of a class never receive the 'this' reference.</mark>

○   All the listed options

○   this' reference continues to exist even after control returns from an instance member function.

Select the output for following set of code :

```
class sample
{
    public int i;
    public int j;
    public void fun(int i, int j)
```

```
    {
        this.i = i;
        this.j = j;
    }
}
class Program
{
    static void Main(string[] args)
    {
        sample s = new sample();
        s.i = 1;
        s.j = 2;
        s.fun(s.i, s.j);
        Console.WriteLine(s.i + " " + s.j);
        Console.ReadLine();
    }
}
```

◉ **1 2**

○ Run successfully but prints nothing

○ Error as 'this' reference would not be able to call 'i' and 'j'

○ Error while calling s.fun() due to inaccessible level

Please read the questions carefully and choose the most appropriate option.
Static procedures can access instance data? State TRUE or FALSE?

◉ **false**

○ true

CONTROL STRUCTURES

What will be the correct output for given code snippet?

```
class maths
{
    public int fact(int n)
    {
        int result;
        if (n == 2)
        return 1;
        result = fact(n - 1) * n;
        return result;
    }
}
```

```
}
class Program
{
    static void Main(string[] args)
    {
        maths obj = new maths();
        Console.WriteLine(obj.fact(4));
        Console.ReadLine();
    }
}
```

○ 1

○ 0

◉ <mark>12</mark>

○ 24

Please read the questions carefully and choose the most appropriate option.Which of the given options are
1.The goto statement passes control to the next iteration of the enclosing iteration statement in which it a
2.Branching is performed using jump statements which cause an immediate transfer of the program contr

○ Both 1 and 2

○ None of the listed options

○ only 1

◉ <mark>only 2</mark>

What will be the correct output for given code snippet?

```
class maths
{
public int fact(int n)
{
int result;
if (n == 1)
return 1;
result = fact(n - 1) * n;
return result;
}
}
```

```
class Output
{
static void Main(String[] args)
{
maths obj = new maths() ;
Console.WriteLine(obj.fact(4)*(3));
}
}
```

- ○ 64
- ◉ 72
- ○ 60
- ○ 84

Which of these is not a correct statement?

- ◉ Recursion is always managed by C# Runtime environment
- ○ A recursive method must have a base case
- ○ Recursion always uses stack
- ○ Recursive methods are faster that programmers written loop to call the function repeatedly using a st

Select the output for following set of code:

```
static void Main(string[] args)
{
    float s = 0.1f;
    while (s <= 0.5f)
    {
        ++s;
        Console.WriteLine(s);
    }
    Console.ReadLine();
}
```

- ○ 0.1

○ No output

◉ <mark>1.1</mark>

○ 0.1 0.2 0.3 0.4 0.5

Select the output for following set of code :

```
static void Main(string[] args)
{
 int x;
 for (x = 1; x <= 3; x++)
 {
 int j = 1;
 do
 {
 j++;
 }while (x % j == 2);
 Console.WriteLine(x + " " + j);
 }
 Console.ReadLine();
}
```

○ 1 1

    1 2

    1 3

◉ <mark>1 2</mark>

    <mark>2 2</mark>

    <mark>3 2</mark>

○ 11

    21

    31

○ 11

    12

    13

Select output for following set of code :

```
static void Main(string[] args)
{
```

```
    int x;
    for (x = 10; x <= 15; x++)
    while (Convert.ToBoolean(Convert.ToInt32(x)))
    {
        do
        {
            Console.WriteLine(1);
            if (Convert.ToBoolean(x >> 1))
            continue;
        }while (Convert.ToBoolean(0));
        break;
    }
    Console.ReadLine();
}
```

- ⦿ <mark>1 1 1 1 1 1</mark>

- ○ 0 0 0....infinite times

- ○ System outofflow exception error.

- ○ 1 1 1....infinite times

Select output for following set of code :

```
static void Main(string[] args)
{
    int i, s = 0, a = 1, d;
    i = Convert.ToInt32(Console.ReadLine());
    do
    {
        d = i % (2 * 4);
        s = s + d * a;
    }while ((Convert.ToInt32(i = i / (2 * 4))) != 0 && (Convert.ToBoolean(Convert.ToInt32((a) = (a * 10))))));
    Console.WriteLine(s);
    Console.ReadLine();
}
enter i = 342.
```

- ○ It finds binary equivalent of i

- ⦿ <mark>It finds octal equivalent of i</mark>

- ○ It finds sum of digits of i

- ○ It finds reverse of i

What will be the output for given set of code?

```
static void Main(string[] args)
    {
        int n = 1;
        method(n);
        Console.WriteLine(n);
        method1(ref n);
        Console.WriteLine(n);
        Console.ReadLine();
    }
    static void method(int num)
    {
        num += 20;
        Console.WriteLine(num);
    }
    static void method1(ref int num)
    {
        num += 20;
        Console.WriteLine(num);
    }
```

○ 21

21

21

21

○ 11

21

21

11

○ 1

1

1

1

○ 21

1

21

21

Select output for following set of code :

static void Main(string[] args)
{

```
    float i = 1.0f, j = 0.05f;
    do
    {
        Console.WriteLine(i++ - ++j);
    }while (i < 2.0f && j <= 2.0f);
    Console.ReadLine();
}
```

○ 0.05

⦿ **-0.04999995**

○ 0.95

○ -0.05

Please read the questions carefully and choose the most appropriate option.Which of the given options ca
a while loop and transfer control outside the loop?
1.break
2.goto

○ only 1

○ only 2

⦿ **Both 1 and 2**

○ None of the listed options

Select the output for following set of code :

```
static void Main(string[] args)
{
    long  x;
    x = Convert.ToInt32(Console.ReadLine());
    do
    {
        Console.WriteLine(x % 10);
    }while ((x = x / 10) != 0);
    Console.ReadLine();
}
```
enter x = 1234.

○ prints '1'

○ number of digits present in x

○ prints sum of digits of 'x'

Please read the questions carefully and choose the most appropriate option.Which of the given options are
1.The switch statement is a control statement that handles multiple selections and enumerations by passi
the case statements within its body.
2.The goto statement passes control to the next iteration of the enclosing iteration statement in which it a

○ **only 1**

○ Both 1 and 2

○ only 2

○ None of the listed options

Select output for following set of code :

```
static void Main(string[] args)
{
    int i = 1, j = 2, k = 3;
    do
    {
        Console.WriteLine((Convert.ToBoolean(Convert.ToInt32(i++))) && (Convert.ToBoolean(Convert.ToI
    }while (i <= 3);
    Console.ReadLine();
}
```

○ **True True True**

○ 0 0 0

○ False False False

○ 1 1 1

Select the correct match of parameter declaration:

```
static void main(string[] args)
{
int a = 5;
int b = 6;
float c = 7.2f;
math (ref a, ref b, ref c);
Console.WriteLine(a + " " + b + " " + c);
}
static int math(/*add parameter decelaration */)
{
a += b;
b *= (int)c;
c += a * b;
```

```
    return 0;
}
```

○ ref int a, int b, ref float c

○ ref int a, ref int b, float c

○ ref int a, ref float c, ref int b

◉ <mark>ref int a, ref int b, ref float c</mark>

Predict the output for following set of code :

```
static void Main(string[] args)
{
int x;
x = Convert.ToInt32(Console.ReadLine());
int c = 1;
while (c <= x)
{
if (c % 2 == 0)
{
Console.WriteLine("Execute while " + c + "\t" + "time");
}
c++;
}
Console.ReadLine();
}
for x = 8.
```

○   Execute while 2 time

    Execute while 3 time

    Execute while 4 time

    Execute while 5 time

◉   <mark>Execute while 2 time</mark>

    <mark>Execute while 4 time</mark>

    <mark>Execute while 6 time</mark>

    <mark>Execute while 8 time</mark>

○   Execute while 1 time

    Execute while 2 time

    Execute while 3 time

    Execute while 4 time

    Execute while 5 time

Execute while 6 time

Execute while 7 time

○ Execute while 1 time

Execute while 3 time

Execute while 5 time

Execute while 7 time

What is output for following code snippet?

```
class Program
{
static void Main(string[] args)
{
int i = 5;
int j;
method1(ref i);
method2(out j);
Console.WriteLine(i + " " + j);
}
static void method1(ref int x)
{
x = x + x;
}
static void method2(out int x)
{
x = 6;
x = x * x;
}
}
```

⦿ 10 36

○ 36 0

○ 36 10

○ 0 0

Which of these data types is used by operating system to manage the Recursion in Csharp?

○ Array

⦿ Stack

○ Queue

○ Tree

What will be the correct output for given code snippet?

```
class maths
{
    public int fact(int n)
    {
        int result;
        if (n == 1)
            return 1;
        result = fact(n - 1) * n;
        return result;
    }
}
class Output
{
    static void Main(String[] args)
    {
        maths obj = new maths();
        Console.WriteLine(obj.fact(1));
        Console.ReadLine();
    }
}
```

- ◉ <mark>1</mark>

- ○ 2

- ○ 0

- ○ 10

What will be the correct output for given code snippet?

```
class recursion
{
    public int fact(int n)
    {
        int result;
        if (n == 1)
            return 1;
        result = fact(n - 1) * n;
        return result;
    }
}

class Program
{
    public static void Main(String[] args)
    {
        recursion obj = new recursion();
        Console.WriteLine(obj.fact(4));
        Console.ReadLine();
```

```
    }
  }
```

- ○ 30
- ● 24
- ○ 120
- ○ 144

What is Recursion in CSharp defined as?

- ○ Recursion another form of class
- ○ Recursion another process of defining a method that calls other methods repeatedly
- ● Recursion is a process of defining a method that calls itself repeatedly
- ○ Recursion is a process of defining a method that calls other methods which in turn call again this met

Select the output for following set of code :

```
static void Main(string[] args)
{
 int x = 0;
 do
 {
 x++;
 if (x == 5)
 {
 x++;
 continue;
 break;
 }
 Console.WriteLine(x + " ");
 }while (x < 10);
}
```

- ○ 1 2 3 4 5
- ○ 5 6 7 8 9 10
- ○ 10
- ● 1 2 3 4 7 8 9 10

What will be the output of given set of code?

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

```
{
int a = 5;
int b = 0, c = 0;
method (a, b, ref c);
Console.WriteLine(b + " " + c);
Console.ReadLine();
}
static int method(int x, int p, ref int k)
{
p = x + x * x;
k = x * x + p;
return 0;
}
```

○ 30 55

○ 0 0

◉ **0 55**

○ 55 30

Select the output for following set of code :

```
static void Main(string[] args)
{
int x;
for (x = 1; x <= 3; x++)
{
int j = 1;
do
{
j++;
}while (x % j == 2);
Console.WriteLine(x + " " + j);
}
Console.ReadLine();
}
```

○ 11
   21
   31

◉ **1 2**
   2 2
   3 2

○ 1 1

1 2

1 3

○ 11

12

13

Which of these will happen if recursive method does not have a base case?

○ After 10000 executions programme will be automatically stopped.

◉ infinite loop condition occurrence

○ None of the mentioned

○ System gets hangup

Select the output for following set of Code:

```
static void Main(string[] args)
{
    int x = 0;
    while (x < 20)
    {
        while (x < 10)
        {
            if (x % 2 == 0)
            {
                Console.WriteLine(x);
            }
            x++;
        }
    }
    Console.ReadLine();
}
```

◉ 0 2 4 6 8

○ 0 2 4 6 8 10

○ 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

○ 0 2 4 6 8 10 12 14 16 18 20

What will be the output for given set of code?

static void Main(string[] args)

```
{
    int n = 1;
    method(n);
    Console.WriteLine(n);
    method1(ref n);
    Console.WriteLine(n);
    Console.ReadLine();
}
static void method(int num)
{
    num += 20;
    Console.WriteLine(num);
}
static void method1(ref int num)
{
    num += 20;
    Console.WriteLine(num);
}
```

○ 11

21

21

11

○ 21

21

21

21

◉ 21

1

21

21

○

1

1

1

1

BASIC

Please read the questions carefully and choose the most appropriate option.Which of the given options is TRUE about Common Language Runtime (CLR)?
1.In CLR, code is expressed in the form of byte code called the Common Intermediate Language (CIL), previously known as MSIL (Microsoft Intermediate Language)
2.It manages memory but not code execution and other system services.

None of the listed options

only 2

Both 1 and 2

only 1 ******************

When does structure variable get destroyed?

Depends on either it is created using new or without new operator

Depends on either we free it's memory using free() or delete()

When no reference refers to it,it will get garbage collected

Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about Attributes in C#.NET?
1.On compiling a C#.NET program the attributes applied are recorded in the metadata of the assembly.
2.On compilation all the attribute's tags are deleted from the program.

only 2

None of the listed options

only 1****************

Both 1 and 2

Select the action of the method long seek()?

Sets the current position in the stream to the specified offset from specified origin and hence returns the new position ***************

Writes a single byte to an output stream

Attempts to readup to count bytes into buffer starting at buffer[offset]
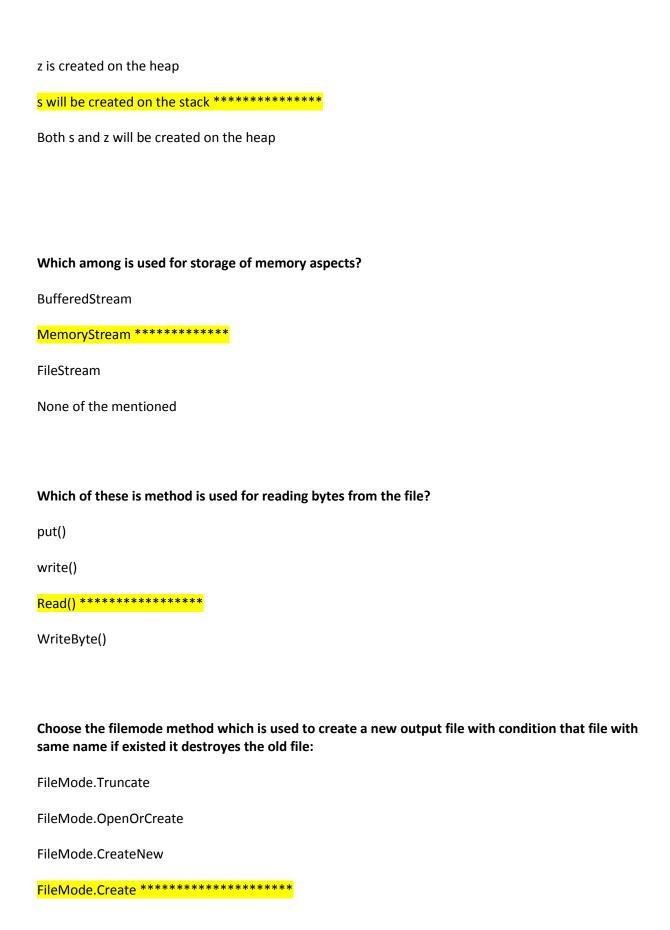
None

Choose the keyword which declares the indexer?

base

extract

super

Please read the questions carefully and choose the most appropriate option.Read the below statements carefully.
Statement 1: It launches separate process for every application running under it.
Statement 2: The resources are Garbage collected.

Which of the statements are TRUE about the benefits we get on running managed code under CLR?

Only Statement 2 is true

All statements are true ******************

none of the given options are true

Only Statement 1 is true

Select the method which writes the contents of the stream to the physical device.

void Flush() *********************

void fflush()

flush()

fflush()

Choose the class on which all stream classes are defined?

All of the mentioned

Sytem.Input.stream

System.IO.stream ******************

System.Output.stream

Which of the following is the root of the .NET type hierarchy?

System.Root

System.Base

<mark>System.Object----------------------</mark>

System.Type

Correct statement about the C#.NET code given below is?

```
class trial
{
   int i;
   float d;
}
struct sample
{
   private int x;
   private Single y;
   private trial z;
}
sample s = new sample();
```

trial object referred by z created on the stack

z is created on the heap

s will be created on the stack ***************

Both s and z will be created on the heap

Which among is used for storage of memory aspects?

BufferedStream

MemoryStream *************

FileStream

None of the mentioned

Which of these is method is used for reading bytes from the file?

put()

write()

Read() *****************

WriteByte()

Choose the filemode method which is used to create a new output file with condition that file with same name if existed it destroyes the old file:

FileMode.Truncate

FileMode.OpenOrCreate

FileMode.CreateNew

FileMode.Create ********************

Statement1: CLR provides a language-neutral development & execution environment.
Statement 2: CLR ensures that an application would not be able to access memory that it is not authorized to access.

Which of the following statements are TRUE about the .NET CLR?

None of the statements is true

All statements are true **************

Only Statement 1 is true

Only Statement 2 is true

Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about Attributes in C#.NET?
1.The attributes applied can be read from an assembly using Reflection class.
2.An attribute can have parameters.

None of the listed options

only 1

only 2

Both 1 and 2 **************

```
struct sample
{
public int i;
}
class Program
{
static void Main(string[] args)
{
sample a = new sample();
a.i = 10;
fun(ref a);
Console.WriteLine(a.i);
}
```

```
public static void fun(ref sample x)
{
x.i = 20;
Console.WriteLine(x.i);
}
}
```

a) 10 10
b) 20 10
c) 10 20
d) 20 20************************

Which is the correct way to settle down values into the structure variable 'e' defined as?

```
struct emp
{
public String name;
public int age;
public Single sal;
}
emp e = new emp();
```

e.name = "Ankit";************************
e.age = 24;
e.sal = 200;

name = "Ankit";
age = 24;
sal = 200;

With emp e
{
.name = "Ankit";
.age = 24;
.sal = 200;
}

All the given options

Which method of character stream class returns the numbers of characters successfully read starting at count?

int ReadBlock(char[ ] buffer, int index, int count) ******************

int Read()

int Read(char[] buffer, int index, int count)

None of the mentioned

Which of these is used to perform all input & output operations in C#?

Methods

classes

streams ********************

Variables

Attempts to read up to count bytes into buffer starting at buffer[offset], returning the number of bytes successfully read?

int ReadByte()

None of the mentioned

Void WriteByte(byte value)

int Read(byte[] buffer ,int offset ,int count******************

Which of the given options is TRUE about Common Language Runtime (CLR)?
1.In CLR, code is expressed in the form of byte code called the Common Intermediate Language (CIL), previously known as MSIL (Microsoft Intermediate Language)
2.It manages memory but not code execution and other system services.

only 2

None of the listed options

Both 1 and 2

```
struct sample
{
public int i;
}
class Program
{
static void Main(string[] args)
{
sample a = new sample();
a.i = 10;
fun(ref a);
Console.WriteLine(a.i);
}
public static void fun(ref sample x)
{
x.i = 20;
Console.WriteLine(x.i);
}
}
```

20
10

10
10

10
20

For a class student consist of indexer,So choose among the following declaration of indexers to make code running successfully ?
student a = new student();
a[1,2] = 20;

```csharp
class student
{
    int[,] a = new int[6, 6];
    public int this[int i, int j]
    {
        set
        {
            a[i, j] = value;
        }
    }
}
```

```csharp
class student
{
    int[,] p = new int[6, 6];
    public property WriteOnly int this[int i, int j]
    {
        set
        {
            a[i, j] = value;
        }
    }
}
```

None of the mentioned

```csharp
class student
{
    int[,] a = new int[6, 6];
    public int property WriteOnly
    {
        set
        {
            a[i, j] = value;
        }
    }
}
```

Which is the correct result for the given statement in the C#.NET statement given below?
p = q

struct employee

```
{
    private int employee id;
    private string city;
}
employee q = new employee();
employee p;
p = q;
```

Address stored in q will be get copied into p

Address of first element of q will get copied into p

Once assignment is over q will go out of scope and hence get exited forever.

<mark>Elements of 'q' will be copied into corresponding elements of p.</mark>

Select the statements which defines the stream.

C# programs perform I/O through streams

A stream is linked to a physical device by the I/0 system

<mark>All the given options</mark>

A stream is an abstraction that produces or consumes information

Delegates

1…Please read the questions carefully and choose the most appropriate option.Which of the given options is FALSE about delegate?
1.Delegates are reference types.
2.Delegates are type-safe.

only 2

None of the listed options

only 1

<mark>Both 1 and 2</mark>

2...What will be the output of the given code snippet below?

```
delegate void A(ref string str);
class sample
{
public static void fun( ref string a)
{
a = a.Substring( 7, a.Length - 7);
}
}
class Program
{
static void Main(string[] args)
{
A str1;
string str = "Test Your C#.net skills";
str1 = sample.fun;
str1(ref str);
Console.WriteLine(str);
}
}
```

None of the mentioned

==ur C#.net skills==

ur C#.NET

Test Your

3... Choose the statements which makes delegate in C#.NET different from a normal class?
a) Delegates in C#.NET is a base class for all delegates type
b) Delegates created in C#.NET are further not allowed to derive from the delegate types that are created
c) Only system and compilers can derive explicitly from the Delegate or MulticasteDelegate class
==d) All of the mentioned==

4...Which is the correct way to call the function abc() of the given class csharp given below?

```
class csharp
{
   public int abc(int a)
   {
      Console.WriteLine("A:Just do it!");
```

```
        return 0;
    }
}
```

none of the mentioned

csharp s = new csharp();
delegate void d = new del(ref abc);
d(10);

<mark>delegate int del(int a);
del d;
csharp s = new csharp();
d = new del(ref s.fun);
d(10);</mark>

delegate void del(int a);
csharp s = new csharp();
del d = new del(ref s.abc);
d(10);

5...Please read the questions carefully and choose the most appropriate option.Which of the given options is FALSE about delegate?

A single delegate can invoke more than one method.

<mark>Delegate is a value type.</mark>

The signature of a delegate must match the signature of the method that is to be called using it.

Delegates can be shared.

6...Choose statements which differentiate delegate in C#.NET than a conventional function pointer in other languages?

delegate allow static as well as instance methods to be invoked

<mark>None of the mentioned</mark>

delegate are type safe and secure

delegate in C#.NET represent a new type in the Comman Type System

7...Select the modifiers which controls the accessibility of the delegate

public

new

protected

internal

<mark>All the given options</mark>

8…An Event is

<mark>The result of a users action</mark>

All of the mentioned

result of a party

code to force users action

9…Suppose a Generic class called as SortObjects is to made capable of sorting objects of any type(integer, single, byte etc).Hence, which following programming construct is able to implement the comparision function?

interface

attribute

encapsulation

<mark>delegate</mark>

10…Choose incorrect statement about the delegates?

delegates is a user defined type

delegates permits execution of a method on in an asynchronous manner

<mark>delegates are not type safe</mark>

All of the mentioned

11…Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about a delegate?

The declaration of a delegate must match the signature of the method that we intend to call using it.

Delegates are type-safe.

All the listed options

Delegates provide wrappers for function pointers.

12...Please read the questions carefully and choose the most appropriate option.In which of the given areas are delegates commonly used?
1.Multithreading
2.Event handling

None of the listed options

only 1

Both 1 and 2

only 2

13...Which is the incorrect statement about delegate?

A single delegate can invoke more than one method

delegate is a value type

delegates could be shared

delegates are type safe wrappers for funtion pointers

14...Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about a delegate?
1.Delegate is a user-defined type.
2.Delegates can be used to implement callback notification.

Both 1 and 2

only 1

only 2

None of the listed options

15...Correct statement about delegate declaration given below is ?

delegate void del(int i);

On declaring the delegate a class called del is created

the del class is derived from the MulticastDelegate class

<mark>All of the mentioned</mark>

the del class will contain a one arguement constructor and an invoke() method

16...Choose statements which differentiate delegate in C#.NET than a conventional function pointer in other languages?

delegate in C#.NET represent a new type in the Comman Type System

delegate allow static as well as instance methods to be invoked

<mark>None of the mentioned</mark>

delegate are type safe and secure

17...Please read the questions carefully and choose the most appropriate option.In which of the given areas are delegates commonly used?
1.Multithreading
2.Event handling

<mark>Both 1 and 2</mark>

only 2

only 1

None of the listed options

18...Please read the questions carefully and choose the most appropriate option.Which of the given options is FALSE about delegate?
1.Only one method can be called using a delegate.
2.Delegates are object oriented.

only 2

Both 1 and 2

None of the listed options

<mark>only 1</mark>

19…What will be the output of the given code snippet below?

```
{
   delegate string F(string str);
   class sample
   {
      public static string fun(string a)
      {
         return a.Replace(','"-');
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         F str1 = new F(sample.fun);
         string str = str1("Test Your c#.NET skills");
         Console.WriteLine(str);
      }
   }
}
```
a) Test Your
<mark>b) Test-Your-C#.NET-Skills</mark>
c) ur C#.NET Skills
d) None of the mentioned

20…What will be the output of given set of code?

```
delegate string f(string str);
   class sample
   {
      public static string fun(string a)
      {
         return a.Replace('k', 'o');
      }
   }
   class Program
   {
      static void Main(string[] args)
      {
         f str1 = new f(sample.fun);
         string str = str1("Test Ykur C#.NET Skills");
```

```
        Console.WriteLine(str);
        Console.ReadLine();
    }
}
```

Test ur C#.NET Skills

Test Ykour C#.NET Skills

Test Ykur C#.NET Skills

Test Your C#.NET Soills

21…Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about a delegate?
1.Delegates cannot be used to call a static method of a class.
2.Delegates cannot be used to call procedures that receive variable number of arguments.

only 2

only 1

None of the listed options

Both 1 and 2

22…Choose the incorrect statement about the delegate?

delegate are of reference types

delegates are type safe

none of the mentioned

delegates are object oriented

DATATYPE

```csharp
static void Main(string[] args)
{
    int[] x = {65, 66, 67, 68, 69, 70};
    fun(x);
    Console.ReadLine();
}
static void fun(params int[] b )
{
    int i;
    for (i = 5; i > 0 ; i--)
    {
        b[i] = b[i] + 32;
        Console.WriteLine(Convert.ToChar(b[i]));
    }
}
```

○ A, B, C, D, E, F

○ F, E, D, C, B, A

○ b, c, d, e, f

◉ f, e, d, c, b

```csharp
enum per
{
    a,
    b,
    c,
    d,
```

```
}
per.a = 10;
Console.writeline(per.b);
```

- ● Compile time error

- ○ 1

- ○ 11

- ○ 2

Select correct declaration of defining array of parameters:

- ○ void func(int x)

  {

  }
- ○ void func(int[] x)

  {

  }
- ● void fun(param int[] x)

  {

  }
- ○ void func(param int[])

  {

  }

Which of these method of class String is used to check whether a given string starts with a particular subs

- ○ EndsWith()

- ● StartsWith()

- ○ Ends()

○ Starts()

Please read the questions carefully and choose the most appropriate option.Which of the given options a
enumerators?
1.Values of enum elements cannot be populated from a database.
2.Enum is a class declared in System namespace

○ only 2

○ None of the listed options

○ Both 1 and 2

● only 1

Please read the questions carefully and choose the most appropriate option.Which of the given options are
1.The value of each successive enumerator is decreased by 1.
2.Values of enum elements cannot be populated from a database.

○ None of the listed options

○ Both 1 and 2

● only 2

○ only 1

Please read the questions carefully and choose the most appropriate option.Which of the given options are TRUE about enumerators?
1.An enum variable can be defined inside a class or a namespace.
2.An enum variable cannot have a protected access modifier.

● only 1

○ Both 1 and 2

○ None of the listed options

○ only 2

Please read the questions carefully and choose the most appropriate option.What is the size of a Decimal data type?

○ 16 byte

○ 8 byte

○ 32 byte

○ 4 byte

Choose correct statement about enum used in C#.NET ?

○ The value of each successive enumerator is decreased by 1

○ An enumerator had white space in its name

◉ Values of enum elements cannot be populated from database

○ By default the first enumerator had a value equals to number of elements present in the list

Choose correct statement about the C#.NET code given below?

enum color:byte
{
    yellow = 500,
    green = 1000,
    pink = 1300
}

○ bytes value cannot be assigned to enum elements

○ enum elements should always take successive values

◉ As valid range of byte exceeded the compiler will report an error

○ enum must always be of int type

Please read the questions carefully and choose the most appropriate option.Which of the given data types does not store a sign?

○ long

○ int

○ short

⦿ byte

What will be the output of set of code?

```
static void Main(string[] args)
{
    int [] a = {1, 2, 3, 4, 5};
    fun(a);
    Console.ReadLine();
}
static void fun(params int[] b )
{
    int[] k = { 3, 4, 7, 8,'\0' };
    for (int i = 0; i < b.Length; i++)
    {
        b[i] = b[i] + k[i] ;
        Console.WriteLine( b[i] + " ");
    }
}
```

○ Compile time error

○ 3, 4, 7, 8, 5, 1, 2, 3, 4, 5

⦿ 4, 6, 10, 12, 5

○ 3, 4, 7, 8, 5

Please read the questions carefully and choose the most appropriate option.Which of the given options are

○ None of the given options

○ A String is created on the stack.

⦿ A String is created on the heap.

○ A String is a primitive.

Correct output for the C#.NET code given below is?

```
enum colors
    {
```

```
        red,
        black,
        pink
    }

    static void Main(string[] args)
    {
        colors s = colors.black;
        Type t;
        t = s.GetType();
        string[] str;
        str = Enum.GetNames(t);
        Console.WriteLine(str[0]);
        Console.ReadLine();
    }
```

- ○ 1

- ○ black

- ● red

- ○ 0

What will be the output of given code snippet?

```
class A
{
    internal int i;
    int j;
    public A()
    {
        i = 1;
        j = 2;
    }
}
class Program
{
    static void Main(string[] args)
    {
        A obj1 = new A();
        Console.WriteLine(obj1.i.ToString());
        Console.ReadLine();
    }
}
```

- ● 1

- ○ true

- ○ Compile time error

○ false

What will be the output for given set of code ?

```
static void Main(string[] args)
{
object[] a = {"1", 4.0f, "harsh"};
fun(a);
Console.ReadLine();
}
static void fun(params object[] b)
{
for (int i = 0; i < b.Length - 1; i++)
Console.WriteLine(b[i] + " ");
}
```

☐ 1 4.0 harsh

☐ 1 4 hars

☐ 1 4

☐ 1 4 harsh

Please read the questions carefully and choose the most appropriate option.Which of the given options are
1.String literals can contain any character literal including escape sequences.
2.Attempting to access a character that is outside the bounds of the string results in an IndexOutOfRange

○ Both 1 and 2

○ only 2

○ only 1

○ None of the listed options

Please read the questions carefully and choose the most appropriate option.An enum that is declared insid
namespace or interface is treated as public. State True or False.

◉ true

○ false

The modifiers used to define an array of parameters or lists of arguements:

○ out

○ var

⦿ param

○ ref

What will be the output of given code snippet?

```
static void Main(string[] args)
{
 string s1 = " Ixg";
 string s2 = s1.Insert(3,"i");
 string s3 = s2.Insert(5, "o");
 for (int i = 0; i < s3.Length; i++)
 Console.WriteLine(s3[i]);
 Console.ReadLine();
}
```

○ Ixgo

○ Ixig

⦿ Ixigo

○ Ixigo

Correct output for the C#.NET code given below is?

```
enum letters
    {
       a,
       b,
       c
    }

    static void Main(string[] args)
    {
      letters l;
      l = letters.a;
      Console.WriteLine(l);
      Console.ReadLine();
    }
```

○
    0

○ letters.a

◉ a

○ -1

What will be the output of given code snippet?

```
class Program
{
static void Main(string[] args)
{
char []chars = {'a', 'b', 'c'};
String s = new String(chars);
Console.WriteLine(s);
Console.ReadLine();
}
}
```

○ a

○ b

○ c

◉ abc

What will be the output of given set of code?

```
static void Main(string[] args)
{
    int [] a = {1, 2, 3, 4, 5};
    fun(a);
    Console.ReadLine();
}
static void fun(params int[] b )
{
```

```
    for (int i = 0; i < b.Length; i++)
    {
        b[i] = b[i] * 5 ;
        Console.WriteLine(b[i] + "");
    }
}
```

○ 5, 25, 125, 625, 3125

◉ 5, 10, 15, 20, 25

○ 6, 12, 18, 24, 30

○ 1, 2, 3, 4, 5

Select the output for following set of code :

```
static void Main(string[] args)
{
int x = 8;
int b = 16;
int C = 64;
x /= b /= C;
Console.WriteLine(x + " " + b+ " " +C);
Console.ReadLine();
}
```

○ 8 2 32

◉ Run time error

○ 32 4 8

○ 32 2 8

Please read the questions carefully and choose the most appropriate option.Which of the giv
en options are TRUE about enumerators?
1.An implicit cast is needed to convert from enum type to an integral type.
2.An enum variable cannot have a public access modifier.

○ None of the listed options

○ only 2

○ only 1

○ Both 1 and 2

DEBUG

**What is the shortcut key that is used to Start or resume execution of your code and then halts
execution when it reaches the selected statement?**

Ctrl-Shift-F5

Ctrl-F10 ------

Ctrl-F5

Ctrl-F9

**What is the shortcut key that is used to allow you to attach or detach the debugger to one or more
running process?**

Ctrl-Alt-H

Ctrl-Alt-P -------

Ctrl-Alt-W

Ctrl-Alt-D

What is the shortcut key that is used to set the execution point to the line of code you choose

Ctrl-F10

Ctrl-Shift-F10 -----

Ctrl-F5

Ctrl-Shift-F5

What is the shortcut key that is used to execute remaining lines out from procedure?

Shift-F5

Shift-F11 ------

F11

F5

What is the shortcut key that is used to execute remaining lines out from procedure?

F5

Shift-F11 --------

F11

Shift-F5

What is the shortcut key that is used to run the startup project and attaches the debugger?

F9

F10

F5 --------

F6

What is the shortcut key that is used to set or removes breakpoint at the current line?

F10

F5

F9 ----------

F6

What is the shortcut key that is used to run the code without invoking debugger?

F9

F5

F10

Ctrl-F5 ---------

What is the shortcut key that is used to clear all of the breakpoints in the project?

Ctrl-Shift-F5

Ctrl-Shift-F9 --------

Ctrl-Shift-F6

Ctrl-Shift-F10

What is the shortcut key that is used to execute the next line of code but doesnot step into any function calls available in break and run modes ,this terminates the debugging session?

Shift-F11

Shift-F10

Shift-F5 ----------

Shift-F9

What is the shortcut key that is used to display the threads window to view all of the threads for the current process?

Ctrl-Alt-P

Ctrl-Alt-H -------------

Ctrl-Alt-D

Ctrl-Alt-W

What is the shortcut key that is used to enable or disable the breakpoint on the current line of code?

Ctrl-F5

Ctrl-Shift-F5

Ctrl-F9 ---------

Ctrl-Shift-F9

What is the shortcut key that is used to Start or resume execution of your code and then halts execution when it reaches the selected statement?

Ctrl-Shift-F5

Ctrl-F9

Ctrl-F10 ------------

Ctrl-F5

What is the shortcut key that is used to display breakpoint dialogWhat is the shortcut key that is used to display breakpoint dialog

Ctrl-Alt-D

Ctrl-Alt-B -------------

Ctrl-Alt-C

Ctrl-Alt-Q

what are the commands that are not available in break mode to proceed for further debugging

StepOut

Continue

Break -------------

StepIn

If debug point is on a methodcall,_____will execute the entire method at a time and stops at the nextline

Break

StepOut

Step over -----------

Step In

Choose the correct statement about properties describing the indexers?

- ⦿ All of the mentioned

- ○ No need to use the name of the property while using an indexed property

- ○ An indexer property should accept at least one argument

- ○ Indexers can be overloaded

Correct way to implement a write only property add in a math class?

- ○ None

- ○ class math

```
{
    public int add
    {
        set
        {
            add = value;
        }
    }
}
```

- ⦿ class math

```
{
    int ad;
    public int add
    {
        set
        {
            ad = value;
        }
    }
}
```

- ○ class math

```
    {
        int ad;
        public int add
        {
            get
            {
                return ad;
            }
            set
            {
                ad = value;
            }
        }
    }
```

Select the modifiers which can be used with the properties?

○ Private

○ Protected

○ Protected Internal

○ Public

◉ All the given options

Choose the correct statements about write-only properties in C#.NET?

○ Properties once set and hence values cannot be read back in nature

◉ All of the listed options

○ Useful for usage in classes which store sensitive information like password of a user

○ Properties which can only be set

Consider a class maths and we had a property called as sum.b is a reference to a maths object and we want the statement Cons fail.Which is the correct solution to ensure this functionality?

○ Declare sum property with only set accessor

○ Declare sum property with only get accessor

⦿ Declare sum property with get, set and normal accessors

○ Declare sum property with both get and set accessors

Correct way to implement a read only property add in a math class?

○ class math

```
{
    int ad;
    public int add
    {
        get
        {
            return ad;
        }
        set
        {
            ad = value;
        }
    }
}
```

⦿ class math

```
{
    int ad;
    public int add
    {
        get
        {
            return ad;
        }
    }
}
```

```
        }
○  class math
    {
      public int add
      {
        get
        {
          return ad;
        }
      }
    }
○  None
```

Consider a class maths and we had a property called as sum.b is a reference to a maths object a
below to work.Which is the correct solution to ensure this functionality?
b.maths = 10;
Console.WriteLine(b.maths);

○ Declare maths property with only get, set and normal accessors

○ Declare maths property with get and set accessors

◉ Declare maths property with only get accessors

○ Declare maths property with only set accessors

If math class had add property with get accessors then which statements will work correctly?

○   math.add
              = 20;

○   math m =
              new
              math();

              m.add =
              m.add +
              20;

◉   math m =
              new
              math();

```
int i;

i = m.add;

math m =
new
math();

m.add =
10;
```

GARBAGE

Please read the questions carefully and choose the most appropriate option.Imagine the scenario below.
On pushing a button an object is to be notified, but it is not known until runtime which object should be notified.
Which of the given programming constructs should be used to implement this idea?

Namespace

Interface

Attribute

Delegate -----

Select the output for following set of code :

```
static void Main(string[] args)
{
int x = 8;
int b = 16;
int C = 64;
x /= b /= C;
Console.WriteLine(x + " " + b+ " " +C);
Console.ReadLine();
}
```

Run time error --------

32 4 8

8 2 32

32 2 8

Please read the questions carefully and choose the most appropriate option.Which of the given options is TRUE?

There is one common garbage collector for all programs. ---------

Both the listed options

None of the 2 listed options

An object is destroyed by the garbage collector when only one reference refers to it.

Select the output for following set of code :

```
static void Main(string[] args)
{
int i, j;
for (i = 2; i >= 0; i--)
{
for (j = 0; j <= 2; j++)
{
if (i == j)
{
Console.WriteLine("1");
}
else
{
Console.WriteLine("0");
}
}
Console.WriteLine("\n");
}
Console.ReadLine();
}
```

0 0 1
0 1 0---------
1 0 0

1 0 0
0 0 1
0 1 0

0 1 0
1 0 0
0 0 1

1 0 0
0 1 0
0 0 1

What will be the output of following snippet of code?

```
class number
{
private int num1;
private int num2;
public int anumber
{
get
{
return num1;
}
set
{
num1 = value;
}
}
public int anumber1
{
get
{
return num2;
}
set
{
num2 = value;
}
}
}
class Program
{
public static void Main(string[] args)
{
number p = new number();
p.anumber = 20;
number k = new number();
k.anumber1 = 40;
int m = p.anumber;
int t = k.anumber1;
int r = p.anumber + k.anumber1;
Console.WriteLine("number = " +m);
Console.WriteLine("number = " +t);
Console.WriteLine("sum = " +r);
Console.ReadLine();
}
}
```

Compile time error

sum = 60
number = 40
number = 20

None

number = 20
number = 40--------
sum = 60

What will be the output of following snippet of code?

```
class number
{
    int length = 50;
    public int number1
    {
        get
        {
            return length;
        }
        set
        {
            length = value;
        }
    }
}
class Program
{
    public static void Main(string[] args)
    {
        number p = new number();
        p.number1 = p.number1 + 40;
        int k = p.number1 * 3 / 9;
        Console.WriteLine(k);
        Console.ReadLine();
    }
}
```

180

0

Compile time error

What will be the output of following snippet of code?

```
class student
{
int []scores = new int[3] {13, 32, 24};
public int this[int index]
{
get
{
if (index < 3)
return scores[index];
else
{
Console.WriteLine("invalid index");
return 0;
}
}
private set
{
if (index < 3)
scores[index] = value;
else
Console.WriteLine("invalid index");
}
}
}
class Program
{
public static void Main(string[] args)
{
student s = new student();
int[] scores1 = new int[3] {8, 19, 40};
for (int i = 0; i < 3; i++)
{
if (scores1[i] > s[i])
{
Console.WriteLine("scores1 had greater value :" + scores1[i]);
}
else
{
Console.WriteLine("scores had greater value :" + s[i]);
}
```

```
    }
   Console.ReadLine();
    }
    }
```

Run time error

scores had greater value :13-----
scores had greater value :32-------
scores1 had greater value :40 --------

 0

Compile time error

select output for following set of Code:

```
 static void Main(string[] args)
 {
 int i;
 int b = 8, a = 32;
 for (i = 0; i <= 10; i++)
 {
 if ((a / b * 2)== 2)
 {
 Console.WriteLine( i + " ");
 continue;
 }
 else if (i != 4)
 Console.Write(i + " ");
 else
 break;
 }
 Console.ReadLine();
 }
```

0 1 2 3 4

0 1 2 3 ------

1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8

What is the output for the following code ?

```
static void Main(string[] args)
{
    int a = 5;
    if (Convert.ToBoolean((.002f) -(0.1f)))
    Console.WriteLine("Sachin Tendulkar");
    else if (a == 5)
    Console.WriteLine("Rahul Dravid");
    else
    Console.WriteLine("Ms Dhoni");
    Console.ReadLine();
}
```

Rahul Dravid

Sachin Tendulkar --------

Ms Dhoni

Warning : Unreachable Code

What will be the output of following snippet of code?

```
class number
{
private int num1 = 60;
private int num2 = 20;
public int anumber
{
get
{
return num1;
}
set
{
num1 = value;
}
}
public int anumber1
```

```csharp
{
get
{
return num2;
}
set
{
num2 = value;
}
}
}
class Program
{
public static void Main(string[] args)
{
number p = new number();
number k = new number();
int m = p.anumber;
int t = k.anumber1;
int r = p.anumber * k.anumber1;
Console.WriteLine("sum = " + r);
Console.ReadLine();
}
}
```

sum = 0

sum = 1200 ------------

sum = 120

Compile time error

Select output for set of code :

```csharp
static void Main(string[] args)
{
   int []a = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
   func(ref a);
   Console.ReadLine();
}
static void func(ref int[] x)
{
   Console.WriteLine(" numbers are:");
```

```
    for (int i = 0; i < x.Length; i++)
    {
      if (x[i] % 2 == 0)
      {
        x[i] = x[i] + 1;
        Console.WriteLine(x[i]);
      }
    }
}
```

numbers are : 2 4 6 8 10

numbers are : 3 5 7 9 11 ----------

None of the mentioned

numbers are : 2 3 4 5 6

Select the ouput for following set of code :

```
    static void Main(string[] args)
    {
      int x = 4 ,b = 2;
      x -= b/= x * b;
      Console.WriteLine(x + " " + b);
      Console.ReadLine();
    }
```

4 0 --------

 None of mentioned

0 4

4 2

What is the method to load assembly by name

Assembly.loadfile()

Assembly.reflectiononlyload

Assembly.load() ------

Assembly.load from()

Select the relevant 'if statement' to be placed in following set of code :

```
static void Main(string[] args)
{
    int []num = {50, 65, 56, 88, 43, 52};
    int even = 0, odd = 0;
    for (int i = 0 ;i < num.Length ;i++)
    {
        /*_____*/
    }
    Console.WriteLine("Even Numbers:" +even);
    Console.WriteLine("Odd Numbers:" +odd);
    Console.ReadLine();
}
```

```
if(num[i] % 2 = 0)
{
even += 1;
}
else
{
odd += 1;
}
```

```
if ((num % 2) == 0)
{
even += 1;
}
else
{
odd += 1;
}
```

```
if(num[i] % 2 == 0)
{
even += 1;
}
else-------------
{
```

```
odd += 1;
}
```

```
if((num * i) == 0)
{
even += 1;
}
else
{
odd += 1;
}
```

What will be the output of following snippet of code?

```
class number
{
    int length = 60;
    public int number1
    {
        get
        {
            return length;
        }
    }
}
class Program
{
    public static void Main(string[] args)
    {
        number p = new number();
        int l;
        l = p.number1 + 40;
        int k = l * 3 / 4;
        Console.WriteLine(k);
        Console.ReadLine();
    }
}
```

0

75 ------

80

OOPS – 1

Please read the questions carefully and choose the most appropriate option.Imagine the scenario below.
On pushing a button an object is to be notified, but it is not known until runtime which object should be notified.
 Which of the given programming constructs should be used to implement this idea?

Namespace

Interface

Attribute

Delegate -----

Select the output for following set of code :

```
static void Main(string[] args)
{
int x = 8;
int b = 16;
int C = 64;
x /= b /= C;
```

```
Console.WriteLine(x + " " + b+ " " +C);
Console.ReadLine();
 }
```

Run time error --------

32 4 8

8 2 32

32 2 8

Please read the questions carefully and choose the most appropriate option.Which of the given options is TRUE?

There is one common garbage collector for all programs. ---------

Both the listed options

None of the 2 listed options

An object is destroyed by the garbage collector when only one reference refers to it.

Select the output for following set of code :

```
static void Main(string[] args)
{
int i, j;
for (i = 2; i >= 0; i--)
{
for (j = 0; j <= 2; j++)
{
if (i == j)
{
Console.WriteLine("1");
}
else
{
Console.WriteLine("0");
}
}
Console.WriteLine("\n");
```

```
 }
 Console.ReadLine();
 }

0 0 1
0 1 0---------
1 0 0

1 0 0
0 0 1
0 1 0

0 1 0
1 0 0
0 0 1

1 0 0
0 1 0
0 0 1
```

What will be the output of following snippet of code?

```
class number
{
private int num1;
private int num2;
public int anumber
{
get
{
return num1;
}
set
{
num1 = value;
}
}
public int anumber1
{
get
{
return num2;
}
set
{
num2 = value;
```

```
      }
   }
}
class Program
{
public static void Main(string[] args)
{
number p = new number();
p.anumber = 20;
number k = new number();
k.anumber1 = 40;
int m = p.anumber;
int t = k.anumber1;
int r = p.anumber + k.anumber1;
Console.WriteLine("number = " +m);
Console.WriteLine("number = " +t);
Console.WriteLine("sum = " +r);
Console.ReadLine();
}
}
```

Compile time error

sum = 60
number = 40
number = 20

None

number = 20
number = 40--------
sum = 60

What will be the output of following snippet of code?

```
class number
{
   int length = 50;
   public int number1
   {
      get
      {
         return length;
      }
      set
      {
```

```
        length = value;
      }
   }
}
class Program
{
   public static void Main(string[] args)
   {
      number p = new number();
      p.number1 = p.number1 + 40;
      int k = p.number1 * 3 / 9;
      Console.WriteLine(k);
      Console.ReadLine();
   }
}
```

180

0

Compile time error

30 -----

What will be the output of following snippet of code?

```
class student
{
int []scores = new int[3] {13, 32, 24};
public int this[int index]
{
get
{
if (index < 3)
return scores[index];
else
{
Console.WriteLine("invalid index");
return 0;
}
}
private set
{
if (index < 3)
```

```
scores[index] = value;
else
Console.WriteLine("invalid index");
}
}
}
class Program
{
public static void Main(string[] args)
{
student s = new student();
int[] scores1 = new int[3] {8, 19, 40};
for (int i = 0; i < 3; i++)
{
if (scores1[i] > s[i])
{
Console.WriteLine("scores1 had greater value :" + scores1[i]);
}
else
{
Console.WriteLine("scores had greater value :" + s[i]);
}
}
Console.ReadLine();
}
}
```

Run time error

scores had greater value :13-----
scores had greater value :32-------
scores1 had greater value :40 --------

 0

Compile time error

select output for following set of Code:

```
static void Main(string[] args)
{
int i;
int b = 8, a = 32;
for (i = 0; i <= 10; i++)
```

```
{
if ((a / b * 2)== 2)
{
Console.WriteLine( i + " ");
continue;
}
else if (i != 4)
Console.Write(i + " ");
else
break;
}
Console.ReadLine();
}
```

0 1 2 3 4

0 1 2 3 ------

1 2 3 4 5 6 7 8 9

0 1 2 3 4 5 6 7 8

What is the output for the following code ?

```
static void Main(string[] args)
{
    int a = 5;
    if (Convert.ToBoolean((.002f) -(0.1f)))
    Console.WriteLine("Sachin Tendulkar");
    else if (a == 5)
    Console.WriteLine("Rahul Dravid");
    else
    Console.WriteLine("Ms Dhoni");
    Console.ReadLine();
}
```

Rahul Dravid

Sachin Tendulkar --------

Ms Dhoni

Warning : Unreachable Code

What will be the output of following snippet of code?

```
class number
{
private int num1 = 60;
private int num2 = 20;
public int anumber
{
get
{
return num1;
}
set
{
num1 = value;
}
}
public int anumber1
{
get
{
return num2;
}
set
{
num2 = value;
}
}
}
class Program
{
public static void Main(string[] args)
{
number p = new number();
number k = new number();
int m = p.anumber;
int t = k.anumber1;
int r = p.anumber * k.anumber1;
Console.WriteLine("sum = " + r);
Console.ReadLine();
}
}
```

sum = 0

sum = 1200 ------------

sum = 120

Compile time error

Select output for set of code :

```
static void Main(string[] args)
{
    int []a = { 1, 2, 3, 4, 5, 6, 7, 8, 9, 10};
    func(ref a);
    Console.ReadLine();
}
static void func(ref int[] x)
{
    Console.WriteLine(" numbers are:");
    for (int i = 0; i < x.Length; i++)
    {
        if (x[i] % 2 == 0)
        {
            x[i] = x[i] + 1;
            Console.WriteLine(x[i]);
        }
    }
}
```

numbers are : 2 4 6 8 10

numbers are : 3 5 7 9 11 ----------

None of the mentioned

numbers are : 2 3 4 5 6

Select the ouput for following set of code :

```
static void Main(string[] args)
{
    int x = 4 ,b = 2;
    x -= b/= x * b;
```

```
        Console.WriteLine(x + " " + b);
        Console.ReadLine();
    }
```

4 0 --------

 None of mentioned

0 4

4 2

What is the method to load assembly by name

Assembly.loadfile()

Assembly.reflectiononlyload

Assembly.load() ------

Assembly.load from()

Select the relevant 'if statement' to be placed in following set of code :

```
 static void Main(string[] args)
 {
    int []num = {50, 65, 56, 88, 43, 52};
    int even = 0, odd = 0;
    for (int i = 0 ;i < num.Length ;i++)
    {
        /*_____*/
    }
    Console.WriteLine("Even Numbers:" +even);
    Console.WriteLine("Odd Numbers:" +odd);
    Console.ReadLine();
 }
```

```
if(num[i] % 2 = 0)
{
even += 1;
}
```

```
else
{
odd += 1;
}

if ((num % 2) == 0)
{
even += 1;
}
else
{
odd += 1;
}
```

```
if(num[i] % 2 == 0)
{
even += 1;
}
else--------------
{
odd += 1;
}
```

```
if((num * i) == 0)
{
even += 1;
}
else
{
odd += 1;
}
```

What will be the output of following snippet of code?

```
 class number
 {
   int length = 60;
   public int number1
   {
     get
     {
       return length;
     }
```

```
        }
    }
    class Program
    {
        public static void Main(string[] args)
        {
            number p = new number();
            int l;
            l = p.number1 + 40;
            int k = l * 3 / 4;
            Console.WriteLine(k);
            Console.ReadLine();
        }
    }
```

0

75 ------

80

30

OOPS-3

Please read the questions carefully and choose the most appropriate option.Which of the given options ca
in a class?

○ Methods

◉ All the listed options

○ Properties

○ Events

Please read the questions carefully and choose the most appropriate option.Which of the given options is Th

○ None of the 2 listed options

○ Both the listed options

○ Operator overloading works in different ways for structures and classes.

○ When used as a modifier, the new keyword explicitly hides a member inherited from a base class.

What will be the output for given set of code?
```
class maths
{
   public int fun(int k, int y)
   {
      return k + y;
   }
   public int fun1(int t, float z)
   {
      return (t+(int)z);
   }
}
class Program
{
   static void Main(string[] args)
   {
      maths obj = new maths();
      int i;
      int b = 90;
      int c = 100;
      int d = 12;
      float l = 14.78f;
      i = obj.fun(b, c);
      Console.WriteLine(i);
      int j = (obj.fun1(d,  l));
      Console.WriteLine(j);
      Console.ReadLine();
   }
}
```

- ○ <mark>190, 26</mark>
- ○ 0, 26.78f
- ○ 190, 0
- ○ 190, 26.78f

Please read the questions carefully and choose the most appropriate option.Which of the given ⸱

- ○ By default methods are virtual.
- ○ Both the listed options
- ○ Each derived class does not have its own version of a virtual method.
- ○ <mark>None of the 2 listed options</mark>

Please read the questions carefully and choose the most appropriate option.Which of the given options is T

- ○ <mark>Both the listed options</mark>
- ○ We can use the new modifier to modify a nested type if the nested type is hiding another type.
- ○ None of the 2 listed options
- ○ Operator overloading permits the use of symbols to represent computations for a type.

Please read the questions carefully and choose the most appropriate option.Which of the given options are **Polymorphism?**

- ○ Both the override method and the virtual method must have the same access level modifier.
- ○ An abstract method is implicitly a virtual method.
- ○ The overridden base method must be virtual, abstract or override.
- ○ <mark>All the listed options</mark>

What will be the output for set of code?

```
static void Main(string[] args)
{
    int i = 5;
    int j  = 6;
    add(ref i);
    add(6);
    Console.WriteLine(i);
    Console.ReadLine();
}
static void add(ref int x)
{
    x = x * x;
```

```
}
static void add(int x)
{
    Console.WriteLine(x * x * x);
}
```

○ 216 25

○ Compile time error

○ 216 0

○ 25 0

What will be the output for given set of code?
```
class a
{
public void fun()
{
Console.WriteLine("base method");
}
}
class b: a
{
public new void fun()
{
Console.WriteLine("derived method");
}
}
class Program
{
static void Main(string[] args)
{
b k = new b();
k.fun();
Console.ReadLine();
}
}
```

○ base method

○ derived method

○ Code run successfully print nothing

○ Compile time error

Please read the questions carefully and choose the most appropriate option.Which of the given options is TI

○ Both the listed options

○ When overriding a method, the names and type signatures of the override method must be the same a
   is being overriden.

○ Abstract methods are implicitly virtual.

○ None of the 2 listed options

**Please read the questions carefully and choose the most appropriate option.Which of the given c
operators in C#.Net?**

○ ||

◉ <mark>All the listed options</mark>

○ !

○ &&

Please read the questions carefully and choose the most appropriate option.Which of the given c

○ By default methods are virtual

○ Both the listed options

◉ <mark>If a derived class does not provide its own version of virtual method then the one in the base class is u</mark>

○ None of the 2 listed options

What could be the output for set of code?
```
 class overload
 {
    public int x;
    int y;
    public int add(int a)
    {
       x = a + 1;
       return x;
    }
    public int add(int a, int b)
    {
       x = a + 2;
       return x;
    }
 }
 class Program
 {
    static void Main(string[] args)
    {
       overload obj = new overload();
       overload obj1 = new overload();
       int a = 0;
       obj.add(6);
       obj1.add(6, 2);
       Console.WriteLine(obj.x);
       Console.WriteLine(obj1.x);
       Console.ReadLine();
    }
```

```
    }
```

○ 0 2

○ 8 8

◉ <mark>7 8</mark>

○ 8 10

Please read the questions carefully and choose the most appropriate option.Which of the given

○ <mark>The conditional logical operators cannot be overloaded.</mark>

○ When a binary operator is overloaded the corresponding assignment operator, if any, must be explicitl

○ None of the 2 listed options

○ Both the listed options

**Please read the questions carefully and choose the most appropriate option.Which of the followi
overload user-defined types by defining static member functions?**

○ op

○ All the listed options

○ <mark>operator</mark>

○ opoverload

**Please read the questions carefully and choose the most appropriate option.A derived class can
by declaring an override as**

○ extends

○ not inheritable

○ inheritable

○ <mark>sealed</mark>

OOPS – 4

Please read the questions carefully and choose the most appropriate option.Which of the given options can implement an interface?
1.class
2.enum

only 2

only 1--------

Both 1 and 2

None of the listed options

Select the output for given set of code?
```
 public class sample
 {
    public static int x = 100;
    public static int y = 150;

 }
 public class newspaper :sample
 {
```

```
    new public static int x = 1000;
    static void Main(string[] args)
    {
        console.writeline(sample.x + "  " + sample.y + "  " + x);
    }
}
```

100 150 1000 -----

100 150 100

1000 150 1000

100 150 1000

Please read the questions carefully and choose the most appropriate option.Which of the given options can be declared in an interface?
1.Properties
2.Method

only 1

only 2

Both 1 and 2 ----------

None of the listed options

Which statement should be added in function a() of class y to get output "i love csharp"?
```
 class x
   {
      public void a()
      {
         Console.WriteLine("i love csharp");
      }
   }
   class y : x
   {
      public void a()
      {
         /* add statement here */
```

```
        Console.Write("bye");
    }
}
class program
{
    static void Main(string[] args)
    {
        y obj = new y();
        obj.a();
    }
}
```

x.a();

base.a(); ------

x::a();

a()

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?

Interfaces can be inherited ----

All interfaces are derived from an Object interface

None of the listed options

All interfaces are derived from an Object class

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?

From two base interfaces a new interface cannot be inherited.

Properties can be declared inside an interface ----------

All the listed options

Interfaces cannot be inherited

Correct statement about following C#.NET code is?
class baseclass
  {
     int a;
     public baseclass(int a1)
     {
        a = a1;
        Console.WriteLine("a");
     }
     class derivedclass : baseclass
     {
        public derivedclass(int a1)
           : base(a1)
        {
           Console.WriteLine("b");
        }
     }
     class program
     {
        static void Main(string[] args)
        {
           derivedclass d = new derivedclass(20);
        }
     }
  }

Compile time error

Output : b
a

the program will work correctly if we replace base(a1) with base.baseclass(a1)

Output : a
b ----------

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?

The functions declared in an interface have a body

One interface can be implemented in another interface

An interface can be implemented by multiple classes in the same program.

A class that implements an interface can explicitly implement members of that interface --------

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?

An interface cannot contain the signature of an indexer.

To implement an interface member, the corresponding member in the class must be public as well as static.

When a class inherits an interface it inherits member definitions as well as its implementations.

Interfaces members are automatically public. ------

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?
1.One class can implement only one interface.
2.In a program if one class implements an interface then no other class in the same program can implement this interface.

None of the listed options -------

Only 2

Both 1 and 2

Only 1

Please read the questions carefully and choose the most appropriate option.It is possible to create a custom attribute that can be applied only to specific programming element(s) like which of the given options?

Classes

Methods

Classes and Methods

Classes, Methods and Member-Variables

What is output following set of code ?
```
using System;
public class BaseClass
{
   public BaseClass()
   {
      Console.WriteLine("I am a base class");
   }
}
public class ChildClass : BaseClass
{
   public ChildClass()
   {
      Console.WriteLine ("I am a child class");
   }
static void Main()
{
   ChildClass CC = new ChildClass();
}
}
```

compile time error

I am a child class I am a base class

I am a base class I am a child class -------

None of the mentioned

Select statement added to the current set of code to get output as 10 20 ?
```
class baseclass
{
 protected int a = 20;
}
class derived : baseclass
{
 int a = 10;
 public void math()
 {
 /* add code here */
```

```
    }
}
```

Console.WriteLine(base.a + " " + a);

Console.WriteLine(a + " " + base.a); -------

Console.WriteLine(a + " " + this.a);

Console.WriteLine(mybase.a + " " + a);

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?

If a class implements an interface partially, then it becomes an abstract class. ------

An interface can contain static methods.

An interface can contain static data.

A class cannot implement an interface partially.

Please read the questions carefully and choose the most appropriate option.Which of the given statements is TRUE about an interface used in C#.NET?
1.Interfaces can contain only method declaration.
2.Interfaces can contain static data and methods.

None of the listed options --------

only 2

only 1

Both 1 and 2

OOPS – 5

Select the output for following set of codes:

```
static void Main(string[] args)
{
int i = 0;
while (i++ != 0) ;
Console.WriteLine(i);
Console.ReadLine();
}
```

- ○ 0 to 127
- ◉ 1
- ○ -127 to +127
- ○ It is not necessary to declare size of an array with it's type

What is synchronization in reference to a thread?

- ○ Its a method that allow to many threads to access any information the require
- ◉ Its a process of handling situations when two or more threads need access to a shared resource
- ○ Its a process by which a method is able to access many different threads simultaneously
- ○ Its a process by which many thread are able to access same shared resource simultaneously

Select the correct statement among the given statements?

- ○ One class could implement only one interface
- ○ None of the mentioned
- ◉ Properties could be declared inside an interface
- ○ Interfaces cannot be inherited

Which of the following is correct way of implementing an interface addition by class maths?

- ○ class maths implements addition {}
- ○ class maths imports addition {}
- ○ None of the mentioned
- ◉ class maths : addition {}

A class consists of two interfaces with each interface consisting of three methods.The class had this class?

- ○ 12 bytes

○ 16 bytes

○ 0 bytes

◉ 24 bytes

Given the class sample inherited by class sample 1. Which are correct statements about constru

---

○ The order of calling constructors depend on whether constructors in class sample and sample 1 are p

○ While creating the object firstly the constructor of class sample will be called followed by constructor

◉ While creating the object firstly constructor of class sample 1 will be called followed by constructor of

○ The constructor of only sample class will be called

Which of these class is used to make a thread?

◉ Thread

○ String

○ System

○ Runnable

Select the output for following set of code:
static void Main(string[] args)
{
int i = 1, j = 1;
while (++i <= 10)
{
j++;
}
Console.WriteLine(i+ " " +j);
Console.ReadLine();
}

○ 12 11

○ It is not necessary to declare size of an array with it's type

◉ 11 10

Select the class visibility modifiers among the following :

○ Private, protected, public, internal, protected internal

○ All of the mentioned

○ Private, protected, public

○ Private, protected, public, internal

Choose the correct output of following given code snippet?
```
interface i1
{
void f1();
}
interface i2 :i1
{
void f2();
}
public class maths :i2
{
public void f2()
{
Console.WriteLine("fun2");
}
public void f1()
{
Console.WriteLine("fun1");
}
}
class Program
{
static void Main()
{
maths m = new maths();
m.f1();
m.f2();
}
}
```

○ fun2

○ fun1

⦿ fun1 fun2

○ fun2 fun1

What is multithreaded programming?

○ It's a process in which two different processes run simultaneously

○ Its a process in which a single process can access information from many sources

◉ It's a process in which two or more parts of same process run simultaneously

○ Its a process in which many different process are able to access same information

Choose the correct statement about following code snippet given below:
interface a1
{
void f1();
void f2();
}
class a :a1
{
private int i;
void a1.f1()
{
}
}

◉ Compile time error

○ Class a fully implements the interface a1

○ Class a could not have an instance data

○ Class a is an abstract class

Select the output for following set of Code :
static void Main(string[] args)
{
int i = 1;
while (i <= 1)
{
if ('A' < 'a')
{
Console.WriteLine("Hello...");
}
else
{
Console.WriteLine("Hi...");
}
i++;
}
Console.ReadLine();
}

◉ Hello...

○ It is not necessary to declare size of an array with it's type

○ Hi...infinite times

○ Hi...

OOPS – 6

Correct way to implement the interface given below?
interface person
{
string firstname
{
get;
set;
}
}

None of the mentioned

class emp :implements person { private string str; public string firstname { get { return str; } set { str = value; } } }

class emp: implements person { private string str; public string person.firstname { get { return str; } set { str = value; } } }

class emp :person{ private string str; public string firstname; { get { return str; } set { str = value; } } } ----------

What could be the output of following set of code?
```
class Program
{
    static void Main(string[] args)
    {
        Console.WriteLine( vol(10));
        Console.WriteLine( vol(2.5f,  5));
        Console.WriteLine( vol( 5l,  4,  5));
        Console.ReadLine();
    }
    static int vol(int x)
    {
        return(x * x * x);
    }
    static float vol(float r,  int h)
    {
        return(3.14f * r * r * h);
    }
    static long vol(long l, int b, int h)
    {
        return(l * b * h);
    }
}
```

0 0 100

1000 0 100

1000 98.125 100 -------------

compile time error

What would be output for set of code?

```
class maths
{
 public int x;
 public double y;
 public int add(int a, int b)
 {
 x = a + b;
 return x;
 }
 public int add(double c, double d)
 {
 y = c + d;
 return (int)y;
 }
 public maths()
 {
 this.x = 0;
 this.y = 0;
 }
}
class Program
{
 static void Main(string[] args)
 {
 maths obj = new maths();
 int a = 4;
 double b = 3.5;
 obj.add(a, a);
 obj.add(b, b);
 Console.WriteLine(obj.x + " " + obj.y);
 Console.ReadLine();
 }
}
```

8 0

8 7 ----

7.5 8

4 3.5

Select output for set of code?

```
class sample
```

```
{
    public  int i;
    void display()
    {
        Console.WriteLine(i);
    }
}
class sample1 : sample
{
    public  int j;
    public void display()
    {
        Console.WriteLine(j);
    }
}
class Program
{
    static void Main(string[] args)
    {
        sample1 obj = new sample1();
        obj.i = 1;
        obj.j = 2;
        obj.display();
        Console.ReadLine();
    }
}
```

2 ----

1

Compile Time Error

3

Select the correct implementation of the interface which is mentioned below.
interface a1
{
int fun(int i);
}

class a { int fun(int i) as a1.fun { } }

None of the mentioned

class a: implements a1 { int fun(int i) { } }

class a: a1 { int a1.fun(int i) { } } -------

What will be the output for set of code?
```
class maths
{
    public int fun(int k, int y, int n)
    {
        Console.WriteLine(k + "  " + y + "  " + n);
        return (k);
    }
    public int fun1(int t,float z)
    {
        Console.WriteLine(t + "  " + z);
        return t;
    }
}
class Program
{
    static void Main(string[] args)
    {
        maths obj = new maths();
        int b = 90;
        int c = 100;
        int d ;
        float l;
        int i = obj.fun(b, c, 12);
        int j = (obj.fun1(12, 14.78f));
        Console.ReadLine();
    }
}
```

90, 100, 12 12, 14

0, 0, 0 12, 14.78

90, 100, 12 12, 14.78 ---------

0, 0, 0 0, 0

The following set of code run on single level of inheritance. Find correct statement about the code?

```
class sample
{
    int i = 10;
    int j = 20;
    public void display()
    {
        Console.WriteLine("base method ");
    }
}
class sample1 : sample
{
    public  int s = 30;
}
class Program
{
    static void Main(string[] args)
    {
        sample1 obj = new sample1();
        Console.WriteLine("{0}, {1}, {2}", obj.i,  obj.j,  obj.s);
        obj.display();
        Console.ReadLine();
    }
}
```

compile time error ---------

10, 20, 30 base method

10, 20, 0

base method

What will be the output of given code snippet?

```
interface calc
{
void cal(int i);
}
public class maths :calc
{
public int x;
public void cal(int i)
```

```
{
x = i * i;
}
}
class Program
{
public static void Main(string[] args)
{
maths arr = new maths();
arr.x = 0;
arr.cal(2);
Console.WriteLine(arr.x);
Console.ReadLine();
}
}
```

4 --------

2

None of the mentioned

0

Correct code to be added for overloaded operator – for C# .net code given below?
```
class csharp
{
int x, y, z;
public csharp()
{

}
public csharp(int a ,int b ,int c)
{
x = a;
y = b;
z = c;
}
Add correct set of code here
public void display()
{
console.WriteLine(x + " " + y + " " + z);
}
```

```
class program
{
static void Main(String[] args)
{
csharp s1 = new csharp(5 ,6 ,8);
csharp s3 = new csharp();
s3 = - s1;
s3.display();
 }
 }
}
```

None of the mentioned

public static csharp operator -(csharp s1) { csharp t = new csharp(); t.x = -s1.x; t.y = -s1.y; t.z = -s1.z;
return t; } -------------

public static csharp operator -(csharp s1) { csharp t = new csharp(); t.x = s1.x; t.y = s1.y; t.z = s1.z; return
t; }

public static csharp operator -(csharp s1) { csharp t = new csharp(); t.x = s1.x; t.y = s1.y; t.z = -s1.z; return
t; }

Select the sequence of execution of function f1(), f2() & f3() in C# .NET CODE?
```
 class baseclass

{
public void f1() {}
public virtual void f2() {}
public virtual void f3() {}
}
class derived : baseclass

{
new public void f1() {}
public override void f2() {}
public new void f3() {}
}
class Program
{
static void Main(string[] args)
{
baseclass b = new derived();
```

```
    b.f1 ();
    b.f2 ();
    b.f3 ();
    }
    }
```

f1() of base class get executed f2() of derived class get executed f3() of derived class get executed

f1() of derived class get executed f2() of derived class get executed f3() of base class get executed

f1() of derived class get executed f2() of base class get executed f3() of base class get executed

What will be the output for given set of code?
```
class maths
{
    public int fun(int ii)
    {
        return(ii > 0 ? ii :ii * -1);
    }
    public long fun(long ll)
    {
        return(ll > 0 ? ll :ll * -1);
    }
    public double fun( double dd)
    {
        return(dd > 0 ? dd :dd * -1);
    }
}
class Program
{
    static void Main(string[] args)
    {
        maths obj = new maths();
        int i = -25;
        int j ;
        long l = -100000l ;
        long m;
        double d = -12.34;
        double e;
        j = obj.fun(i);
        m = obj.fun(l);
```

```
        e = obj.fun(d);
        Console.WriteLine(j + "  " + m + "  " + e);
        Console.ReadLine();
    }
 }
```

0 0 0

25 100000 12.34 ----------

0

1 1 1