**Multiple Choice**

1. The memory that is allocated for a \_\_\_\_\_ variable is the actual location that will hold any value that is assigned to that variable.
2. A variable that is used to reference an object is commonly called a(n) \_\_\_\_\_.
3. When you want to work with an object, you use a variable that holds a special value known as a(n) \_\_\_\_\_ to link the variable to the object.
4. The \_\_\_\_\_ creates an object in memory and returns a reference to that object.
5. A(n) \_\_\_\_\_ is an object that can hold a group of values that are all of the same data type.
6. The \_\_\_\_\_ indicates the number of values that the array should be able to hold.
7. The storage locations in an array are known as \_\_\_\_\_.
8. Each element in an array is assigned a unique number known as a(n) \_\_\_\_\_.
9. When you create an array, you can optionally initialize it with a group of values called a(n) \_\_\_\_\_.
10. In C#, all arrays have a \_\_\_\_\_ that is set to the number of elements in the array.
11. A(n) \_\_\_\_\_ occurs when a loop iterates one time too many or one time too few.
12. C# provides a special loop that, in many circumstances, simplifies array processing. It is known as the \_\_\_\_\_.
13. The foreach loop is designed to work with a temporary, read-only variable that is known as the \_\_\_\_\_.
14. \_\_\_\_\_ is a process that periodically runs, removing all unreferenced objects from memory.
15. Various techniques known as \_\_\_\_\_ have been developed to locate a specific item in a larger collection of data, such as an array.
16. The \_\_\_\_\_ uses a loop to step through an array, starting with the first element, searching for an item.
17. A(n) \_\_\_\_\_ is a type of assignment operation that copies a reference to an array and not the contents of the array.
18. The \_\_\_\_\_ is a clever algorithm that is much more efficient than the sequential search.
19. A \_\_\_\_\_ is similar to a two-dimensional array, but the rows can have different numbers of columns.
20. The .NET Framework provides a class names \_\_\_\_\_, which can be used for storing and retrieving items.

**True or False**

1. When you are working with a value type, you are using a variable that holds a piece of data.
2. Reference variables can be used only to reference objects.
3. Individual variables are well suited for storing and processing lists of data.
4. Arrays are reference type objects.
5. You can store a mixture of data types in an array.
6. When you create a numeric array in C#, its elements are set to the value 0 by default.
7. The subscript of the last element will always be one less than the array’s Length property.
8. You use the == operator to compare two array reference variables and determine whether the arrays are equal.
9. A jagged array is similar to a two-dimensional array, but the rows in a jagged array can have different numbers of columns.
10. When you create a List object, you do not have to know the number of items that you intend to store in it.