**Question 1:**

Question Subject: **C# 4.0 PROGRAMMING**

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| Based on the C# code below, which of the following calls of the function foo are valid?    public static void foo(int i, char c = 'c', string str = "abc")  {      //do something  } |
| |  |  | | --- | --- | | A. | foo(1); | | B. | foo(1, str: "test"); | | C. | foo(i: 2, str: "test", c: 'f'); | | D. | foo(str: "test"); | | E. | foo(c: 's', str: "test"); | |

**Question 2:**

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| Which of the following methods can be used in C# to create an entry in the system event log? |
| |  |  | | --- | --- | | A. | EventLogEntry.WriteEntry | | B. | EventLog.WriteEvent | | C. | EventLog.WriteEntry | | D. | EventInstance.WriteEntry | | E. | EventLogEntry.WriteEvent | |

**Question 3:**

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| Which of the following describe the result of attempting to compile and execute the C# program below?    using System;  delegate void Calculate(double d);  class MyTestClass  {      static void Main()      {          MyTestClass m = new MyTestClass();          Calculate s1 = MyTestClass.TestMethod1;          Calculate s2 = MyTestClass.TestMethod2;          Calculate calculate = s1;          calculate += s2;          calculate(2);      }      static void TestMethod1(double d)      {          System.Console.WriteLine("Result is {0}",d \* d);      }      static void TestMethod2(double d)      {          System.Console.WriteLine("Result is {0}", System.Math.Sqrt(d));      }  } |
| |  |  | | --- | --- | | A. | The program outputs:       Result is 1.4142135623731       Result is 1.4142135623731 | | B. | Compilation error: Delegate cannot refer more than one method | | C. | The program outputs:       Result is 4       Result is 1.4142135623731 | | D. | The program outputs:       Result is 4       Result is 4 | | E. | The program outputs:       Result is 1.4142135623731       Result is 4 | |

**Question 5:**

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| Which of the following C# declarations will enable iteration over the class and support use of the foreach statement on the class? |
| |  |  | | --- | --- | | A. | public class MyClass:IEnumerator<Int32>, IEnumerable<Int32> | | B. | public class MyClass | | C. | public class MyClass:ICollection<String>, IIterator<String> | | D. | public class MyClass:IList<String>, ICollection<String> | | E. | public class MyClass:Enum<Int32> | |

**Question 6:**

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| Given the two integer arrays below, which of the following LINQ extension methods will return a list of integers common to both arrays?    int[] Array1 = { 1, 2, 3, 4 };  int[] Array2 = { 3, 5, 4, 8 }; |
| |  |  | | --- | --- | | A. | Contains | | B. | Join | | C. | Intersect | | D. | CrossJoin | | E. | GroupJoin | |

**Question 7:**

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| Which of the following form part of an assembly's identity in C#? |
| |  |  | | --- | --- | | A. | Culture supported by the assembly | | B. | Type reference information | | C. | Version | | D. | List of contained classes | | E. | Copyright information | |

public AssemblyIdentity(  
        string name,  
        string version,  
        string publicKeyToken,  
        string culture,  
        string processorArchitecture, //(-) Specifies the processor architecture of the assembly  
        string type //(-) Specifies the type attribute of the assembly

)

Pasted from <<http://msdn.microsoft.com/en-us/library/ms125673.aspx>>

**Question 8:**

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| Which of the following statements are valid regarding C# attributes? |
| |  |  | | --- | --- | | A. | An attribute decorating a class must be declared with the **class** target identifier | | B. | An interface can be decorated with an attribute. | | C. | A property can have more than one attribute. | | D. | An attribute can be declared with square or angle braces. | | E. | Custom attributes are defined as methods. | |

The table below lists all declarations where attributes are allowed; for each declaration, the possible targets for attributes on the declaration are listed in the second column. Targets in bold are the defaults.

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| **Declaration C#** | **Possible targets[xxxx: ]** |
| assembly | **assembly** |
| module | **module** |
| class | **type** |
| struct | **type** |
| interface | **type** |
| enum | **type** |
| delegate | **type**, return |
| method | **method**, return |
| parameter | **param** |
| Field | **field** |
| property — indexer | **property** |
| property — get accessor | **method**, return |
| property — set accessor | **method**, param, return |
| event — field | **event**, field, method |
| event — property | **event**, property |
| event — add | **method**, param |
| event — remove | **method**, param |

Assembly and module-level attributes have no default target. For more information, see [Global Attributes](http://msdn.microsoft.com/en-us/library/284c1c4s(v=vs.80).aspx).

Pasted from <<http://msdn.microsoft.com/en-us/library/b3787ac0(v=vs.80).aspx>>

**Question 9:**

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| What will be the output of executing the C# code below?    class MyApplication  {      struct MyStruct      {          public int DataInt;          public string DataStr;      }        static void Main(String[] args)      {          MyStruct Data;          Data.DataInt = 5;          Data.DataStr = "Five";            MyFunction(Data);            Console.Write(Data.DataInt + ", " + Data.DataStr);      }        static void MyFunction(MyStruct Arg)      {          Arg.DataInt = 6;          Arg.DataStr = "Six";      }  } |
| |  |  | | --- | --- | | A. | 5, Five | | B. | 0, Null | | C. | 6, Six | | D. | The code will not compile because of a syntax error. | | E. | The code will have a runtime exception. | |

**Question 10:**

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| Which of the following changes **CANNOT** be made to the declaration of the C# method call(document.SaveAs(...)) below to streamline the code?    object fileName = "Test.docx";  object missing = Missing.Value;    document.SaveAs(ref fileName,      ref missing, ref missing, ref missing,      ref missing, ref missing, ref missing,      ref missing, ref missing, ref missing,      ref missing, ref missing, ref missing,      ref missing, ref missing, ref missing); |
| |  |  | | --- | --- | | A. | Remove object fileName = "Test.docx"; statement. | | B. | Remove all occurrences of ref. | | C. | Replace ref fileName with FileName: "Test.docx" . | | D. | Replace object missing = Missing.Value; with object missing; . | | E. | Replace ref fileName with FileName: ref fileName . | |

**Question 11:**

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| C# classes and interfaces are defined as below:    public interface A {}  public interface B {}  public class C : A { }  public class D : B { }  public class E : C { }    Which of the following code fragments are valid? |
| |  |  | | --- | --- | | A. | A a = new C(); | | B. | A a = new E(); | | C. | B b = new B(); | | D. | E e = new C(); | | E. | B b = new A(); | |

**Question 12:**

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| A C# enum is defined as below:    public enum ConnectionStates  {      Connecting,      Disconnecting  }    If string myEnumString has the value "Disconnecting," which of the following can be used to obtain the corresponding enum value? |
| |  |  | | --- | --- | | A. | ConnectionStates myEnumValue = Enum.Parse(myEnumString); | | B. | ConnectionStates myEnumValue = (ConnectionStates)Enum.Parse(typeof(ConnectionStates), myEnumString); | | C. | ConnectionStates myEnumValue = new ConnectionStates(myEnumString); | | D. | ConnectionStates myEnumValue = Enum.Parse(typeof(ConnectionStates), myEnumString); | | E. | ConnectionStates myEnumValue = ConnectionStates.parse(myEnumString); | |

**Question 13:**

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| Which of the following C# methods can compile successfully? |
| |  |  | | --- | --- | | A. | void a(){} | | B. | private static checkNumberNotOne(int a)  {      if (a == 1)          throw new ArgumentException();  } | | C. | protected Int32 addTwoNumbers(int a, int b)  {          return a - b;  } | | D. | public **void** addNumbers(int a, int b)  {      return a+b;  } | | E. | public String MarkOrderProcessed(String orderNumber)  {      if (**anOrder** == null)      {          throw new ArgumentException("null order");      }      else      {          return orderNumber + "Processed";      }  } | |

**Question 14:**

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| Which of the following statements correctly describe Extension Methods in C#? |
| |  |  | | --- | --- | | A. | They must be added to the class they extend. | | B. | They must be static. | | C. | They cannot access private members. | | D. | They must have a void return type. | | E. | The source code of the extended class is required to extend it. | |

**Question 15:**

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| Which of the following will improve the performance of a C# program? |
| |  |  | | --- | --- | | A. | Use empty destructors | | B. | Use boxing | | C. | Do not use constants | | D. | Use unboxing | | E. | Use value type instead of reference type | |

**Question 16:**

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| Which of the following C# class declarations will compile? |
| |  |  | | --- | --- | | A. | class My\_Class { } | | B. | private Class My\_Class  {      private MyClass() {}  } | | C. | class MyClass  {      ;  } | | D. | public static MyClass()  {      public MyClass() {}  } | | E. | public class MyClass():base() {} | |

**Question 17:**

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| Which of the following C# keywords can be used to signal the occurrence of an exception? |
| |  |  | | --- | --- | | A. | finally | | B. | catch | | C. | try | | D. | throw | | E. | break | |

**Question 18:**

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| Which of the following are **NOT** valid values for ThreadPriority in C#? |
| |  |  | | --- | --- | | A. | Normal | | B. | AboveNormal | | C. | Highest | | D. | Medium | | E. | Lowest | |

**Question 19:**

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| Which of the following techniques can guarantee that there are no conflicts between C# assemblies that have the same name? |
| |  |  | | --- | --- | | A. | Generate a strong name for the assembly | | B. | Use unique namespaces for classes within the assembly | | C. | Use four part version numbers | | D. | Use COM interoperability | | E. | Ensure that the culture is unique | |

**Question 20:**

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| Which of the following are technologies to enable a managed C# application to interface with unmanaged code? |
| |  |  | | --- | --- | | A. | Unmanaged Code API | | B. | Unmanaged Flat API | | C. | Native API | | D. | COM Interoperability | | E. | External Code Interface | |

<http://msdn.microsoft.com/en-us/library/ms973872.aspx>

**Question 21:**

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| For which of the following types of C# constructors execution **is NOT** controlled by the code author? |
| |  |  | | --- | --- | | A. | Instance constructor | | B. | Static constructor | | C. | Private constructor | | D. | Public constructor | | E. | Generic constructor | |

**Question 22:**

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| Which of the following are the result of compiling and executing the C# program below?    using System;    class IKM  {      public static void foo(int i = 0, DateTime date = DateTime.Now)      {          if (i == 0)              Console.WriteLine(date.Year);          else Console.WriteLine(i);      }        static void Main()      {          foo();      }  } |
| |  |  | | --- | --- | | A. | Displays Current datetime | | B. | Displays 0 | | C. | Compilation error: Default parameter value for 'date' must be a compile-time constant. | | D. | Generates a NullReferenceExeption | | E. | Displays Current year | |

**Question 23:**

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| Which of the following statements correctly describe Lambda expressions such as the one below?    (a, b) => { return a \* b; } |
| |  |  | | --- | --- | | A. | Lambda functions are shorthand for Extension Methods. | | B. | Lambda functions execute faster than Anonymous functions. | | C. | The expression is equivalent to: (a, b) => a \* b | | D. | If there is only one parameter, the parentheses are optional. | | E. | Lambda expressions can contain multiple lines of code. | |

**Question 24:**

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| Which of the statements correctly describe the C# variable Result below?    var Result = GetResult(); |
| |  |  | | --- | --- | | A. | It is of type Object and must be cast to the underlying type. | | B. | Its type is determined at compile-time. | | C. | Its type is determined at run-time. | | D. | Code that references var Result will run slower than code that references an explicitly typed variable (e.g. int Result). | | E. | Result can be reassigned to other values of the same initial type. | |

**Question 25:**

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| In C#, which of the following rules are valid for overrides of the Equals() method? |
| |  |  | | --- | --- | | A. | obj.Equals(null) must return "true." | | B. | obj.Equals(obj) must return "false." | | C. | obj1.Equals(obj2) and obj2.Equals(obj1) must return the same value. | | D. | The equals method of derived class **must throw** any exceptions raised. | | E. | The derived class must also override the GetHashCode method of base class. | |

**Question 26:**

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| Which of the following entities/objects can LINQ use to perform queries with the standard LINQ providers? |
| |  |  | | --- | --- | | A. | In-memory collections | | B. | Bitmaps | | C. | XML Documents | | D. | Source code | | E. | DataTables | |

**Question 27:**

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| Which of the following will be the output of executing the C# code below?    using System;  using System.Threading;  public class ThreadTest  {      public static void OutputOne() { Thread.Sleep(10); Console.WriteLine("One"); }      public static void OutputTwo() { Thread.Sleep(10); Console.WriteLine("Two"); }      public static void OutputThree() { Console.WriteLine("Three"); }      public static void Main(String[] args)      {          ThreadStart threadStart1 = new ThreadStart(OutputOne);          Thread thread1 = new Thread(threadStart1);          thread1.Start();          ThreadStart threadStart2 = new ThreadStart(OutputTwo);          Thread thread2 = new Thread(threadStart2);          thread2.Start();          thread2.Join();          thread1.Join();          OutputThree();          Console.ReadLine();      }  } |
| |  |  | | --- | --- | | **A.** | **Two**  **One**  **Three** | | B. | One  Two  Three  Three | | **C.** | **One**  **Two**  **Three** | | D. | Three  Two  One | | E. | Two  Three  One | |

**Question 28:**

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| A C# program makes the method call below:    int count = myObject.calculateCount();    Which of the following are possible signatures for this method? |
| |  |  | | --- | --- | | A. | protected int calculateCount() | | B. | private int CalculateCount() | | C. | public int CalculateCount() | | D. | int calculateCount(int numberOfUsers) | | E. | void calculateCount() | |

**Question 29:**

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| What will be the result of trying to compile and execute the C# code below?    int? a = null;  int b = (int)a; |
| |  |  | | --- | --- | | A. | b will be set to the value "0" | | B. | The code will not compile | | **C.** | A System.InvalidOperationException will be thrown | | D. | A System.NullPointerException will be thrown | | E. | b will be set to the value "int.Min" | |

**Question 29:**

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| Which of the following can describe the output from the C# code snippet below?    static void Main(string[] args)  {       String myString = "New York";       myString.ToUpper();       myString.ToLowerInvariant();       myString += "er";       Console.WriteLine(myString);  } |
| |  |  | | --- | --- | | A. | New York | | B. | new yorker | | C. | New yorker | | D. | NEW YORK | | E. | New Yorker | |

**Question 30:**

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| Which of the following statements correctly identify **authorization** and **authentication** features for .NET security? |
| |  |  | | --- | --- | | A. | Authentication is the process of verifying that a user is allowed to access a resource. | | B. | Authorization is the process of checking the identity of the user. | | C. | Authorization usually takes place after authentication. | | D. | During authentication a user must provide a userID and password. | | E. | The information used to verify user identity must be held in a Dictionary. | |

**Question 31:**

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| In C#, **global** attributes can be applied to which of the following specific language elements? |
| |  |  | | --- | --- | | A. | Interface | | B. | Class | | C. | Method | | **D.** | An entire assembly | | E. | Property | |

Most attributes are applied to specific language elements such as classes or methods; however, some attributes are global—they apply to an entire assembly or module. For example, the [AssemblyVersionAttribute](http://msdn.microsoft.com/en-US/library/system.reflection.assemblyversionattribute(v=vs.80).aspx) attribute can be used to embed version information into an assembly, like this:

Pasted from <<http://msdn.microsoft.com/en-US/library/284c1c4s(v=vs.80).aspx>>

**Question 32:**

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| Which of the following correctly describe the output from the C# program below?    using System;  class Adder  {      static void Main(string[] args)      {          Console.WriteLine(Adder.AddNumbers("1", "Two"));      }      public static String AddNumbers(String first, String second)      {          int firstInt = 0, secondInt = 0;          try          {              return Int32.TryParse(first, out secondInt).ToString();          }          catch (Exception ex)          {              Console.WriteLine("Exception");          }          return secondInt.ToString();      }  } |
| |  |  | | --- | --- | | A. | Exception  Two | | B. | 1 | | C. | 2 | | D. | True | | E. | 3 | |

**Question 33:**

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| Which of the following can be the result of attempting to compile and execute the C# program below?    using System;  class MyClass  {  **static void Main(string[] args)**  **{**  **bool a = false, b = true;**  **if (a = b)**  **if (a) Console.WriteLine("TrueTrue");**  **else Console.WriteLine("TrueFalse");**  **else**  **if (b) Console.WriteLine("FalseTrue");**  **else Console.WriteLine("FalseFalse");**  **Console.ReadLine();**  **}**  } |
| |  |  | | --- | --- | | A. | The program outputs:       TrueTrue | | B. | The program outputs:       FalseTrue | | C. | The program will not compile. | | D. | The program outputs:       TrueFalse | | E. | The program outputs:       FalseFalse | |

**Question 34:**

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| A C# custom class is being developed. At runtime, objects of the class are added to an ArrayList. Which of the following interfaces need to be implemented by the class to support sorting of the objects? |
| |  |  | | --- | --- | | A. | IEqualityComparer | | B. | IDictionary | | C. | IComparer | | D. | IComparable | | E. | IEnumerable | |

**Question 35:**

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| Which of the following are C# classes used to represent keys in the Windows registry? |
| |  |  | | --- | --- | | A. | Microsoft.Win32.**Registry** | | B. | System.Registry | | C. | System | | D. | Microsoft.Win32.RegistryKey | | E. | Microsoft.Win32.RegistryHive | |

**Question 36:**

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| In C#, which of the following statements are valid for a class that implements both of the interfaces below, where the members have the same name and signature?    interface ISquare  {      int X { get;}  }  interface IRectangle  {      int X();  } |
| |  |  | | --- | --- | | A. | The class cannot implement interfaces containing members with same signature. | | B. | To implement both interfaces, the class ***must*** use an explicit implementation for property X. | | C. | To implement both interfaces, the class ***must*** use explicit implementations for either property X or method X. | | D. | The class will not use members of both the interfaces as their implementation. | | E. | To implement both interfaces, the class *may* use explicit implementations for both property X and method X. | |

**Question 37:**

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| Which of the following statements are valid regarding the implementation of finalizers in C#? |
| |  |  | | --- | --- | | A. | The finalizer will still execute if a process is forcibly terminated. | | B. | A finalizer can take parameters. | | **C.** | A class cannot have more than one finalizer. | | **D.** | A finalizer cannot be explicitly called in code. | | **E.** | A finalizer will execute as soon as its object becomes eligible for garbage collection. | |

**Question 38:**

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| Which of the following statements correctly describe what happens when the C# code below runs for the first time?        static void Main(String[] args)      {          for (int Counter = 0; Counter < 3; Counter++)          {              System.IO.StreamWriter file = new                          System.IO.StreamWriter("c:\\MyTest.txt", true, Encoding.ASCII);              file.Write("Line: ");              file.WriteLine(Counter);              file.Close();          }      } |
| |  |  | | --- | --- | | A. | A file will be created with the contents:       Line: 2 | | B. | A file will be created with the contents:       Line: 0Line: 1Line: 2 | | C. | An exception will be generated because the operating system does not support ASCII files. | | D. | A file will be created with the contents:       Line: 0       Line: 1       Line: 2 | | E. | A file will be created that will not accept Unicode characters. | |

**Question 39:**

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| A C# application makes use of variable myQueue of type Queue<String>. . myQueue will be used to store messages sent during application execution. Which of the following are methods of myQueue that can be used to access the message at the beginning of the queue *without* removing it? |
| |  |  | | --- | --- | | A. | Dequeue | | B. | Peek | | C. | Enqueue | | D. | Contains | | E. | Find | |

**Question 40:**

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| What will be the value of MyData after the C# code below runs?            Int32 MyData = 0x0000FFFF;            MyData = MyData >> 4;          MyData = MyData << 4;          MyData = MyData | 0x0000000F;          MyData = MyData ^ 0x55555555; |
| |  |  | | --- | --- | | A. | 0xFFFF0005 | | B. | 0x0000555F | | C. | 0x00000000 | | D. | 0x5555AAAA | | E. | 0xFFFFFFF0 | |

**Question 41:**

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| Which of the following statements correctly describe the result of compiling and executing the C# code below?    using System;  class ClassTester  {      static void Main(string[] args)      {          new Clerk("John");      }  }  public class Employee  {      public Employee(String name)      {          Console.WriteLine("In employee constructor, {0}", name);      }  }  public class Clerk : **Employee**  {      public **Clerk**(String name)      {          Console.WriteLine("In clerk constructor, {0}", name);      }  } |
| |  |  | | --- | --- | | A. | The program will not compile. | | B. | The complete program output is:       In clerk constructor, John       In employee constructor, John | | C. | The complete program output is:       In employee constructor, John       In clerk constructor, John | | D. | The complete program output is:       In clerk constructor, John | | E. | The complete program output is:       In employee constructor, John | |

**Question 42:**

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| Which of the following declarations of class B and method DoSomethingB() will make them *both* accessible in **assembly A** and **NOT** accessible in **assembly C**?    **assembly A**  public class A  {      public void DoSomethingA()      { }  }    **assembly B**  class B  {      void DoSomethingB()      { }  }    **assembly C**  internal class C  {      internal void DoSomethingC()      { }  } |
| |  |  | | --- | --- | | A. | using System;  using System.Runtime.CompilerServices;  [assembly: InternalsVisibleTo("A")]  internal class B  {        internal void DoSomethingB()      { }  } | | B. | using System;  using System.Runtime.CompilerServices;  [assembly: InternalsVisibleTo("A")]  internal class B  {      public void DoSomethingB()      { }  } | | C. | using System;  using System.Runtime.CompilerServices;  [assembly: NotVisibleTo("C")]  public class B  {      public void DoSomethingB()      { }  } | | D. | using System;  using System.Runtime.CompilerServices;  [FriendAssembly("A")]  internal class B  {      internal void DoSomethingB()      { }  } | | E. | using System;  using System.Runtime.CompilerServices;  [assembly: InternalsVisibleTo("A")]  public class B  {      internal void DoSomethingB()      { }  } | |

**Question 43:**

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| --- |
| What will be the result of trying to compile and execute the C# program below?    using System;  using System.Collections.Generic;  public delegate void MyActionHandler(List<int> list);  class Program  {      public event MyActionHandler OnMyAction;      static void Main(string[] args)      {          try          {              Processor myProcessor = new Processor();          }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }      public void Execute()      {          OnMyAction(new List<int>());      }  }  class Processor  {      public Processor()      {          Program program = new Program();          program.OnMyAction += new MyActionHandler(method1);          program.Execute();          program.OnMyAction += new MyActionHandler(method2);          program.OnMyAction += new MyActionHandler(method3);  **program.OnMyAction(new List<int>()); // event called outside**      }      public void method1(List<int> list) {Console.WriteLine("In method1");}      public void method2(List<int> list) {Console.WriteLine("In method2");}      public void method3(List<int> list) {Console.WriteLine("In method3");}  } |
| |  |  | | --- | --- | | A. | The complete program output is:       In method1 | | B. | The complete program output is:       In method1       In method2       In method3 | | C. | The complete program output is:       In method1       In method3 | | D. | The program will not compile. | | E. | The program outputs:       System.ArgumentException | |

**Question 44:**

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| --- |
| Which of the following can be the output of the C# code below?    static class MyTest  {      static void Main()      {          try          {              DerivedClass B = new DerivedClass();              B.Test();              BaseClass A = (BaseClass)B;              A.Test();          }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }  }    public class BaseClass  {      public virtual void Test()      {          Console.WriteLine("From BaseClass");      }  }    public class DerivedClass : BaseClass  {      public override void Test()      {          Console.WriteLine("From DerivedClass");      }  } |
| |  |  | | --- | --- | | A. | From DerivedClass  From DerivedClass | | B. | System.InvalidCastException | | C. | From BaseClass  From BaseClass | | D. | From BaseClass  From DerivedClass | | E. | From DerivedClass  From BaseClass | |

**Question 45:**

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| --- |
| In C#, the ordered list of method accesses starting with the first method in the thread and ending with the current method is known as which of the following? |
| |  |  | | --- | --- | | A. | Main method | | B. | Null pointer | | C. | Bind array | | D. | Call stack | | E. | Assembly | |

**Question 46:**

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| --- |
| Which of the following C# calls return information about all public methods of the current Type t? |
| |  |  | | --- | --- | | A. | t.GetMethods(); | | B. | t.GetMethods(BindingFlags.Public); | | C. | t.GetMethods(BindingFlags.Static | BindingFlags.Instance | BindingFlags.Public); | | D. | t.GetMethods(BindingFlags.Static | BindingFlags.Public); | | E. | t.GetMethods(BindingFlags.Instance | BindingFlags.Public); | |

public MethodInfo[] **GetMethods**()  
{  
 return this.GetMethods(BindingFlags.Public | BindingFlags.Static | BindingFlags.Instance);  
}

**Question 47:**

|  |
| --- |
| Which of the following are classes used in C# to support thread-safe operation in multi-threaded applications? |
| |  |  | | --- | --- | | A. | Monitor | | B. | Interlocked | | C. | Mutex | | D. | Thread | | E. | ThreadPool | |

**Question 48:**

Question Subject: **C# 4.0 PROGRAMMING**

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| What will be the output of executing the C# code below?        static void Main(String[] args)      {          String MyString = "ABCDEF";            MyString[1] = 'X'; //Read only          MyString[3] = 'X'; //Read only            Console.WriteLine(MyString);      } |
| |  |  | | --- | --- | | A. | ABCDEF | | B. | The code will not compile because of a compile time error. | | C. | AXCXEF | | D. | XBXDEF | | E. | The code will fail with a runtime error. | |

**Question 49:**

|  |
| --- |
| Which of the following attributes are used in C# to define Platform Invoke methods for accessing unmanaged APIs? |
| |  |  | | --- | --- | | A. | MarshalAsAttribute | | B. | ComVisibleAttribute | | C. | DllImportAttribute | | D. | ProgIdAttribute | | E. | GuidAttribute |     <http://msdn.microsoft.com/en-us/library/aa288468(v=vs.71).aspx> |

**Question 50:**

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| --- |
| What will be the output of executing the C# code below?    class MyApplication  {      static void Main(String[] args)      {         Decimal MyDecimal1 = 3.0; // **3.0m**         Decimal MyDecimal2 = 2.0; // **2.0m**           Decimal MyDecimal3 = MyDecimal2 / MyDecimal1;           Console.WriteLine(MyDecimal3.ToString());      }  } |
| |  |  | | --- | --- | | A. | 0.6666666666666666666666666667 | | B. | 0 | | C. | 2/3 | | D. | The code will not compile because of a conversion error. | | E. | The code will run but generate an 'underflow' exception. | |

**Question 51:**

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| --- |
| Which of the following are valid reasons to use LINQ? |
| |  |  | | --- | --- | | A. | The produced assembly is smaller in size. | | B. | It provides enhanced run-time performance. | | C. | It performs compile time type checking. | | D. | It provides simplified application deployment | | E. | The same query syntax can be applied to different entities. | |

**Question 52:**

05 May 2013

22:44

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| Which of the following is the result of executing the C# program below?    using System;  public class MyClass  {      [Obsolete("Illegal usage of method", true)]      static void MyOldMethod()      {          // Do Something      }        static void MyNewMethod()      {          // Do Something      }        public static void Main()      {          MyOldMethod();      }  } |
| |  |  | | --- | --- | | A. | Compiles successfully and MyOldMethod will be executed | | B. | Compiler Warning: 'MyClass.MyOldMethod()' is obsolete: 'Illegal usage of method' | | C. | Compiler Error: 'MyClass.MyOldMethod()' is obsolete: 'Illegal usage of method' | | D. | Compiles successfully but MyOldMethod will not be executed | | E. | Compiles successfully but an exception will be thrown at runtime | |

<http://msdn.microsoft.com/EN-US/library/fwz0y5c2(v=VS.110,d=hv.2).aspx>

**Question 53:**

Question Subject: **C# 4.0 PROGRAMMING**

|  |
| --- |
| Which of the following can describe the output of the C# program below?    1 using System;  2 class MyTestClass {  3     static void Main() {  4         try { Method1(); }  5         catch (Exception e) { Console.WriteLine(e.StackTrace); }  6     }  7     static void Method1() {  8         try { Method2(); }  9         catch (Exception ex) { throw; }  10     }  11     static void Method2() {  12         try { throw new Exception(); }  13         catch (Exception ex) { throw; }  14     }  15 } |
| |  |  | | --- | --- | | A. | at MyTestClass.Method1() in <file name>:line 8  at MyTestClass.Main() in <file name>:line 4 | | B. | at MyTestClass.Method2() in <file name>:line 9  at MyTestClass.Main() in <file name>:line 4 | | C. | **at MyTestClass.Method2() in <file name>:line 13**  **at MyTestClass.Method1() in <file name>:line 9**  **at MyTestClass.Main() in <file name>:line 4** | | D. | at MyTestClass.Method2() in <file name>:line 12  at MyTestClass.Method1() in <file name>:line 8  at MyTestClass.Main() in <file name>:line 4 | | E. | at MyTestClass.Method1() in <file name>:line 13  at MyTestClass.Method1() in <file name>:line 8  at MyTestClass.Main() in <file name>:line 4 | |

**Question 54:**

|  |
| --- |
| Which of the following correctly describe the result of attempting to compile and execute the C# program below?    using System;  class Program  {      static void Main(string[] args)      {          bool? a = null, b=null;          writeOutput(a & b);          writeOutput(a | b);          a = true;          writeOutput(a & b);          writeOutput(a | b);          b = false;          writeOutput(a & b);          writeOutput(a | b);          Console.ReadLine();      }      private static void writeOutput(object o)      {          if (o == null)              Console.WriteLine("null");          else              Console.WriteLine(o.ToString());      }  } |
| |  |  | | --- | --- | | A. | The program outputs:       False       False       False       True       False       True | | B. | A NullPointerException is thrown. | | C. | **The program outputs:**  **null**  **null**  **null**  **True**  **False**  **True** | | D. | An InvalidOperationException is thrown. | | E. | The program outputs:       null       null       null       null       False       True | |

a?( null ) & b?( null ) = null

a?( null ) | b?( null ) = null

a?(True) & b?( null ) = null

a?(True) | b?( null ) = True

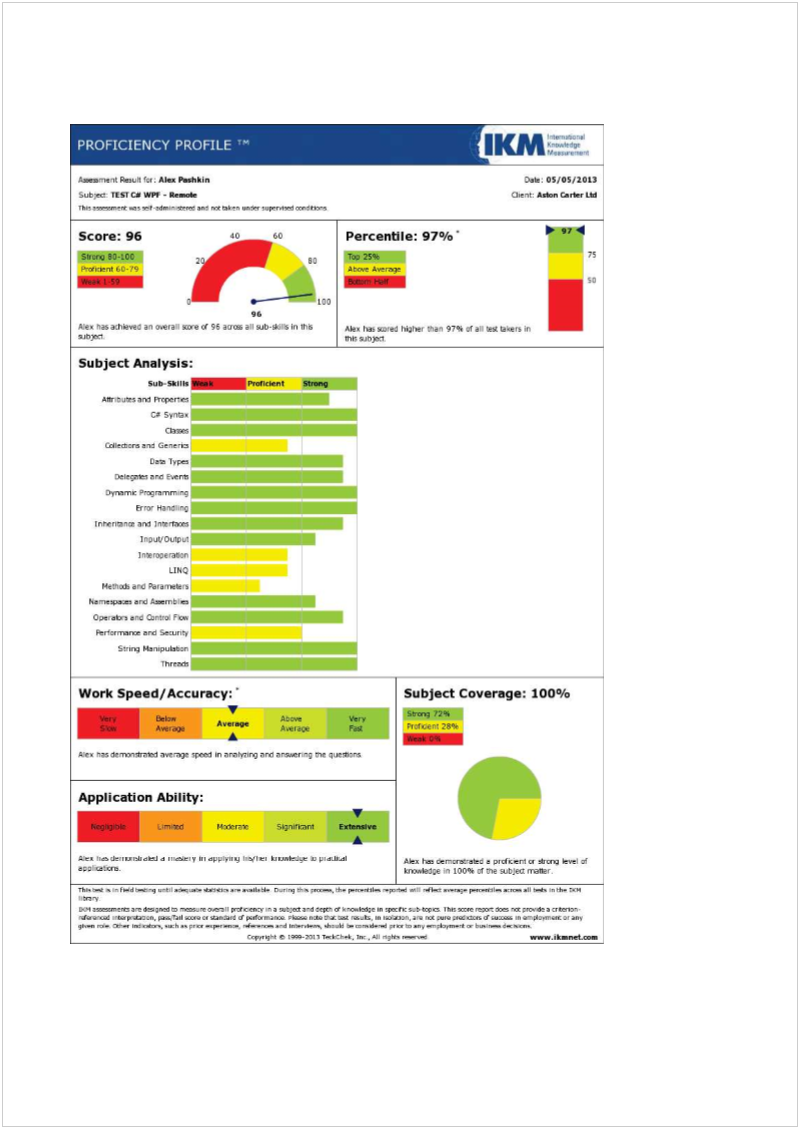
a?( null ) & b?(False) = False

a?( null ) | b?(False) = null

Test Results-1

13 May 2013

13:42



21/12/2014 02:41 - Screen Clipping

II-Question 01

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| --- |
| Which of the following C# class definitions will compile successfully? |
| |  |  | | --- | --- | | A. | public class Test  {      public double GetTestResult();  } | | B. | public class Test  {      public virtual double CrossAppDomainDelegate ();  } | | C. | abstract class Test  {      public abstract double GetTestResult();  } | | D. | public class Test  {      public abstract double GetTestResult();  } | | E. | public class Test  {      public double GetTestResult(){ return 0; }  } | |

II-Question 02

|  |
| --- |
| Which of the following delegates support covariance *or* contravariance in C#? |
| |  |  | | --- | --- | | A. | CrossAppDomainDelegate | | B. | Action<in T> | | C. | UnhandledExceptionEventHandler | | D. | Func<out TResult> | | E. | Converter<in TInput, out TOutput> | |
|  |

II-Question 03

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| --- |
| Which of the following can be achieved by using one of the C# ComputeHash methods? |
| |  |  | | --- | --- | | A. | Integrity check of a file | | B. | Encryption of a file | | C. | Decryption of a file | | D. | Password checking | | E. | Preparing a file for serialization | |

II-Question 04

|  |
| --- |
| Which of the following will be the value of variable i after executing the C# code below?    static void Main()  {      string s = "\\My Test\\\\";      int i = s.LastIndexOf(@"\\");  } |
| |  |  | | --- | --- | | A. | 12 | | B. | 1 | | C. | -1 | | D. | 8  **"\\" == @"\"** | | E. | 0 | |

II-Question 05

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| --- |
| Which of the following C# attributes allow the bitwise combination and comparison of enumeration values? |
| |  |  | | --- | --- | | A. | Serializable | | B. | ComVisibleAttribute | | C. | AttributeUsage | | D. | FlagsAttribute | | E. | FileAttribute | |

II-Question 06

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| --- |
| Which of the following are valid statements regarding the typical line of code below from a C# Windows Forms program that uses events?    this.button1.Click += new System.EventHandler(this.button1\_Click); |
| |  |  | | --- | --- | | A. | Click is declared using the delegate keyword. | | B. | button1\_Click is declared using the delegate keyword. | | C. | button1\_Click is a method that must have the same method signature as EventHandler. | | D. | Click is a method that must have the same signature as EventHandler. | | E. | EventHandler is declared using the event keyword. | |

II-Question 07

|  |
| --- |
| Which of the following are features of conversion between types in C#? |
| |  |  | | --- | --- | | A. | An implicit conversion can be done using the keyword implicit. | | B. | Explicit conversion operators can only be invoked by using a cast. | | C. | Implicit conversion operators can only be invoked by using a cast. | | D. | If a conversion between types is not allowed then a conversion to the object type will occur. | | E. | An implicit conversion operator can be invoked using TryParse. | |

II-Question 08

|  |
| --- |
| Which of the following will be the output of executing the C# code below?    using System;  using System.Threading;  public class ThreadTest  {      static bool workDone;      static object locker = new object();        static void Main()      {          new Thread(DoWork).Start();          DoWork();      }        static void DoWork()      {          lock (locker)          {              if (!workDone)              {                  Console.WriteLine("Result");                  workDone = true;              }          }      }  } |
| |  |  | | --- | --- | | A. | UnhandledException | | B. | Unpredictable results | | C. | Result  Result | | D. | ResultResult | | E. | Result | |

II-Question 09

20 December 2014

19:32

|  |
| --- |
| Which of the following are valid C# method declarations which can be used in a non-abstract class? |
| |  |  | | --- | --- | | A. | public void myMethod() {} | | B. | public int MyMethod() { } | | C. | public int MyMethod(); | | D. | public static void MyMethod() { } | | E. | public static void MyMethod{} | |

II-Question 10

20 December 2014

19:35

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| --- |
| Two C# classes are declared as shown:    public class A  {      protected virtual void method1() { }      public void method2() { }  }  public class B : A  {      protected override sealed void method1() { }  }    Which of the following additional class definitions are valid? |
| |  |  | | --- | --- | | A. | public sealed class C : B  {      protected override sealed void method1() { }  } | | B. | public class C : A  {      public void method3() { }  } | | C. | public override virtual void method1(String parm) { } | | D. | public class C : B  {      public sealed void method2(int parm) { }  } | | E. | public class C : B  {      public void method3() { }  } | |

II-Question 11

|  |
| --- |
| Which of the following delegates represent a method executed when a managed thread is created in C#? |
| |  |  | | --- | --- | | A. | WaitOrTimerCallback | | B. | ThreadStart | | C. | WaitCallback | | D. | TimerCallback | | E. | ParameterizedThreadStart | |

II-Question 12

|  |
| --- |
| Which of the following are valid statements regarding the C# System.Type class? |
| |  |  | | --- | --- | | A. | The statement System.Type.GetType().FullName can be used to find the name of the current type. | | B. | System.Object is a subclass of System.Type. | | C. | System.Type is a subclass of System.Reflection.Type. | | D. | Interfaces are not represented by System.Type objects. | | E. | Every object can be represented by a System.Type object that can be obtained by calling the object's GetType() method. | |

II-Question 13

|  |
| --- |
| Which of the following are valid statements regarding the C# code below?    **//Line A**  public class  Program  {      public static void Main(string[] args){}  }  namespace Admin  {      namespace Fill      {          interface Bin          {              void Add();          }      }      namespace Empty      {          interface Bin          {              void Empty();          }      }  }  namespace Company  {      class CompanyWaste : Emptying.Bin      {  **//Line B**          public void Empty() { }      }  } |
| |  |  | | --- | --- | | A. | The code will compile as written. | | B. | The code will compile if Line A is replaced by:  using Emptying = Admin.Empty; | | C. | The code will compile if Line A is replaced by:  using Emptying = Admin.Fill; | | D. | The code will compile if Line B is replaced by:  class CompanyWaste : Bin | | E. | The code will compile if Line B is replaced by:  class CompanyWaste : Empty.Bin | |

II-Question 14

|  |
| --- |
| Which of the following classes are members of the System.Xml.Linq namespace in LINQ? |
| |  |  | | --- | --- | | A. | XInt32 | | B. | XDocument | | C. | XElement | | D. | XNode | | E. | XString | |

II-Question 15

|  |
| --- |
| In a C# environment, which of the following statements are valid regarding assemblies and modules? |
| |  |  | | --- | --- | | A. | An assembly can contain multiple assemblies. | | B. | A module can contain multiple assemblies. | | C. | A module must have a .dll suffix. | | D. | An assembly must have a .exe suffix. | | E. | An assembly can contain multiple modules. | |

II-Question 16

|  |
| --- |
| Which of the following will be the result of executing the C# program below?    using System;    class IKM  {      static void foo(string s) { Console.WriteLine("string"); }      static void foo(int i) { Console.WriteLine("integer"); }      static void foo(object o) { Console.WriteLine("object"); }        static void Main()      {          object x = "string";          foo(x);          dynamic y = "string";          foo(y);      }  } |
| |  |  | | --- | --- | | A. | object  object | | B. | string  object | | C. | string  string | | D. | object  string | | E. | string  integer | |

II-Question 17

|  |
| --- |
| Which of the following are valid statements regarding C# namespaces? |
| |  |  | | --- | --- | | A. | If a type from another namespace is required, then the type can be fully qualified with its namespace as an alternative to adding a using statement. | | B. | Namespaces can be nested, one within another. | | C. | The same namespace cannot occur in different assemblies used by an application. | | D. | Namespaces must be prefixed by a company's URL so that they do not collide with another company's namespaces. | | E. | Classes in one DLL must exist in the same root namespace. | |

II-Question 18

|  |
| --- |
| Which of the following C# compiler statements can be used to compile classes into a class library? |
| |  |  | | --- | --- | | A. | csc /target:classlib /out:Accounting.dll IBankAccount.cs SavingsAccount.cs CheckingAccount.cs | | B. | csc /target:library /out:Accounting.dll IBankAccount.cs SavingsAccount.cs CheckingAccount.cs | | C. | csc /target:module /out:Accounting.dll IBankAccount.cs SavingsAccount.cs CheckingAccount.cs | | D. | csc /out:Accounting.dll IBankAccount.cs SavingsAccount.cs CheckingAccount.cs | | E. | csc /target:winexe /out:Accounting.dll IBankAccount.cs SavingsAccount.cs CheckingAccount.cs | |

II-Question 19

|  |
| --- |
| Which of the following are valid C# property declarations? |
| |  |  | | --- | --- | | A. | string name;  internal string Name  {     get { return name; }  } | | B. | string name;  public string Name  {      set { name = value; }  } | | C. | string name;  protected string Name  {      public get { return name; }  } | | D. | protected string Name { get; set; } | | E. | public string Name { protected get; private set; } | |

II-Question 20

|  |
| --- |
| Which of the following statements correctly describe the C# code below?    MyNorthWind NorthWind = new MyNorthWind();    NorthWind.Connection.ConnectionString = @"Data Source=.\SQLExpress;Initial Catalog=Northwind;Integrated Security=True";    var CustomerList = from Cust in NorthWind.Customers                     where Cust.Country.StartsWith("U")                     select Cust; |
| |  |  | | --- | --- | | A. | MyNorthWind inherits from SqlDataSource. | | B. | MyNorthWind inherits from DataContext. | | C. | CustomerList is an ArrayList. | | D. | CustomerList will contain Customers from the USA and the UK. | | E. | Changes to the underlying Northwind database are automatically reflected in the MyNorthwind class. | |

II-Question 21

|  |
| --- |
| Which of the following correctly describe the result of compiling and executing the C# program below?    using System;  public class TestIKM  {      static Func<int, int> X(Func<int, int, int> f)      {          Console.WriteLine(f.Method.Name);          return a => f(a, 4);      }        static void Main()      {          Func<int, int> f = X(Sum);          var res = f(5);          Console.WriteLine(res);      }        static int Sum(int x, int y)      {          return x + y;      }  } |
| |  |  | | --- | --- | | A. | The program produces a compilation error. | | B. | Sum  9 | | C. | The program throws a runtime exception. | | D. | Sum  5 | | E. | Func  9 | |

II-Question 22

|  |
| --- |
| Which of the following statements are valid regarding installation of an assembly in the GAC in C#? |
| |  |  | | --- | --- | | A. | Using remoting, two machines can share the same GAC. | | B. | An assembly in the GAC must have a strong name. | | C. | An assembly's culture must match the culture of the target machine. | | D. | Adding an assembly to the GAC will improve its load time. | | E. | An assembly can be installed into the GAC by using XCopy deployment. | |

II-Question 23

|  |
| --- |
| Which of the following are the result of compiling and executing the C# code below?    object[] array = new String[10];  array[0] = 10; |
| |  |  | | --- | --- | | A. | The code produces a compilation error:      Cannot implicitly convert type 'int' to 'object'. | | B. | The code produces a compilation error:      Cannot implicitly convert type 'string' to 'int'. | | C. | The code compiles and executes without errors. | | D. | The code throws a runtime exception. // incompatible type | | E. | The code produces a compilation error:      Cannot implicitly convert type 'int' to 'string'. | |

II-Question 24

20 December 2014

23:56

|  |
| --- |
| Which of the following represent techniques in C# for calling unmanaged code? |
| |  |  | | --- | --- | | A. | [DllImport("gdi32.dll")]  public extern bool DeleteObject(IntPtr handle); | | B. | [DllImport("msvcrt.dll")]  public **static** **extern** int puts(string c); | | C. | [DllImport("msvcrt.dll")]  public static int puts(string c); | | D. | [DllImport("gdi32.dll")]  public **static** **extern** bool DeleteObject(IntPtr handle); | | E. | [DllImport("msvcrt.dll")]  public extern int puts(string c); | |

II-Question 25

21 December 2014

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|  |
| --- |
| Which of the following statements correctly describe the result of compiling and executing the C# code below?    static class MyTest  {      public static string TestName;      public static MyTest()      {          TestName = "First C# Test";      }      public static void SetTest(string NewTest)      {          TestName = NewTest;      }  }  class Test  {      static void Main()      {          Console.WriteLine(MyTest.TestName);          MyTest.SetTest("Second C# Test");          Console.WriteLine(MyTest.TestName);      }  } |
| |  |  | | --- | --- | | A. | A compilation error is reported:       access modifiers are not allowed on static constructors | | B. | An uncaught exception is thrown because an object reference is required for types. | | C. | The program executes successfully and the complete program output is:       First C# Test       Second C# Test | | D. | The program executes successfully and the complete program output is:       Second C# Test | | E. | The program executes successfully and the complete program output is:       First C# Test | |

II-Question 26

21 December 2014

00:10

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| --- |
| What is the result of executing the C# code below?    using System;  [AttributeUsage(AttributeTargets.All, AllowMultiple = false, Inherited = false)]      public class MyTestAttribute : Attribute      {          protected string \_name;          protected string \_version;          public MyTestAttribute(string name)          {              \_name = name;          }          public string Name          {              get { return \_name; }              set { \_name = value; }          }          public string Version          {              get {return \_version;}              set { \_version = value; }          }      }      [MyTestAttribute("My C# 1.0 Test", Name = "My C# Test", Version="2.0")]      class MyClass      {          static void Main()          {              // Code here to do something              ...          }      }  } |
| |  |  | | --- | --- | | A. | Compile Error: No overload for method 'MyTestAttribute' takes '3' arguments | | B. | Both positional and named parameters must be passed to the Attribute constructor. | | C. | When queried, the attribute of the Name parameter of MyClass will return: My C# Test. | | D. | An error occurs due to the usage of a positional parameter as named parameter. | | E. | When queried, the attribute of the Name parameter of MyClass will return: My C# 1.0 Test. | |

II-Question 27

|  |
| --- |
| Which of the following are valid declarations for a generic C# Dictionary? |
| |  |  | | --- | --- | | A. | Dictionary<Object, int> myDictionary  = new Dictionary<String, int>(); | | B. | Dictionary<String> myDictionary = new Dictionary<String>(); | | C. | Dictionary<String, int> myDictionary = new Dictionary<String, int>(); | | D. | Dictionary<String, String> myDictionary2 = new Dictionary<String, String>; | | E. | Dictionary<> myDictionary = new Dictionary<String, int>; | |

II-Question 28

21 December 2014

00:37

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| A C# application that stores and retrieves employee information by means of a unique staff number uses a custom collection class, EmployeeCollection, which implements the IDictionary interface. The collection class is defined as below:    public class EmployeeCollection : IDictionary <int, Employee>  {  ...  }    If Employee.ID is of type int, which of the following code snippets will instantiate the collection and add employee objects to it? |
| |  |  | | --- | --- | | A. | Employee e1, e2;  e1 = new Employee(1001, "Tester1");  e2 = new Employee(1002, "Tester2");  EmployeeCollection eData =  new EmployeeCollection();  eData.Add(e1.ID, e1);  eData.Add(e2.ID, e2); | | B. | Employee e1, e2;  e1 = new Employee(1001, "Tester1");  e2 = new Employee(1002, "Tester2");  EmployeeCollection eData =  new EmployeeCollection();  eData.Add((string)e1.ID, e1);  eData.Add((string)e2.ID, e2); | | C. | Employee e1, e2;  e1 = new Employee(1001, "Tester1");  e2 = new Employee(1002, "Tester2");  EmployeeCollection eData =  new EmployeeCollection();  eData.Add((object)e1.ID, e1);  eData.Add((object)e2.ID, e2); | | D. | Employee e1, e2;  e1 = new Employee(1001, "Tester1");  e2 = new Employee(1002, "Tester2");  EmployeeCollection eData =  new EmployeeCollection();  eData.Add(new KeyValuePair(e1.ID, e1));  eData.Add(new KeyValuePair(e2.ID, e2)); | | E. | Employee e1, e2;  e1 = new Employee(1001, "Tester1");  e2 = new Employee(1002, "Tester2");  EmployeeCollection eData =  new EmployeeCollection();  eData.Add(new KeyValuePair <string, Employee> (e1.ID, e1));  eData.Add(new KeyValuePair <string, Employee> (e2.ID, e2)); | |

II-Question 29

21 December 2014

00:47

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| Which of the following C# code segments build a list with three integers? |
| |  |  | | --- | --- | | A. | List<int> IntList = new List<int>();  IntList[0] = 1;  IntList[1] = 2;  IntList[2] = 3; | | B. | List<int> IntList = new List<int> = { 1, 2, 3}; | | C. | List<int> IntList = new List<int>();  IntList.Add(1);  IntList.Add(2);  IntList.Add(3); | | D. | List<int> IntList = new List<int> { 1, 2, 3}; | | E. | List<int> IntList = new List<int>() = { 1, 2, 3}; | |

II-Question 30

21 December 2014

00:52

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| Which of the following can be output from executing the C# program below?    using System;  class MyTestClass  {      static void Main()      {          try          {              Console.WriteLine(MyClass.MyMethod());          }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }  }  public static class MyClass  {      static MyClass()      {          throw new Exception();      }      public static string MyMethod()      {          return "My Method";      }  } |
| |  |  | | --- | --- | | A. | System.Exception | | B. | MyClass.MyMethod | | C. | My method | | D. | System.NullReferenceException | | E. | System.TypeInitializationException | |

II-Question 31

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| A C# variable is declared as below:    int? myNum = null;    Which of the following code snippets will handle the case where myNum has not been initialized *without* throwing an exception? |
| |  |  | | --- | --- | | A. | if (!(myNum is null))  {      Console.WriteLine("myNum = " + myNum.Value);  } | | B. | if (!(myNum.Value = null))  {      Console.WriteLine("myNum = " + myNum.Value);  } | | C. | if (!(myNum == null))  {      Console.WriteLine("myNum = " + myNum.Value);  } | | D. | if (!myNum.HasValue)  {      Console.WriteLine("myNum = " + myNum.Value);  } | | E. | if (myNum.HasValue)  {      Console.WriteLine("myNum = " + myNum.Value);  } | |

II-Question 32

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| Which of the following can represent the *complete* output of executing the C# program below?    using System;  using System.Text;    class MethodTest  {      static void Main(string[] args)      {          try          {              StringBuilder text1 = new StringBuilder("John");              StringBuilder text2 = new TextAdder().addText(text1);              Console.WriteLine(text2);              Console.WriteLine(text1);        }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }  }  class TextAdder  {      public StringBuilder addText(StringBuilder inputString)      {          inputString.Append("Text");          StringBuilder returnValue = new StringBuilder(inputString.ToString());          inputString = null;          return returnValue;      }  } |
| |  |  | | --- | --- | | A. | JohnText  JohnText | | B. | System.NullReferenceException | | C. | JohnText  System.NullReferenceException | | D. | John  JohnText | | E. | John  John | |

II-Question 33

21 December 2014

01:07

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| Which of the following can be the result of compiling and executing the C# code below?    class LoopTest  {      static void Main(string[] args)      {          int[][] array = new int[][]{new int[] { 1, 1, 1 }, new int[] { 1, 1, 2 }, new int[] { 2, 2, 3 }, new int[] { 2, 2, 2 }};          try          {              for (int i = 0; i < array[0].Length; i++)              {                  for (int j = 0; j < array.Length; j++)                  {                      if (array[i][j] == 2)                          continue;                      else if (array[i][j] == 3)                          break;                      Console.WriteLine("{0},{1}", i, j);                  }              }          }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }  } |
| |  |  | | --- | --- | | A. | The complete program output is:       0,0       0,1       0,2       1,0       1,1 | | B. | The complete program output is:       0,0       0,1       0,2 | | C. | The complete program output is:       0,0       0,1       0,2       System.IndexOutOfRangeException | | D. | The complete program output is:       System.IndexOutOfRangeException | | E. | The complete program output is:       0,0       0,1       0,2       1,0       1,1       1,2       2,1       2,2 | |

II-Question 34

21 December 2014

01:13

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| Which of the following statements are valid regarding abstract properties in C#? |
| |  |  | | --- | --- | | A. | A read/write abstract property can provide an implementation for the get accessor if there is no implementation for the set accessor. | | B. | The implementation of the property in a subclass declares override in its signature. | | C. | In an abstract property, either get or set can be declared private, but not both. | | D. | If an abstract read/write property is declared public, then the setter can be declared protected. | | E. | The get/set accessors cannot have a code body. | |

II-Question 35

21 December 2014

01:25

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| Which of the following are valid statements  if the C# code fragment below is executed?    IsolatedStorageFile userStore = IsolatedStorageFile.GetUserStoreForAssembly();  IsolatedStorageFileStream userStream = new IsolatedStorageFileStream("MyDomain.JohnDoe", System.IO.FileMode.Create, userStore);  StreamWriter userWriter = new StreamWriter(userStream);  userWriter.Write("Read|Write");  userWriter.Close(); |
| |  |  | | --- | --- | | A. | A file is created that the application can only access when running under the user MyDomain/JohnDoe. | | B. | User MyDomain/JohnDoe is granted Read/Write access to the sandboxed file area. | | C. | A file is created that the application can only access when running under the current user. | | D. | A file is created that can be read by the object:  new StreamReader(  new IsolatedStorageFileStream("MyDomain.JohnDoe", System.IO.FileMode.Open, IsolatedStorageFile.GetMachineStoreForAssembly())  ); | | E. | A file is created that contains the data Read|Write. | |

II-Question 35

21 December 2014

01:33

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| Which of the following correctly describe the output of executing the C# code below?    public class Instrument  {      public virtual void PlaySound()      {          Console.WriteLine("Silence");      }  }    public class Horn : Instrument  {      override public void PlaySound()      {          Console.WriteLine("Beep");      }  }  public class Drum : Instrument  {      new public void PlaySound()      {          Console.WriteLine("Bang");      }  }    class MyApplication  {      static void Main(String[] args)      {          Instrument I1 = new Horn();          Instrument I2 = new Drum();            I1.PlaySound();          I2.PlaySound();      }  } |
| |  |  | | --- | --- | | A. | Silence  Bang | | B. | Beep  Silence  Bang  Silence | | C. | Beep  Bang | | D. | Beep  Silence | | E. | Bang  Beep | |

II-Question 36

21 December 2014

01:36

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| System.Diagnostics monitoring code is added to a C# class MyClass to check processor usage. An instance variable in MyClass is initialized in the MyClass constructor as below:    PerformanceCounter processorPercent = new PerformanceCounter("Processor", "% Processor Time", "\_Total");    Which of the following code blocks in MyClass can cause an attached debugger to launch when % Processor Time goes above 30%? |
| |  |  | | --- | --- | | A. | if (processorPercent.NextValue() > 30f)      Debugger.Break(); | | B. | if (processorPercent.ToDecimal() > 30.0d)  {      Debugger.Break();  } | | C. | decimal currentPercent;  if (decimal.TryParse(processorPercent.Current(), currentPercent) && currentPercent > 30.0d)  {      Debugger.Break();  } | | D. | if (processorPercent.GreaterThan(30))  {      Debugger.Break();  } | | E. | Debugger.Break(processorPercent, Debugger.ConditionGreaterThan, 30); | |

II-Question 37

21 December 2014

01:41

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| Which of the following correctly describe the result of compiling and executing the C# program below?    using System;  class PhoneTest  {      static void Main(string[] args)      {          try          {              Phone aPhone;              Phone.Setup(out aPhone);              Console.WriteLine("Number:{0}",aPhone.Number);          }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }  }  class Phone  {      private String number;      public String Number { get { return number; } set { number = value; } }      public static void Setup(out Phone newPhone)      {          if (newPhone != null)          {              newPhone.Number = "12345";          }          else          {              newPhone.Number = "67890";          }      }  } |
| |  |  | | --- | --- | | A. | The program will not compile. | | B. | The output of the program is:       System.NullReferenceException | | C. | The output of the program is:       Number:null | | D. | The output of the program is:       Number:67890 | | E. | The output of the program is:       Number:12345 | |

II-Question 38

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| Which of the following attempts to use a method with a delegate will compile in C#? |
| |  |  | | --- | --- | | A. | GetLength(1, delegate() { }); | | B. | GetLength(1, **new** delegate(String param1) { return param1.Length; }); | | C. | GetLength(1, delegate(String param1)); | | D. | GetLength(1, { return param1.Length; }); | | E. | GetLength(1, delegate(String param1) { return param1.Length; }); | |

II-Question 39

21 December 2014

01:53

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| In C#, which of the following can describe the data type of the values returned when iterating through a Dictionary<String, String> collection using a foreach loop? |
| |  |  | | --- | --- | | A. | KeyValuePair<String, String> | | B. | Dictionary<String> | | C. | String[] | | D. | DictionaryEntry | | E. | <String, String> | |

II-Question 40

01:55

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| Which of the following rules must be followed when preparing a C# assembly to be used by COM software? |
| |  |  | | --- | --- | | A. | The class must be declared abstract. | | B. | Classes must be declared static. | | C. | All class members must be public. | | D. | Class members to be visible must be declared internal. | | E. | Classes must have a default constructor. | |

II-Question 41

21 December 2014

02:01

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| Which of the following statements correctly describe a C# class that implements the interfaces below, where the members have the same name and signature?    interface ISquare  {      int X { get;}  }  interface IRectangle  {      int X();  } |
| |  |  | | --- | --- | | A. | To implement both interfaces, the class may provide explicit implementations for either property X or method X. | | B. | To implement both interfaces, the class may provide explicit implementations for both property X and method X. | | C. | The class will not use members of both of the interfaces as their implementation. | | D. | The class cannot implement interfaces containing members with same signature. | | E. | To implement both interfaces, the class *must* use an explicit implementation for property X. | |

II-Question 42

21 December 2014

02:01

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| Which of the following will be the output of executing the C# code below?    using System;  namespace IKM  {      class MyApplication      {          static void Main()          {              double doubleVal = 10 / 4; // int/int              int intVal = 10 / 4; // int/int              var resultVal = doubleVal + intVal;              Console.WriteLine(resultVal + " " + resultVal.GetType());          }      }  } |
| |  |  | | --- | --- | | A. | 4 System.Int32 | | B. | 4.5 System.Double | | C. | 4.5 System.Int32 | | D. | 4 System.Double | | E. | 4 System.Int16 | |

II-Question 43

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| Based on the C# code below, which of the following correctly describe what happens when optional parameters are added to the function foo below?    using System;    class IKM  {      public static void foo(int x = 0, int y = 1, string s = "abc")      {          Console.WriteLine(x + " " + y + " " + s);      }      static void Main()      {          foo();      }  } |
| |  |  | | --- | --- | | A. | foo(); becomes foo(0, 1, "abc") at runtime. | | B. | foo(); will generate an ArgumentException at runtime. | | C. | foo(); becomes foo(0, 0, "0") at compilation time. | | D. | foo(0, 1); does not compile. | | E. | foo(); becomes foo(0, 1, "abc") at compilation time. | |

II-Question 44

21 December 2014

02:13

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| Which of the following correctly describe the result of trying to compile and execute the C# program below?    using System;  using System.Collections.Generic;  public delegate void MyActionHandler(List<int> list);  class Program  {      public event MyActionHandler OnMyAction;      static void Main(string[] args)      {          try          {              Processor myProcessor = new Processor();          }          catch (Exception ex)          {              Console.WriteLine(ex.GetType().ToString());          }      }      public void Execute()      {          OnMyAction(new List<int>());      }  }  class Processor  {      public Processor()      {          Program program = new Program();          program.OnMyAction += new MyActionHandler(method1);          program.Execute();          program.OnMyAction += new MyActionHandler(method2);          program.OnMyAction += new MyActionHandler(method3);          program.OnMyAction(new List<int>());      }      public void method1(List<int> list) {Console.WriteLine("In method1");}      public void method2(List<int> list) {Console.WriteLine("In method2");}      public void method3(List<int> list) {Console.WriteLine("In method3");}  } |
| |  |  | | --- | --- | | A. | The complete program output is:       In method1       In method2       In method3 | | B. | The program outputs:       System.ArgumentException | | C. | The complete program output is:       In method1       In method3 | | D. | The program will not compile. | | E. | The complete program output is:       In method1 | |

Test Results-2

21 December 2014

02:39

Machine generated alternative text:
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