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> Understanding the C# Object Model - Week 4 (3/20-4/3) > <u>Unit 2 Quiz (Chapters 15 through 22)</u>

Course dashboard



Started on Monday, 10 April 2023, 4:32 PM

State Finished

Completed on Monday, 10 April 2023, 5:16 PM

Time taken 44 mins 1 sec

Grade 29.20 out of 50.00 (58.4%)

Correct

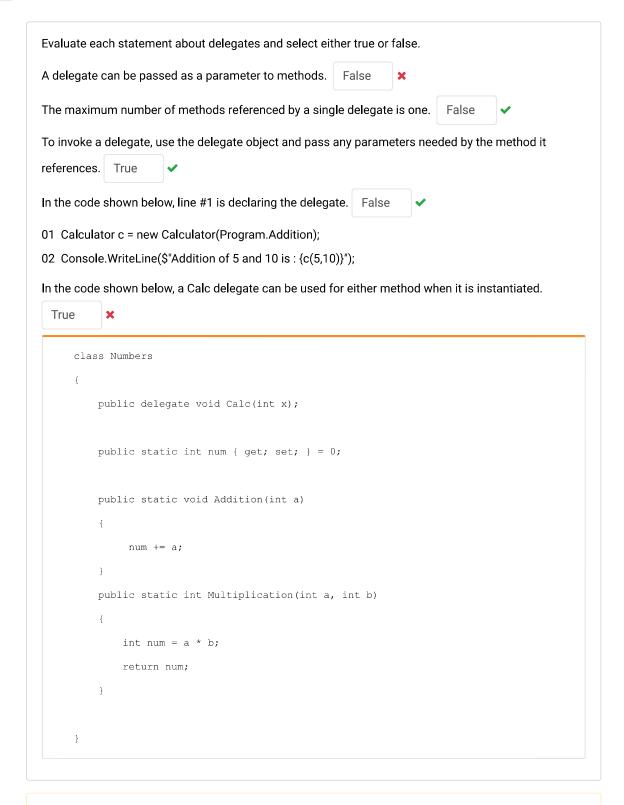
Mark 5.00 out of

5.00

Configure the query to join the two lists below on StudentID and display the Student's Name, Age, Major, and GPA.

```
// Student collection
       IList < Student > studentList = new List < Student >() {
               new Student() { StudentID = 1, StudentName = "Frank Furter", Age = 55,
Major="Hospitality"} ,
                new Student() { StudentID = 2, StudentName = "Gina Host", Age = 41,
Major="Hospitality"} ,
               new Student() { StudentID = 3, StudentName = "Cookie Crumb", Age =
41, Major="CIT" } ,
               new Student() { StudentID = 4, StudentName = "Ima Script", Age = 18,
Major="CIT" } ,
               new Student() { StudentID = 5, StudentName = "Cora Coder", Age = 35,
Major="CIT" } ,
               new Student() { StudentID = 6, StudentName = "Ura Goodchild" , Age =
20, Major="Marketing"} ,
               new Student() { StudentID = 7, StudentName = "Take Mewith" , Age = 19,
Major="Aerospace Engineering" }
           };
        // Student GPA Collection
       IList < StudentGPA > studentGPAList = new List < StudentGPA > () {
               new StudentGPA() { StudentID = 1, GPA=4.0},
               new StudentGPA() { StudentID = 2, GPA=3.5} ,
               new StudentGPA() { StudentID = 3, GPA=2.0 } ,
               new StudentGPA() { StudentID = 4, GPA=1.5 } ,
               new StudentGPA() { StudentID = 5, GPA=4.0 } ,
               new StudentGPA() { StudentID = 6, GPA=2.5},
               new StudentGPA() { StudentID = 7, GPA=1.0 }
           };
```

de sidebars



Your answer is partially correct.

You have correctly selected 3.



Evaluate each statement about properties and select either true or false.

Properties include accessor methods. True

Properties cannot be immutable False

Properties support encapsulation by hiding the private field. True

Auto-implemented properties generate get and set methods for you. True

Properties are not used in interfaces. False

Question **4**Partially correct

Mark 2.00 out of 4.00

Evaluate each statement about records and select either true or false. The record declaration below allows you to directly access and change any value using the set True accessor. public record Person(string FirstName, string LastName); You can print the record object to the console using the object name to see the properties and their values. True Using a record object, you can directly access and display any value using the get accessor. True Example: public record Person(string FirstName, string LastName); public static void Main() Person person = new("Scooby", "Doo"); Console.WriteLine(\$"First name={person.FirstName}"); Console.WriteLine(\$"Last name={person.LastName}"); } The record declaration below is non-positional. False public record Person() public string FirstName{ get; init; } public string LastName { get; init; } public string City { get; init; } public string State { get; init; } public string PostalCode { get; init; }

}

Hide sidebars

Your answer is partially correct.

You have correctly selected 2.

Question 5
Partially correct
Mark 2.00 out of
3.00

Select the code from the dropdown lists to create a generic method. $\label{eq:code_select}$

Your answer is partially correct.

You have correctly selected 2.

Partially correct

Mark 3.00 out of

5.00

Select the correct type of collection based on the description given. A collection of values that can be identified and retrieved by using keys rather Hash Set × than indexes. A first-in, last-out (FILO) data structure with methods to add an item onto the Stack top of the structure, remove an item from the top of the structure, and examine the item at the top of the structure without removing it. A double-ended ordered list, optimized to support insertion and removal at either end. This collection can be accessed FIFO or FILO, and it supports Linked List random access. A first-in, first-out data structure, with methods to add an item to one end of the structure, remove an item from the other end, and examine an item without Queue removing it. An unordered set of values that is optimized for fast retrieval of data. It List

provides set-oriented methods for comparing, combining, or intersecting data

Your answer is partially correct.

You have correctly selected 3.

sets.

Incorrect

Mark 0.00 out of

1.00

Given the class shown below, how would you instantiate a class object for an integer array with a size of 10?

```
public class MyGenericArray < T >
{
    private T[] array;

    public MyGenericArray(int size)
    {
        array = new T[size + 1];
    }
    public T getItem(int index)
    {
        return array[index];
    }
    public void setItem(int index, T value)
    {
        array[index] = value;
    }
}
```

- a. MyGenericArray < int > intArray = new MyGenericArray;
- Oc. MyGenericArray < int > intArray = new MyGenericArray < int >(10);
- int[] intArray = new int[10];

Incorrect

Mark 0.00 out of

1.00

Given the code shown below, which line declares the delegate?

```
namespace test2
  public delegate void Notify();
   public class myBusiness
       public event Notify Done;
       public void StartProcess()
           Console.WriteLine("A long day of meetings has begun.");
           OnProcessCompleted();
       protected virtual void OnProcessCompleted()
           Done?.Invoke();
   class Program
       public static void Main()
           myBusiness meeting = new myBusiness();
           meeting.Done += EndOfDay;
           meeting.StartProcess();
       public static void EndOfDay()
           Console.WriteLine("Done for the day!");
```

- a. public event Notify Done;
- b. protected virtual void OnProcessCompleted() { Done?.Invoke(); }
- c. meeting.Done += EndOfDay;
- d. public delegate void Notify();

ide sidebars

Incorrect

Mark 0.00 out of

1.00

Given the code shown below, which line registers the event?

```
namespace test2
  public delegate void Notify();
   public class myBusiness
       public event Notify Done;
       public void StartProcess()
           Console.WriteLine("A long day of meetings has begun.");
           OnProcessCompleted();
       protected virtual void OnProcessCompleted()
           Done?.Invoke();
   class Program
       public static void Main()
           myBusiness meeting = new myBusiness();
           meeting.Done += EndOfDay;
           meeting.StartProcess();
       public static void EndOfDay()
           Console.WriteLine("Done for the day!");
```

- a. public delegate void Notify();
- b. public event Notify Done;
- c. meeting.Done += EndOfDay;
- d. protected virtual void OnProcessCompleted() { Done?.Invoke(); }*

ide sidebars

Incorrect

Mark 0.00 out of

1.00

Given the studentList shown below, which query counts students who are over 18 years old?

```
IList < Student > studentList = new List < Student >() {
     new Student() { StudentID = 1, StudentName = "Frank Furter", Age = 55,
Major="Hospitality", Tuition=3500.00},
     new Student() { StudentID = 1, StudentName = "Gina Host", Age = 21,
Major="Hospitality", Tuition=4500.00 } ,
     new Student() { StudentID = 2, StudentName = "Cookie Crumb", Age = 21,
Major="CIT", Tuition=2500.00 } ,
     new Student() { StudentID = 3, StudentName = "Ima Script", Age = 48,
Major="CIT", Tuition=5500.00 } ,
     new Student() { StudentID = 3, StudentName = "Cora Coder", Age = 35,
Major="CIT", Tuition=1500.00 } ,
     new Student() { StudentID = 4, StudentName = "Ura Goodchild" , Age = 40,
Major="Marketing", Tuition=500.00},
     new Student() { StudentID = 5, StudentName = "Take Mewith", Age = 29,
Major="Aerospace Engineering", Tuition=5500.00 }
};
```

```
countAge = studentList.Count();
```

```
b.
countAge = studentList.Count(s=>s.Age>18);
```

```
c. countAge = studentList.Where(s=>s.Age>18).Count(s => s.Age);
```

```
countAge = from s in studentList
where s.Age>18
s.Count();
```

ide sidebars

Incorrect

Mark 0.00 out of

1.00

Select the statement that creates the indexer in the following example

```
class Gym
{
    private string[] members = new string[100];
    public string type {get;set;}
    public double price {get;set;}
    public string this[int i]
    {
        get
        {
            return names[i];
        }
        set
        {
            names[i] = value;
        }
    }
}
```

- a. class Gym
- public double price {get;set;}
- O C. private string[] members = new string[100];
- O d. public string type {get;set;}
- e. ×

do pidobo

```
public string this[int i]
{
    get
    {
       return names[i];
    }
    set
    {
       names[i] = value;
    }
}
```

Your answer is incorrect.

Question 12

Incorrect

Mark 0.00 out of

1.00

```
What type of builtin delegate should you use for the method below?
```

```
static int Sum(int x, int y)
{
    return x + y;
}
```

- a. Custom delegate
- c. Func
- d. Action

Partially correct

Mark 1.00 out of

2.00

Which 2 queries will retrieve C# Tutorials from the list below? Choose 2.

```
IList < string > stringList = new List < string > ()
{
   "C# Tutorials",
   "Advanced C# Tutorials",
   "LINQ Query Tutorials",
   "Learn C++",
   "MVC Tutorial",
   "MVC Tutorials",
   "Beginning RazorPages"
};
```

var result = from s in stringList
 where s.Contains("C# Tutorials")
 select s;

b. var result = stringList.Where(s => "C# Tutorials");

var result = from s in stringList
.Where(s => s.Contains("C# Tutorials"))
select s;

d.
var result = stringList.Where(s => s.Contains("C# Tutorials"));

Your answer is partially correct.

You have correctly selected 1.

Correct

Mark 1.00 out of

1.00

e sidebars

Which query groups the list below by Age?

```
IList studentList = new List() {
       new Student() { StudentID = 1, StudentName = "Frank Furter", Age = 55,
Major="Hospitality"} ,
       new Student() { StudentID = 1, StudentName = "Gina Host", Age = 41,
Major="Hospitality"} ,
       new Student() { StudentID = 2, StudentName = "Cookie Crumb", Age = 21,
Major="CIT" } ,
       new Student() { StudentID = 3, StudentName = "Ima Script", Age = 38,
Major="CIT" } ,
       new Student() { StudentID = 3, StudentName = "Cora Coder", Age = 35,
Major="CIT" } ,
       new Student() { StudentID = 4, StudentName = "Ura Goodchild" , Age = 20,
Major="Marketing"} ,
       new Student() { StudentID = 5, StudentName = "Take Mewith" , Age = 19,
Major="Aerospace Engineering" }
};
```

var groupedAge = from s in studentList orderby s.Age group s by s.ID;

var groupedAge = studentList.OrderBy(o=>o.Age).GroupBy(s => s.Age);

lide sidebars

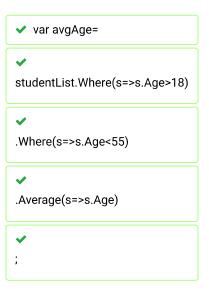
Correct

Mark 2.00 out of

2.00

Move the code to create a query that will retrieve the average age of students over 18 and below 55 for the list shown below:

```
IList < Student > studentList = new List < Student >() {
     new Student() { StudentID = 1, StudentName = "Frank Furter", Age = 17,
Major="Hospitality", Tuition=3500.00},
     new Student() { StudentID = 1, StudentName = "Gina Host", Age = 21,
Major="Hospitality", Tuition=4500.00 } ,
     new Student() { StudentID = 2, StudentName = "Cookie Crumb", Age = 21,
Major="CIT", Tuition=2500.00 } ,
     new Student() { StudentID = 3, StudentName = "Ima Script", Age = 18,
Major="CIT", Tuition=5500.00 } ,
      new Student() { StudentID = 3, StudentName = "Cora Coder", Age = 65,
Major="CIT", Tuition=1500.00 } ,
     new Student() { StudentID = 4, StudentName = "Ura Goodchild" , Age = 40,
Major="Marketing", Tuition=500.00},
     new Student() { StudentID = 5, StudentName = "Take Mewith" , Age = 29,
Major="Aerospace Engineering", Tuition=5500.00 }
};
```



Incorrect

Mark 0.00 out of

1.00

Given the code segment shown below, which line invokes the operator == method?

```
01
      Calculator first = new Calculator();
02
      Calculator second= new Calculator();
03
      first.number = r.Next(10, 20);
04
      second.number = r.Next(10, 20);
05
      Console.WriteLine($"Number1 = {first.number} and Number2= {second.number}");
     Console.WriteLine($"Is {first.number} = {second.number}? {first == second}");
06
07
     Console.WriteLine($"Is {first.number} != {second.number}? {first != second}");
      Console.WriteLine($"Is {first.number} > {second.number}? {first > second}");
08
     Console.WriteLine($"Is {first.number} < {second.number}? {first < second}");</pre>
09
```

- a. 09
- o b. 07
- oc. 06
- d. 05

 ✓
- e. 08

Incorrect

Mark 0.00 out of

2.00

1000 ch:

Which 2 operator methods must be overloaded together? Choose 2.

a. operator - *

b. operator -
c. operator <
d. operator >

e. operator + *

f. operator ++

Your answer is incorrect.

Question 18

Incorrect

Mark 0.00 out of

1.00

Which operator is overloaded in the code segment shown below?

Trip day1 = new Trip(new DateTime(2023,10,1),100,8.5f);

Trip day2 = new Trip(new DateTime(2023,10,2), 100, 7.5f);

Trip TotalTrip = new Trip();

TotalTrip += day1;

TotalTrip+= day2;

a. operator ++

b. operator +=

c. operator +

d. operator =

Question 19
Partially correct
Mark 4.00 out of 5.00

de sidehar

Evaluate each statement about operator overloading and select either true or false.	
Overloaded operator methods must be private and stat	ic. False ✓
Overloaded operator methods can be virtual.	×
Overloading a unary operator will require 2 parameters	False ✓
Overloading a binary operator will require 2 parameters	True 🗸
Overloading an operator within a class requires at least 1 class object as a parameter.	

Your answer is partially correct.

You have correctly selected 4.

Partially correct

Mark 1.20 out of

3.00

Arrange the pseudocode in the correct order for a delegate that handles an event.

×

Create a class object

×

Declare a delegate.

×

Declare an object of the delegate with the event keyword.

~

Use the class object and event delete to register the event handler.

~

Trigger the event

Your answer is partially correct.

Grading type: Absolute position

Grade details: 2 / 5 = 40%

Here are the scores for each item in this response:

1.0/1=0%

2.0/1=0%

3.0/1 = 0%

4. 1 / 1 = 100%

5. 1 / 1 = 100%

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.NET Operator Overloading ▶

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