**Q.1 A) Choose the correct alternatives from the options. 10**

1) By default Priority of thread is \_\_\_\_\_\_\_.

a) Normal b) Highest

c) Above normal d) Below normal

2) CLR is the .NET equivalent of \_\_\_\_\_\_.

a) Java Virtual Machine

b) Common Language Runtime

c) Common Language Specification

d) Common Type system

3) Inheritance is \_\_\_\_\_\_ in nature.

a) Associative b) Transitive

c) Commutative d) Iterative

4) C# does not support \_\_\_\_\_\_\_.

a) Abstraction b) Polymorphism

c) Multiple inheritance d) Inheritance

5) Two method with same name but different parametersis known as \_\_\_\_.

a) Overloading b) Multiplexing

c) Duplexing d) Loading

6) Every class directly or indirectly extends the \_\_\_\_\_\_\_ class.

a) System b) Object

c) Drawing d) Console

7) Abstract class contains \_\_\_\_\_\_\_\_.

a) Abstract method b) Non abstract method

c) Both a and b d) None of these

8) The default scope for the members of an interface is \_\_\_\_\_\_.

a) Private b) Public

c) Protected d) Internal

9) The Point at which an exception is thrown is called \_\_\_\_\_\_.

a) Default point b) Invoking point

c) Calling point d) Throw Point

10) The \_\_\_\_\_\_ are the graphical user interface (GUI) components

created for User interaction.

a) Web form b) Window Form

c) Application Form d) None of these

Page **2** of **2**

**SLR-FZ-150**

**B) Fill in the Blanks. 06**

1) \_\_\_\_\_\_ are intended to be common libraries that any other

application can use.

2) \_\_\_\_\_\_ parameter are used to pass result back to the calling method

and it does not create new storage location.

3) Virtual method defined in \_\_\_\_\_\_ class is inherited by it’s derived

class.

4) \_\_\_\_\_\_ statement is to ensure that the necessary cleanup of Object

in Exception handling.

5) An anonymous method is one way to create an \_\_\_\_\_\_ block of code.

6) The Binary Reader and Writer class allows you to read and write

\_\_\_\_\_\_ data Types to an underlying stream in a compact binary

format.

**Q.2 Answer the followings (Any Eight): 16**

**a)** Define Garbage Collection.

**b)** Define Read Only Field.

**c)** What is function overriding?

**d)** Define delegate.

**e)** What is the namespace?

**f)** What is Assembly?

**g)** Define Event.

**h)** Define CTS.

**i)** Define Enumeration.

**j)** Define Polymorphism.

**Q.3 A) Answer the followings (Any Two): 10**

1) What is abstract class and abstract method? Write a program for

Abstract class and abstract method.

2) Explain Thread Life Cycle.

3) Write a program for file which can write data into file and read data

from file.

**B)** Write short note on common Language Runtime. **06**

**Q.4 A) Answer the followings (Any Two): 08**

1) What is sealed class? Write a program for sealed class.

2) Write a program for multicast delegate.

3) What is property? Write a program for property.

**B)** Explain Exception Handling. Write a program for multiple catch block. **08**

**Q.5 Answer the following (Any Two). 16**

**a)** How to implement interface? Explain derived interface with program.

**b)** Explain List Box control. Design a form having 2 List Box control which

Perform following operation.

1) Add one element from List Box 1 to List Box 2.

2) Add all element from List Box 1 to List Box 2.

**c)** What is File Stream? Explain Stream Reader and Stream Writer with

example.