Ce se afiseaza in urma rularii codului ?

**class Program**

{

**static void** Schimb(**ref int** index,**int** x)

{

index = x;

}

**static void** Schimb2(**int** val,**int** x)

{

val = x;

}

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

{

**int** index;

**int** val = 10;

**int**[] a = **new int**[5] { 1, 2, 3, 4, 5 };

**try**

{

Schimb(**ref** index, 8);

a[index] = val;

}

**catch** (IndexOutOfRangeException e)

{

index = 1;

Schimb2(val, 20);

a[index] = val;

**Console**.WriteLine("Index out of bounds ");

}

**Console**.WriteLine("Remaining program );

**Console**.WriteLine("{0} {1} {2} {3} {4} " , a[0].ToString() , a[1].ToString(), a[2].ToString(), a[3].ToString(), a[4].ToString());

}

}

|  |  |  |  |
| --- | --- | --- | --- |
| a)Index out of bounds  Remaining program  1 10 3 4 5 | b) Index out of bounds  Remaining program  1 20 3 4 5 | c)Index out of bounds  Remaining program | d) Eroare |

Raspuns corect: d) Eroare

Explicatie: Inainte de a fi trimis prin referinta cu ref, parametrul index trebuie initializat.