

Your names.....

1. Name the main principles and concepts in Object-oriented paradigm. Briefly explain them with examples.
2. Explain method overloading and method overriding in C#.
3. Explain boxing and unboxing in C#
4. Explain the differences between a class and struct in C#
5. Explain delegates in C#
6. Write down at least 5 differences between an abstract class and an interface
7. What will be the output from the following code snippet?

```
class Program
{
    static void Main(string[] args)
    {
        Thread t1 = new Thread ( () => Console.WriteLine ("Thread 1") );
        t1.Start();
        Thread t2 = new Thread ( () => Console.WriteLine ("Thread 2") );
        t2.Start();
    }
}
```