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1 ... ...ogramming?
A... ...ted to answer that it comprises things like Encapsulation, Polymorphism, Abstraction, and
I... ...y explain the fundamental core of what OO is and what its benefits are.

F... ...st important aspect of what OO actually is. What is really important is to understand in what
...t are the foundations of OO programming.

T... ...hich OO has been built upon in C# are this pointer and Dynamic Dispatch.

C... ...on, Polymorphism, Abstraction, and Inheritance, but these are the consequence and not the
...#.

2...
A... ...ramework 2.0 and it allows us to split the business logic into multiple files with the same class
...

3...
A... ...am. Thread is used to define the different or unique flow of control. If our application involves
...er to use Multithreading., which involves multiple threads.

4...
A... ...f objects that are ready for use. Whenever there is a request for a new object, the pool manager
...cating an object from the pool.

5. How does it work?
Answer: We are going to use a Factory pattern for this purpose. We will have a factory method, which will take care of the creation of objects. Whenever there is a request for a new object, the factory method will look into the object pool (we use Queue object). If there is any object available within the allowed limit, it will return the object (value object), otherwise, a new object will be created and give you back.

6. What is the difference between early binding and late binding in C#?
Answer: Early binding and late binding are the concepts of polymorphism. There are two types of polymorphism in C#.

Compile Time Polymorphism: It is also known as early binding.
Run Time Polymorphism: It is also known as late binding or method overriding or dynamic polymorphism.

7. What is ArrayList?
Answer: ArrayList is a dynamic array. You can add and remove the elements from an ArrayList at runtime. In the ArrayList, elements are not automatically sorted.

8. What do you mean by the delegate in C#?
Answer: Delegates are type-safe pointers, unlike function pointers as in C++. Delegate is used to represent the reference of the methods of some return type and parameters.
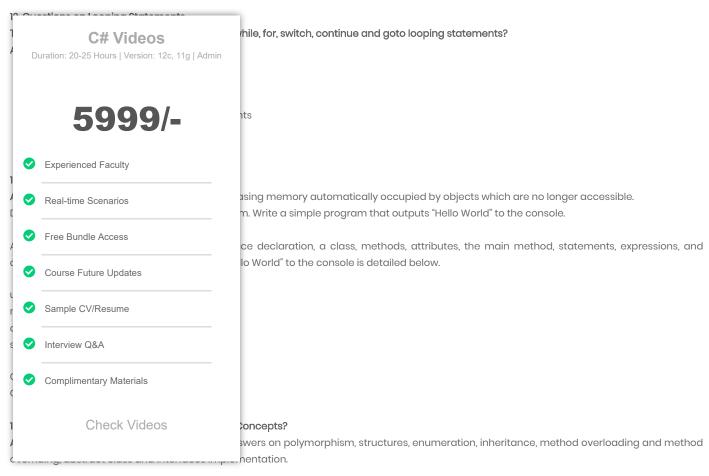
9. What is a constructor?
Answer: A constructor is a class member executed when an instance of the class is created. The constructor has the same name as the class, and it can be overloaded via different signatures. Constructors are used for initialization chores.

10. Why are strings in C# immutable?
Answer: Immutable means string values cannot be changed once they have been created. Any modification to a string value results in a completely new string instance, thus an inefficient use of memory and extraneous garbage collection. The mutable System.Text.StringBuilder class should be used when string values will change.

11. What is object pool in .Net?
Answer: An object pool is a container of ready to use objects. It reduces the overhead of creating a new object.

while, for, switch, continue and goto looping statements?

...using memory automatically occupied by objects which are no longer accessible.
...m. Write a simple program that outputs "Hello World" to the console.

...ce declaration, a class, methods, attributes, the main method, statements, expressions, and
...lo World" to the console is detailed below.

...wers on polymorphism, structures, enumeration, inheritance, method overloading and method
...mentation.

- Polymorphism
- Structures
- Enumerations
- Fundamentals of Inheritance
- Inheritance Implementation
- Method Overloading
- Method Overriding Constructor Overloading
- Abstract Class & Methods
- Interfaces Introduction
- Interfaces Implementation
- Introduction of Overloaded Operators
- Recursion

15. What is the difference between disposing of () and finalize() methods in C#?
Answer: The dispose of the () method is explicitly called by user to free unmanaged resources such as files, database connections, etc whereas finalizing () method is implicitly called by the garbage collector to free unmanaged resources like files, database connections, etc.

The dispose of () method belongs to the IDisposable interface whereas finalize() method belongs to the Object class.
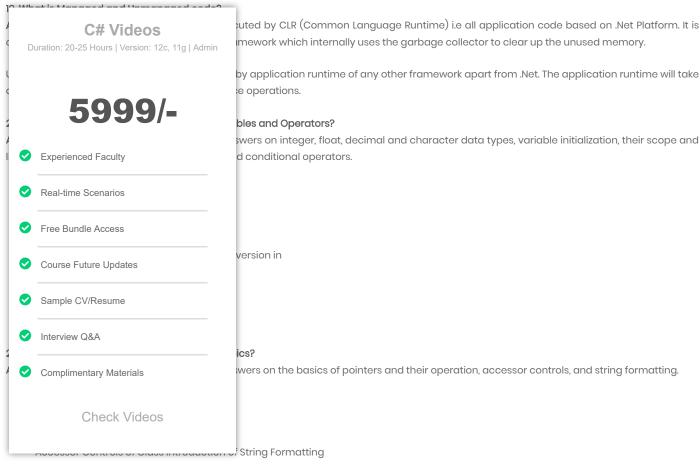
16. What is a delegate in C?
Answer: A delegate in C# is an object that holds the reference to a method. It is like a function pointer in C++.

17. What is the difference between dynamic type variables and object type variables in C#?
Answer: The difference between dynamic and object type variables has to do with when the type checking takes place during the application lifecycle. Dynamic type variables handle type checking at run time, while object type variables handle type checking during compile time.

18. Explain nullable types in C#?
Answer: Nullable types are data types that, in addition to their normal values, also contain a defined data type for null. Nullable types exist to help integrate C#, which generally works with value types, and databases, which often use null values. You can declare a nullable type in using the following syntax:

19. What is Managed and Unmanaged code?

A...   ...cuted by CLR (Common Language Runtime) i.e all application code based on .Net Platform. It is
...   ...mework which internally uses the garbage collector to clear up the unused memory.

U...   ...by application runtime of any other framework apart from .Net. The application runtime will take
...   ...e operations.

2...   ...bles and Operators?
A...   ...swers on integer, float, decimal and character data types, variable initialization, their scope and
l...   ...d conditional operators.

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...   ...version in

2...   ...ics?
A...   ...swers on the basics of pointers and their operation, accessor controls, and string formatting.

...Accessor Controls of Class Introduction of String Formatting

- String Formatting – 1
- String Formatting – 2
- If you like to learn C# thoroughly, you should attempt to work
- on the complete set of C# questions and answers mentioned above. It will immensely help anyone trying to crack a C#
- code or an interview.
- Here's the list of Best Reference Books in C# Programming Language.

22. Questions and Answers on Reflections, Multithreaded Programming, Collection Classes, and Mathematical Functions?
Answer: The section contains questions and answers on collection framework, mathematical classes, rounding functions, iterators, and multithreaded programming.

- Introduction of Reflections
- Collection Classes
- Maths Class
- Rounding Functions in C# Multi-threaded Programming – 1
- Multi-threaded Programming – 2
- Iterators

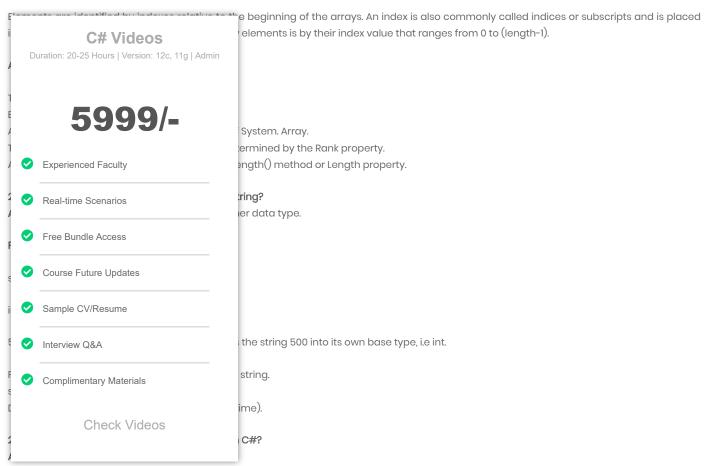23. what is the solution if you need to manipulate sets of items?
Answer: One solution would be to create a variable for each item in the set but again this leads to a different problem.

24. How many variables do you need?
Answer: So in this situation Arrays provide mechanisms that solve the problem posed by these questions. An array is a collection of related items, either value or reference type. In C# arrays are immutable such that the number of dimensions and size of the array are fixed.

Arrays Overview

An array contains zero or more items called elements. An array is an unordered sequence of elements. All the elements in an array are of the same type (unlike fields in a class that can be of different types). The elements of an array accessed using an integer index that always starts from zero. C# supports single-dimensional (vectors), multidimensional and jagged arrays.

Elements are identified by indexes relative to the beginning of the arrays. An index is also commonly called indices or subscripts and is placed
i... ... elements is by their index value that ranges from 0 to (length-1).

... System. Array.
... ermined by the Rank property.
... ength() method or Length property.

... ring?
... er data type.

... the string 500 into its own base type, i.e int.

... string.

... ime).

... C#?

- Below are the collection types in C# –
- ArrayList
- Stack
- Queue
- SortedList
- HashTable
- Bit Array

27. Explain Attributes in C#?

Answer: Attributes are used to convey the info for runtime about the behavior of elements like – "methods", "classes", "enums" etc.
Attributes can be used to add metadata like – comments, classes, compiler instruction, etc.

28. Name some properties of Thread Class?

Answer:

Few Properties of thread class are:

IsAlive – contains value True when a thread is Active.
Name – Can return the name of the thread. Also, can set a name for the thread.
Priority – returns the prioritized value of the task set by the operating system.
background – gets or sets a value which indicates whether a thread should be a background process or foreground.
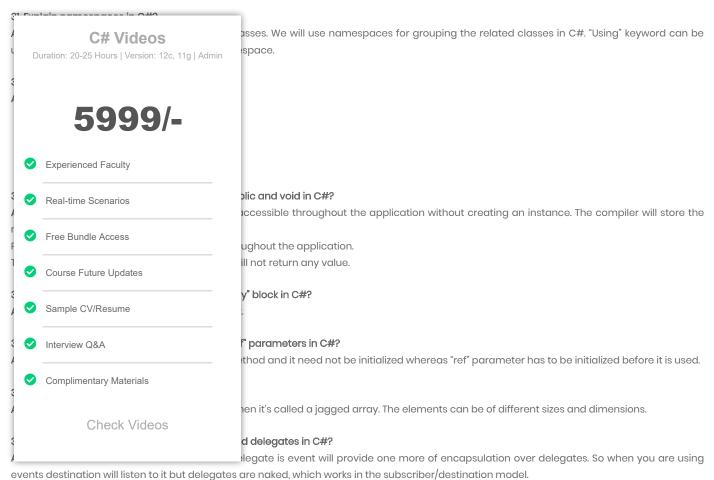ThreadState– describes the thread state.

29. List out the differences between Array and ArrayList in C#?

Answer: Array stores the values or elements of the same data type but ArrayList stores values of different data types.
Arrays will use the fixed length but ArrayList does not use fixed-length like an array.

30. Why use "using" in C#?

Answer: "Using" statement calls – "dispose of" method internally, whenever any exception occurred in any method call and in "Using" statem...
objects are read-only and cannot be reassignable or modifiable.

Explain namespaces in C#?
A...   ...asses. We will use namespaces for grouping the related classes in C#. "Using" keyword can be
u...   ...space.

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...blic and void in C#?
...accessible throughout the application without creating an instance. The compiler will store the
...ughout the application.
...ill not return any value.

...y" block in C#?

..." parameters in C#?
...ethod and it need not be initialized whereas "ref" parameter has to be initialized before it is used.

...en it's called a jagged array. The elements can be of different sizes and dimensions.

...d delegates in C#?
...elegate is event will provide one more of encapsulation over delegates. So when you are using
events destination will listen to it but delegates are naked, which works in the subscriber/destination model.

38. What is a Generic Class?
Answer: Generics or Generic class is used to create classes or objects which do not have any specific data type. The data type can be assigned
during runtime, i.e when it is used in the program.

For Example:

Generic Class

So, from the above code, we see 2 compare methods initially, to compare string and int.

In case of other data type parameter comparisons, instead of creating many overloaded methods, we can create a generic class and pass a
substitute data type, i.e T. So, T acts as a datatype until it is used specifically in the Main() method.

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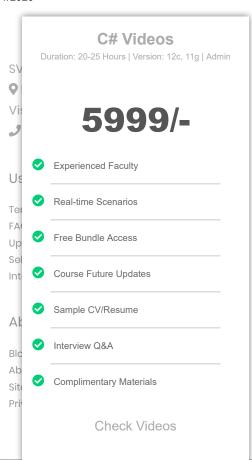READ MORE »

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