
DAY 4 (QUESTION)

1. What is the default value assigned to array elements in C#?

- Default Value Of int >> 0
- Default Value Of String >> Null (searched for this point)
- Default Value Of bool >> false (searched for this point)

2. Question: What is the difference between Array.Clone() and Array.Copy()?

- Array.Clone() >> use when want to copy all elements in an array.
Syntax >> `int[] arr2 = (int[])arr1.Clone();`
- Array.Copy() >> Use when wants to copy part in elements in an array. >> More Control.
Syntax >> `Array.Copy(arr1 , arr2 , length);`

3. Question: What is the difference between GetLength() and Length for multi dimensional arrays?

- Length >> Total number of elements in the array >> (row * col)
- GetLength >> Number of elements in the each dimension
>> GetLength(0) = Num of rows , GetLength(1) = Num of Columns.

4. Question: What is the difference between Array.Copy() and Array.ConstrainedCopy()?

- Array.Copy() >> partially copied data remains if an exception occurs.
- Array.ConstrainedCopy() >> destination array remains unchanged if an exception occurs.

5. Question: Why is foreach preferred for read-only operations on arrays?

- Can't directly access the **index** of the elements.
- Can't create **conditions** in foreach body

6. Question: Why is input validation important when working with user inputs?

- Preventing Exception Errors.

7. Question: How can you format the output of a 2D array for better readability?

- add row and column headers.
- Space Between Columns.
- Line Breaks

8. Question: When should you prefer a switch statement over if-else?

- Multiple Conditions Based on a Single Variable.

9. Question: What is the time complexity of Array.Sort()?

- depends on the sorting algorithm used and the nature of the input
- Average Case: $O(n \log n)$
- Worst Case: $O(n^2)$ (for QuickSort in the worst case)
- Best Case: $O(n \log n)$ (for QuickSort with optimal pivots)

10. Question: Which loop (for or foreach) is more efficient for calculating the sum of an array, and why?

- For is more efficient