Questions to .NET and Programming in C#

Part 2: 101->235

101.	interface intA: one, two,three{ } Which of the following statements are true for the above code?				[0.5]
	a)	one ,two ,three must be classes.	c)	one, two, three can be classes or interfaces.	
	b)	Above code will generate an error as multiple values after the : is not allowed in C#.	**d)**	**one, two, three must be interfaces.**	
102.	If Parent is a base class and Child is its derived class then which of the following statements is not valid?				[1.0]
	a)	Parent p1=new Child();	c)	Parent p1=new Parent();	
	b)	Child c1=new Child();	**d)**	**Child c1=new Parent();**	
103.	Any class that contain one or more abstract methods must be declared as ____				[1.0]
	a)	Interface	c)	Static	
	b)	**Abstract**	d)	Private	
104.	**Which of the following are correct statements for <u>implementing</u> an abstract class.**				[1.0]
	a)	public abstract void class ClassA	c)	abstract public ClassA	
	b)	**public abstract class ClassA**			
105.	Which of the following methods can be called as an “operation”? //'ClassA.methodA()' : virtual or abstract members cannot be private				[1.0]
	a)	public void methodA(){}	c)	void methodA();	
	b)	public void methodA{}	**d)**	**public void methodA();**	
106.	Abstract methods holds only:				[1.0]
	a)	**return type**	**c)**	**name of method**	
	b)	return statements	**d)**	**Parameters**	
107.	A __ can be thought as a mould of a class.				[1.0]
	a)	**abstract class**	c)	Interface	
	b)	Delegates	d)	static class	
108.	Which of the following is a valid statement to implement class B in the class A.				[1.0]
	a)	class A implements B	**c)**	**class A:B**	
	b)	class A implements class B	d)	class B:A	
109.	Properties provide the opportunity to protect a field in a class by reading and writing to it using accessors.				[1.0]
	a)	**True**	b)	False	

110.	1. using System;
	2. public class Parent{
	3. public virtual void Count(){
	4. Console.WriteLine("100");
	5. }
	6. };
	7. public class Child:Parent
	8. {
	9. public override void Count(){
	10. Console.WriteLine("1000");
	11. }
	12. public static void Main(){
	13. Parent p=new Child();
	14. p.Count();
	15. } }
	
	What will be the output of the above program?
					[1.5]

114.	What error does the following code generates when compiled?
	1. abstract class Class
	2. {
	3. public void getNumber();
	4. }
	5. class ClassA:Class
	6. {
	}
					[1.5]

	a)	The name of base class used is invalid	c)	The class ClassA must declare as abstract as the class does not implements all the methods of abstract base class.	
	b)	**'Class.getNumber()' must declare a body because it is not marked abstract.**			

115.	abstract class Class
	{
	private abstract void getNumber();
	}
	class ClassA:Class
	{ }
	What error does the following code generates when compiled?
					[1.5]

	a)	The name of base class used is invalid.	c)	The class ClassA must declare as abstract as the class does not implements all the methods of abstract base class.	
	b)	'Class.getNumber()' must declare a body because it is marked abstract.	**d)**	**The abstract member cannot be private.**	
116.	Which of the following statements are true?				[1.5]
	a)	**A class inherits all interface implementations provided by its base classes.**	c)	When an interface method is mapped onto a virtual method in a class, it is possible for derived classes to override the virtual method	
	b)	**Without explicitly** re-implementing, a **derived class can alter the interface mappings it inherits from its base**	d)	An explicit interface member implementations can be abstract.	

		classes			

117.	using System;
	public class Parent {
	public virtual void Display(){
	Console.WriteLine("100"); }
	}
	public class Child1:Parent {
	public override void Display(){
	Console.WriteLine("1000");
	}}
	public class Child2:Parent {
	public override void Display(){
	Console.WriteLine("1000");
	}
	public static void Main() {
	Child1 c1=new Child1();
	Child2 c2=new Child2();
	Parent p=c2;
	c1.Display();
	p.Display();
	}}
	
	What will be the output of above code when compile/run?
					[2.0]

	a)	The code will generate an error, as the object p is not properly instantiated.	**c)**	**The output of the code will be:** **1000** **1000**	
	b)	The code will generate an error, as the object c2 is not properly instantiated	d)	The output of the code will be: 1000 100	

118.	//chương trình dư dấu ngoặc -→ kiểm tra bằng mắt: bó tay
	using System;
	public class Parent {
	public virtual void Display(){
	Console.WriteLine("100"); }
	}
	public class Child1:Parent {
	public override void Display(){
	Console.WriteLine("1000");
	}
	public void Display(int i){
	Console.WriteLine("{0}",i);
	}}
	public static void Main() {
	Parent p =new Child1();
					[2.0]

	p.Display();
	p.Display(90);
	}}
	What will be the output of above code when compile/run?				

	a)	The code will generate an error, as the object p is not properly instantiated.	**c)**	**The code will generate a compilation error, as parent class does not have a display method with one argument.**	
	b)	The output of the code will be: 1000 1000	d)	The output of the code will be: 1000 90	
119.	Which of the following statements are true with respect to a virtual method				[2.0]
	a)	In a virtual method invocation, the compile-time type of the instance for which the invocation takes place determines the actual method implementation to invoke.	**c)**	**Because methods are allowed to hide inherited methods, it is possible for a class to contain only one virtual method with the same signature.**	
	b)	**For every virtual method inherited by or declared in a class, there exists a most derived mplementation of the method with respect to that class.**			

120.	What will be the output of the code below?
	
	class Room{
	public bool isEmpty(){
	return (true);
	}
	}
	class StaffRoom: Room{
	public **new** bool isEmpty(){
	return false;
	}
	public static void Main() {
	Room R1 = new StaffRoom();
	System.Console.WriteLine(R1.isEmpty());
					[2.0]

	}				
	}				
	a)	**True**	c)	False	
	b)	The code will not compile and generate an error at line 6.	d)	The code will not compile and generate an error at line 9.	

121.	abstract class Class{
	public abstract void getNumber();
	public abstract void getHeight();
	public bool isEmpty(){return (true);}
	}
	abstract class ClassA:Class{
	public abstract void getWidth();
	}
	class ClassB:ClassA
	{ }
	What changes should be done in the above code so that the code does not generate any error at compile time?
					[2.0]

	a)	Remove the abstract modifier for the Class.getNumber(), Class.getHeight() methods	c)	Add the abstract modifier for the function Class.isEmpty()	
	b)	Remove the abstract modifier for the class ClassA	**d)**	**Implement the methods getNumber(),getHeight(), getWidth() in the class ClassB.**	
	c)	Add the abstract modifier for the class ClassB			
122.	Which of the following statements are true with respect to abstract functions?				[2.0]
	a)	**Abstract event declarations are only permitted in abstract classes.**	c)	An overriding event declaration can include a new modifier.	
	b)	**An overriding event declaration must specify the exact same accessibility modifiers, type, and name as the inherited event**	d)	An abstract event declaration specifies that the accessors of the event are virtual, but does not provide an actual implementation of the accessors.	
	c)	An overriding event declaration should not include the sealed			

		modifier.			

123.		class Room{
		int number=0;
		public bool isEmpty(){
		return (number>0);
		}
		}
		class StaffRoom: Room{
		int number=10;
		public new bool isEmpty(){
		return (number>0);
		}
		public static void Main() {
		Room R1=new StaffRoom();
		System.Console.WriteLine(R1.isEmpty());
		StaffRoom R2=new StaffRoom();
		System.Console.WriteLine(R2.isEmpty());
		}
		}
		The output of above code will be:
					[2.5]

	a)	0,10	**d)**	**False, True**	
	b)	10,0	e)	The code will generate an error.	
	c)	True, False			
124.	Which of the following statements are correct?				[2.5]
	a)	Like a non-abstract class, an abstract class must provide implementations of all members of the interfaces that are listed in the base class list.	**c)**	**An explicit interface member implementations can be abstract.**	
	b)	An abstract class is not permitted to map interface onto abstract methods	**d)**	**An explicit interface member implementations are permitted to call abstract methods.**	

125.		interface IMethods
		{
		void F();
		void G();
		}
		abstract class C: IMethods
		{
		void IMethods.F() { FF(); }
					[2.5]

	void IMethods.G() { GG(); }
	protected abstract void FF();
	protected abstract void GG();
	}
	Consider the above code.
	The non-abstract that derive from C will have to implement:				

	a)	F()	**c)**	**GG()**	
	b)	**FF()**	d)	G()	
126.	Using directives are provided to facilitate the use of namespaces.				[0.5]
	a)	**True**	b)	False	
127.	Namespaces are defined using _____ statements.				[0.5]
	a)	**Using**	c)	System	
	b)	Class	d)	Namespace	
128.	Which of the following statements correctly declares a namespace?				[0.5]
	a)	Namespace{ ----- ----}	c)	**namespace Namespacename{ ----- ----}**	
	b)	Namespacename{ ----- ----}	d)	public namespace Namespacename{ ----- ----}	
129.	The “using” alias directives can be used to pull out and bring into scope one component from a namespace.				[0.5]
	a)	**True**	b)	False	
130.	The _____ namespace provides the classes and methods for manipulating arrays.				[0.5]
	a)	System.IO	**c)**	**System.Array**	
	b)	System.Arr	d)	Array	
131.	For multiple levels of organizations ___ can be used.				[1.0]
	a)	Classes	c)	a namespace	
	b)	System namespace	**d)**	**a nested namespaces**	
132.	The _____namespace contains all code required to interact with the including the console output.				[1.0]
	a)	IO	c)	Class	
	b)	**System**	d)	Namespace	
133.	When a class is used inside its namespace, the _____ of that class is used.				[1.0]
	a)	Qualified name	**c)**	**Unqualified name**	
	b)	Namespace name			
134.	_____ keyword is used to import the classes of the namespace				[1.0]
	a)	**using**	c)	namespace	
	b)	class	d)	import	
135.	The Syntax of a predefined Sort method is:				[1.0]
	a)	Arraytosort.Sort()	**c)**	**System.Array.Sort(Arraytosort)**	
	b)	Arraytosort.Array.Sort()	d)	System.Array.Sort()	

136.	Classes in the Base Class Library are categorized into _____ based on their functionality.				[1.0]
	a)	Assemblies	c)	Application	
	b)	Directives	**d)**	**Namespaces**	

137.	The syntax for declaring array is:				[1.0]
	a)	arrayname DataType[];	c)	DataType arrayname[];	
	b)	arrayname[] DataType;	**d)**	**DataType[] arrayname;**	

138.	namespace space1{
	}
	namespace space2{
	}
	What does the above code implement:
					[1.5]

	a)	Nested namespaces	c)	Hierarchical namespaces	
	b)	Multi level namespaces			
139.	Within the namespace we can declare following: -				[1.5]
	a)	Class	d)	Interface	
	b)	Another namespace	**e)**	**All the options mentioned**	
	c)	delegates			

140.	namespace Space1{
	namespace Space2{
	class MyClass{ }
	}}
	The fully qualified name of class MyClass is :
					[1.5]

	a)	Space1.MyClass()	**c)**	**Space1.Space2.MyClass()**	
	b)	Space2.MyClass()	d)	Space2.Space1.MyClass()	

141.	namespace College.Library{
	namespace Shelf{
	class Book{ }
	}
	}
	
	The fully qualified name of class Book is:
					[1.5]

	a)	Shelf.Book()	**c)**	**College.Library.Shelf.Book()**	
	b)	College.Library.Book()	d)	Library.Shelf.Book()	

142.	class Test{
	static void Main() {
	int[] Array1= {3,2,1};
	int i=Array.IndexOf(Array1,3);
	Console.WriteLine(i);
					[1.5]

	} } What will be the output of above code				
	a)	3	c)	1	
	b)	2	**d)**	**0**	
143.	class Question{ static void Main() { int[] List= {30,20,10}; Array.IndexOf(List,30); } } What will be the output of above code				[1.5]
	a)	3	c)	The code will generate a compile time error.	
	b)	2	d)	1	
144.	The _____ namespace contains classes useful for synchronization.				[1.5]
	a)	System	**c)**	**System.Thread**	
	b)	System.Threading	d)	System.Synchronize	
145.	When the array is initialized at the same time they are created, the c# compiler determines the size of array using _____				[1.5]
	a)	the default array size for each data type.	**c)**	**the number of items in the initialization list.**	
	b)	the compilers presetting for each data type array.	**d)**	**The number present in the square bracket next to the data type at the right hand side.**	
146.	By default the compiler opens _____assembly.				[2.0]
	a)	mscorlib.dll	**c)**	**system.dll**	
	b)	Cdefault.dll	d)	namespace.dll	
147.	Which of the following statements are true?				[2.0]
	a)	**An array is a data structure that contains a number of variables, which are accessed through computed indices.**	d)	The element type of an array can be any type, but not an array type	
	b)	**The dimension lengths are not part of the type of the array, but rather are established when an instance of the array type is created at run-time.**	**e)**	**At run-time, a value of an array type is null or a reference to an instance of that array type.**	
	c)	The elements of the array are all of the different types.			
148.	Which of the following statements are true with respect to an Array type.				[2.0]
	a)	System. Array is itself an array-type	**d)**	**An implicit reference**	

				conversion exists from any array type to System.Array	
	b)	**The System.Array type is the abstract base type of all array types**	**e)**	**The members of an array are the members inherited from class System.Array.**	
	c)	An implicit reference conversion exists from System.Array to any array type			

149.	using System;
	class Test{
	static void Main()
	{
	int[] Array1= {3,2,1};
	Display1(Array1);
	Array.Sort(Array1);
	Display1(Array1);
	}
	static void Display1(Array pArray)
	{
	foreach(int t in pArray){
	Console.Write(t);
	} }
	}
	
	What will be the output of above code?
					[2.0]

	a)	The code will generate an error at compile time since the Sort() function of Array returns an integer number.	c)	The output of code will be 3 2 1 1 2 3	
	b)	**The output of the code will be: 321123**	d)	The code will generate a runtime error.	

150.	What output does the code below generate when compiled/run?
	1. class Employee{
	2. public int EmployeeId;
	3. public static Employee getEmpId(int EmpId){
	4. Employee emp=new Employee();
	5. emp.EmployeeId=EmpId;
	6. return(emp);
	7. }
					[2.0]

	8. }
	9. class Test{
	10. public static void Main(){
	11. Employee[] emps=new Employee[2];
	12. emps[0]=Employee.getEmpId(1);
	13. emps[1]=Employee.getEmpId(2);
	14. foreach(Employee e in emps)
	15. System.Console.WriteLine(e.EmployeeId);
	16. }
	}				

	a)	The code will generate a null exception, as the employees are not initialized.	c)	The code will generate a compile time error at line 12 and line 13.	
	b)	**The code will compile successfully and outputs will be:** **1** **2**	d)	The code will compile successfully and output will be:0 1	

151.	What will be the output of the code below when compiled/run?
	1. class Test {
	2. public static void Print(object[] arr){
	3. foreach(object p in arr)
	4. System.Console.WriteLine(p);
	5. }
	6. public static void Main(){
	7. string s="Programming in c#";
	8. char[] separator={' '};
	9. string[] words=s.Split(separator);
	10. Print(words);
	11. }
	}
					[2.5]

	a)	The code will generate an error at line 10 as conversion not allowed for one array type to another array type.	c)	**The code will compile successfully and output will be** **Programming** **In** **c#**	
	b)	The code will generate an error at compile time at line 9 as the function Split used is not supported string data type.			

152.	1. class Test{
	2. public static void Main(){
	3. int i=0;
	4. char c='s';
	5. object[] objArray=new object[3];
					[2.5]

	6. objArray[0]=new object();
	7. objArray[0]=i;
	8. objArray[0]=c;//new char();
	9. }
	10.}
	The above code is compiled and run. The possible error is:				

	a)	The code will generate a compile time error at lines 7 and 8 as the array can have only one type of data.	**c)**	**The code will compile successfully.**	
	b)	The code will generate a compile time error at lines 7 and 8 as the implicit conversion of int and char to a object type is not possible.			
153.	Which of the following statements are true? //MSDN lock statement				[2.5]
	a)	An implicit boxing conversion can be performed for the expression of a lock statement.	**c)**	**The expression of a lock statement must denote a value of a reference-type.**	
	b)	It is an error for the lock expression to denote a value of a value-type	d)	**The lock keyword marks a statement block as a critical section.**	

154.	using System;
	class Test{
	public static void Main()
	{
	int value =Int32.Parse("99953");
	double dval=Double.Parse("1.3433E+35");
	Console.WriteLine(value);
	Console.WriteLine(dval);
	}
	};
	What will be the output of above code when compiled/run?
					[2.5]

	a)	**The code will generate a compile time error.**	c)	The output of above code will be 99953 1.3433E35	
	b)	The code will generate a compile time error.	d)	The output of above code will be 99953 1.3433E+35	
155.	_____ is a unit of class deployment.				[0.5]
	a)	**An Assembly**	c)	An Executable file	
	b)	A Manifest			
156.	The extension of an assembly is _____				[0.5]

	a)	.exe	c)	.cs	
	b)	**.dll**	d)	.ddl	
157.	An assembly cannot be used in more than one application at a time.				[0.5]
	a)	True	**b)**	**False**	
158.	A key pair is created using the _____utility.				[0.5]
	a)	key.exe	c)	snk.exe	
	b)	**sn.exe**	d)	key.snk	
159.	Private assemblies have no versioning policy.				[0.5]
	a)	True	**b)**	**False**	
160.	The _____ package forms the basic unit of versioning.				[1.0]
	a)	**An Assembly**	c)	An Executable file	
	b)	A Manifest			

161.	The syntax to create an assembly file is:				[1.0]
	a)	csc/out:<assembly name>/target <filename1 filename2..>	**c)**	**csc /out:<assembly name>/target:library <filename1 filename2..>**	
	b)	csc /out:<assembly name>/library <filename1 filename2..>	d)	csc /out: /target: <assembly name> library <filename1 filename2..>	
162.	Identify the correct syntax for creating an executable file.				[1.0]
	a)	csc /out:< executable name >/library:exe <filename1 filename2..>	c)	csc /out:<executable name>/target <filename1 filename2..>	
	b)	**csc /out:< executable name >/target:exe<filename1 filename2..>**	d)	csc /out:< executable name >/target:library<filename1 filename2..>	
163.	For versioning the private assemblies, the CLR simply loads the newest assemblies found in the application directory.				[1.0]
	a)	**True**	b	False	
164.	Identify the correct syntax for creating an executable file referencing an assembly.				[1.0]
	a)	csc /out:< executable name >/r:<assembly name1; assemblyname2…;>/library:exe <filename1 filename2..>	c)	csc /out:<executable name>/target /r:<assembly name1;assemblyname2…;><filename1 filename2..>	
	b)	csc /out:< executable name >/target:exe /r:<assembly name1,assemblyname2…,> <filename1 filename2..>	**d)**	**csc /out:< executable name > /target:exe /r:<assembly name1;assemblyna**	

				me2…;> <filename1 filename2..>	
165.	Version number of an assembly are stored in the following format:				[1.0]
	a)	< Minor version >.<Major version>.<Build Number>.<Revision>	c)	<Major version>.< Minor version >.<Build Number>.<Revision>	
	b)	**<Major version>.< Minor version >.<Revision>.<Build Number>**	d)	< Minor version >.<Major version>.<Revision>. <Build Number>	
166.	The information about a class can be found out using _____				[1.0]
	a)	Assemblies	**c)**	**Reflection**	
	b)	Manifest	d)	Delegates	
167.	Which of the following must be true for the object thrown by a throw statement				[1.0]
	a)	**It must be assignable to the Exception type.**	c)	It must be assignable to the Error type.	
	b)	It must be assignable to the Error type.	d)	It must be assignable to the Throwable type.	
168.	A catch clause may catch exception of which type?				[1.0]
	a)	The Throwable Type	**c)**	**The Exception Type.**	
	b)	The Error Type.			
169.	The manifest contains data that ___				[1.5]
	a)	contains set of types that form a logical unit .	**c)**	**describes how the elements in assembly are related to each other.**	
	b)	describes the resources to form a logical unit of functionality.	**d)**	**describes the other assemblies on which the elements of the assembly are dependent.**	
170.	Which of the following commands can be used to create assembly named “myAssembly” from the files “file1.cs and file2.cs”?				[1.5]
	a)	csc /out:myAssembly /target:library file1.cs file2.cs	c)	csc /out:myAssembly.dll /target:library file1.cs /target:library file2.cs	
	b)	**csc /out:myAssembly.dll /target:library file1.cs file2.cs**	d)	csc /out:myAssembly.dll /target:library file1.cs	

				/out:myAssembly.dll /target:library file2.cs	
171.	The global assemblies are saved in the _____				[1.5]
	a)	**in the <drive>:\WINNT\Assembly folder.**	c)	sub folder within the folder containing the calling application.	
	b)	parent folder of the calling application.	d)	same folder as the calling application.	
172.	1. Place the assembly in the global assembly cache. 2. Sign the assembly with the key pair. 3. Create a key pair. Which of the following is a correct sequence to convert a Private assembly to a Shared assembly.				[1.5]
	a)	1,2,3	**c)**	**3,2,1**	
	b)	3,1,2	d)	1,3,2	
173.	If there is a change in the major number or minor number of the version number it indicates that _____				[1.5]
	a)	**the assembly is incompatible with previous versions of that assembly.**	c)	assembly maybe compatible with previous versions of that assembly.	
	b)	a very minor change has been made to the assembly.			

174.	namespace Space1 {
	using System;
	public class A{
	public static void Main() {
	A objA=new A();
	Type t1 = objA.GetType();
	Console.WriteLine("The type of objA is : {0} ", t1);
	}
	}
	}
	
	What will be the output of above code when compiled/run?
					[1.5]

	a)	The code will generate a compile time error as class reference is required for the GetType() method.	c)	The output of code will be: The type of objA is : class.A	
	b)	**The output of code will be:** **The type of objA is : Space1.A**	d)	The output of code will be: The type of objA is : System.Space1.A	
175.	Which of the following are true about the finally clause of try-catch-finally statements?				[1.5]
	a)	It is only executed after a catch	**c)**	**It is always**	

		clause has executed.		**executed unless its thread terminates**	
	b)	It is only executed if a catch clause has not executed.	d)	It is only executed if an exception is thrown.	

176.	try {
	tryThis();
	return;
	} catch (DivideByZeroException x1) {
	System.Console.WriteLine("exception 1");
	return;
	} catch (Exception x2) {
	System.Console.WriteLine ("exception 2");
	return;
	} finally {
	System.Console.WriteLine ("finally");
	}
	What will appear in the standard output if tryThis() throws a 000000000FormatException?
	Select the one right answer.
					[1.5]

	a)	exception 1 finally	**c)**	**exception 2** **finally**	
	b)	exception 1	d)	Nothing	

177.	// Expected catch or finally
	class A
	{
	public static void Main(){
	try{
	System.Console.WriteLine("hello");
	}
	}
	}
	Select the correct statement with respect to above code.
					[1.5]

	a)	The code that does not throw any exception cannot be in a try block.	c)	The method Main() must always throw something if the try block is used without a catch block	
	b)	**We cannot have a try block without a catch or/and finally block.**			
178.	When we want to associate a key with values which of the following classes are preferred?				[1.5]
	a)	Dictionary //DictionaryBase Class	**c)**	**Hashtable**	
	b)	Collection	d)	IEnumerable	
179.	The programmer has an assembly named pri.dll which other programmer				[2.0]

<table>
<tr><td></td><td colspan="4">also wants used the same assembly.
Which of the following are the correct statements when executed will satisfy the above needs.</td><td></td></tr>
<tr><td></td><td>a)</td><td>sn key1.snk
csc /out:pri.dll /target:library file2.cs /a .keyfile:key.snk
gautil –l pri.dll</td><td>c)</td><td>sn –k key1.snk
csc /out:pri.dll /target:library file2.cs /a .keyfile:key.snk
gautil –l pri.dll</td><td></td></tr>
<tr><td></td><td>b)</td><td>sn –k key1.snk
csc /out:pri.dll /target:library file2.cs /a .keyfile:key.snk
gautil pri.dll</td><td></td><td></td><td></td></tr>
<tr><td>180.</td><td colspan="4">Which of the following statements are true?</td><td>[2.0]</td></tr>
<tr><td></td><td>a)</td><td>Assemblies can be shared by installing it in the global Assembly Cache.</td><td>c)</td><td>Private assemblies are stored in the same folder as that of an application.</td><td></td></tr>
<tr><td></td><td>b)</td><td>Private assemblies should not be installed in subfolders below the executables folder.</td><td>d)</td><td>Private assemblies have predefined versioning policy.</td><td></td></tr>
<tr><td>181.</td><td colspan="4">Which of the following statements are true with respect to try-catch block?</td><td>[2.0]</td></tr>
<tr><td></td><td>a)</td><td>try statement determines which catch should be used to handle an exception.</td><td>c)</td><td>The last catch that is capable of handling the exception is executed.</td><td></td></tr>
<tr><td></td><td>b)</td><td>catch statement are examined in order in which they appear .</td><td></td><td></td><td></td></tr>
<tr><td>182.</td><td colspan="4">using System;
class Question{
public static void Main(){
for (int i=0;i<10;++i) {
try{
if(i%3==0) throw new Exception("E0");
try{
if(i%3==1) throw new Exception("E1");
Console.WriteLine(i);
}
catch (Exception inner)
{
i+=3;
}finally {++i;}

}//try1</td><td>[2.0]</td></tr>
</table>

	catch (Exception outer)
	{
	i+=3;
	}finally {++i;}
	}
	}
	}
	Which of the following lines does the above program display?				

	a)	4	c)	6	
	b)	**5**	**d)**	**8**	
183.	Which of the following statements are true about the Reflection API?				[2.0]
	a)	**It can be used to effectively find all the types in an assembly and/or dynamically invoke methods in an assembly.**	**c)**	**It can at times even be used to emit Intermediate Language code on the fly so that the generated code can be executed directly.**	
	b)	IT cannot be used to manipulate other objects on the .NET platform.	d)	The Reflection API uses the System.Reflection namespace, with the Reflection class to identify the type of the Class being reflected,	
184.	Which of the following statements best illustrates the use of the Reflection API.				[2.0]
	a)	**Obtains Class and Type Information from an Assembly**	**c)**	**Obtains Member Information from a Class**	
	b)	Translates a stream of input characters into a stream of input elements	**d)**	**Dynamically Invokes Methods from Classes in an Assembly**	
185.	Which of the following properties does the Type class have?				[2.0]
	a)	**IsCLass**	**c)**	**IsPublic**	
	b)	IsMethod	**d)**	**IsCOMObject**	

186.	class Question
	{
	public static void Main(){
	Function1();
	}
	
	static void Function1(){
					[2.0]

	try{
	System.Console.WriteLine("In Try");
	return;
	}
	finally{
	System.Console.WriteLine("In Finally");
	}
	}
	}
	What will be the output of above code when compile/run?				

	a)	The code will generate a compile time error as the method Function1( ) cannot be called without an object reference.	**c)**	**The code will compile successfully and output the following text: In Try In Finally**	
	b)	The code will compile successfully and output the following text: In Try	d)	The code will compile successfully and output the following text: In Finally	
187.	Imagine that you have two .cs files. The alpha.cs file contains a class called Alpha that contains an internal method called Method. The beta.cs file contains a class called Beta that also contains an internal method called Method. Can Alpha.Method be called from Beta.Method and vice versa?				[2.5]
	a)	It is dependent on the Internal access, which specifies assembly-level access.	c)	It is possible if the sharable exe file is created for two files.	
	b)	**Alpha.Method and Beta.Method can call each other only if Alpha and Beta are located in the same assembly.**			

188.	namespace Outer.Inner
	{
	class Wibble { }
	}
	namespace Test
	{
	using Outer.Inner;
	class SpecialWibble: Inner.Wibble { }
	}
	Which of the following statements are true about the above code?
					[2.5]

	a)	The code will compile successfully as	c)	The use of	

		the using-namespace-directive cannot bring the names that are inside Outer.Inner scope.		Inner.Widget as a base class for SpecialWidget is an error because the compiler cannot resolve the identifier Inner.	
	b)	**The code generates a compile time error the code will compile successfully as the using-namespace-directive does not bring the name Inner itself into scope.**			
189.	Which of the following statements are true?				[2.5]
	a)	A .NET executable program cannot directly reference a .NET DLL module.	**c)**	**Reflection APIs does not allow creating of assembly in memory dynamically.**	
	b)	Windows 2000 operating System is capable of loading two assemblies with the same name but different version numbers.	**d)**	**The Reflection API allows creating types on the fly and invoking methods on them.**	

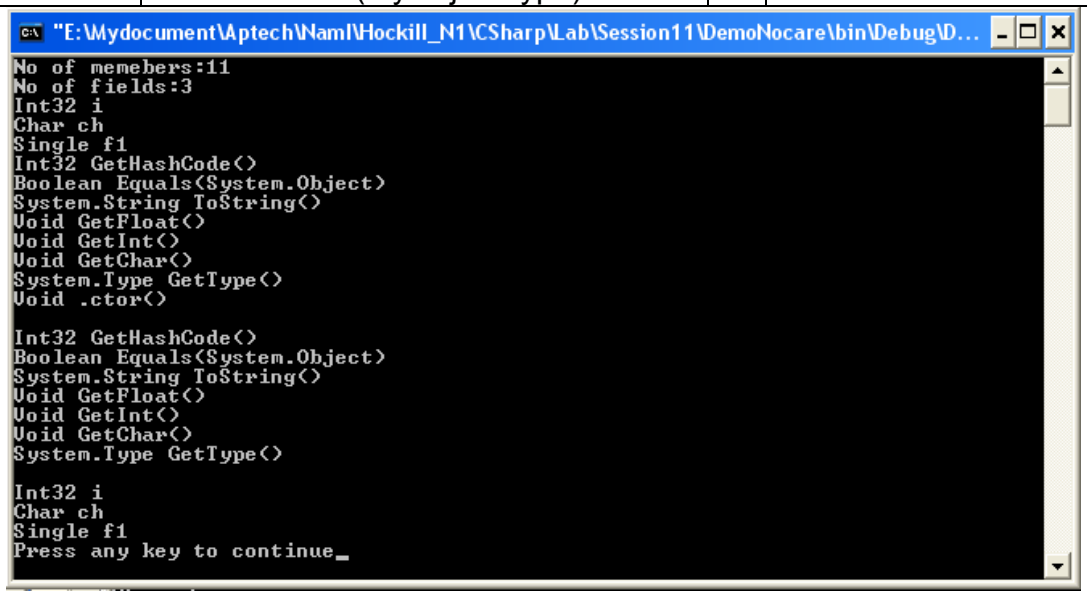
190.	using System;
	class Test{
	public static void Main(){
	for (int i=0;i<10;++i) {
	try{
	try{
	if(i%3==0) throw new Exception("Exception1");
	Console.WriteLine(i);
	}catch (Exception inner)
	{
	i*=2;
	if(i%3==0) throw new Exception("Exception2");
	}finally {++i;}
	}catch (Exception outer)
	{
	i+=3;
	}finally {--i;}
	
	}
	}
	}
					[2.5]

	Which of the following lines does the above program display?				
	a)	**4**	c)	6	
	b)	**5**	d)	8	

191.	1. using System;
	2. class Test{
	3. public static void Main(){
	4. try{
	5. int p=10;
	6. Console.WriteLine("enter a number");
	7. int r=Int32.Parse(Console.ReadLine());
	8. p/=r;
	9. }
	10. catch(Exception e){
	11. Console.WriteLine(e);
	12. Console.WriteLine(Console.Error);
	13. }
	14. }
	15. }
	Above program is compiled and run.
	The user enters 0 when asked for the number.
	Does the code at line 11 and 12 displays the same output?
					[2.5]

	a)	It depends upon the compiler how it treats the console input.	**c)**	**The try block throws an exception hence the control goes to catch block but line number 11 and 12 does not produce the same output.**	
	b)	The try block throws an exception hence the control goes to catch block but line number 11 and 12 produce the same output.	d)	The try block do not throw any exception hence the control does not enter catch block hence lines 11 and 12 outputs nothing.	
192.	How can we create the object dynamically in C#?				[2.5]
	a)	C# does not allow instantiation of objects at run time.	c)	**By using the System.Activator .CreateInstance() method to create an instance of object in the following manner. Type**	

				myObjectType =Type.GetTypeFromProgID ("MyDll.MyOName") object myObject = System.Activator.CreatInstance (myObjectType)	
	b)	By using the System.Reflection. CreateInstance() method to create an instance of object in the following manner. Type myObjectType = Type.GetTypeFromProgID ("MyDll.MyObjectName") object myObject = System.Reflectrion. CreatInstance(myObjectType)	d)	In C#, Object cannot be instantiated at run time but a method of a class can be invoked.	

193.	
	using System.Reflection;
	using System;
	class Reflect
	{
	public int i=20;
	public char ch='a';
	public float f1=10;
	public void GetFloat(){
	Console.WriteLine(f1);
	}
				[2.5]

```
public void GetInt(){
Console.WriteLine(i);
}
public void GetChar(){
Console.WriteLine(ch);
}
}
class TCPReflection
{
public  static void Main()
{
Reflect sender = new Reflect();
Type t = sender.GetType();
MemberInfo [] members = t.GetMembers();
MethodInfo [] method = t.GetMethods();
FieldInfo [] f1=t.GetFields();
Console.WriteLine("No of memebers:"+members.Length);
Console.WriteLine("No of fields:"+f1.Length);
}
}
```

What will be the output of above code when compiled/run?
//default sẽ có 5 member: GetHashCode, Equals, tostring,getType,Ctor
//field la thuoc tinh
//methods: con` lai khong bao gom CTOR

	a)	The code will generate a compile time error	**c)**	**The output of above code will be: No of members : 11 No of fields: 3**	
	b)	The output of above code will be: No of members : 11 No of fields: 4	d)	The output of above code will be: No of members : 12 No of fields: 3	

194.	Delegates help to call a method at runtime?				[0.5]
	a)	**True**	b)	False	
195.	Indexers can have user-defined names.				[0.5]
	a)	True.	**b)**	**False**	
196.	Subscribing an object to an event depends on whether the event exists or not.				[0.5]
	a)	**True**	b)	False	
197.	An instance of a delegate type encapsulates one or more callable entities.				[0.5]
	a)	True	**b)**	**False**	
198.	The object that notifies the other objects, about events is known as the publisher.				[0.5]
	a)	**True**	b)	False	

199.	The type of event declaration must be of _____ type.				[1.0]
	a)	Delegate	**c)**	**Event**	
	b)	Indexers	d)	Constructor.	
200.	Clients can attach executable code for events by supplying _____				[1.0]
	a)	delegates	c)	event handler	
	b)	throw statements	**d)**	**event subscribers**	
201.	Which of the following is a correct statement that defines a delegate?				[1.0]
	a)	private void MyDelegate() ;	d)	public int MyDelegate() ;	
	b)	**private delegate int MyDelegate() ;**	e)	public delegate void MyDelegate(a,b) ;	
	c)	**public delegate void MyDelegate() ;**			
202.	Return type of indexers is				[1.0]
	a)	same as type of set method of a property.	c)	by default set to the type of index used.	
	b)	**same as return type of get method of a property.**	d)	by default set to an int data type.	
203.	Which of the following is the correct syntax for declaring an indexer.				[1.0]
	a)	**protected int this[int var1]**	c)	public int this(int var1)	
	b)	public int classname[int index]	**d)**	**public int this[int var1]**	
204.	A delegate is a class derived from _____				[1.0]
	a)	**System.Delegate**	c)	System.Class.Delegate	
	b)	System.Reflection.Delegate	d)	Delegate. Class	
205.	Which of the following is the correct sequence to handle an event in C# ? 1. Subscribe object 2. Notify subscriber 3. Define an event				[1.0]
	a)	1, 2, 3	c)	2, 3, 1	
	b)	3, 2, 1	**d)**	**3, 1, 2**	
206.	Which of the following is a correct event that is based on the delegate named " MyDelegate"				[1.0]
	a)	public event MyDelegate MyEvent();	c)	private event MyDelegate MyEvent();	
	b)	**public event MyDelegate MyEvent;**	d)	public MyDelegate MyEvent;	
207.	C# code can be classified into types:				[1.0]
	a)	**Managed code**	c)	Unsafe code	
	b)	**Unmanaged code**	d)	Safe code	

208.	_____ is a member that enables an object or class to provide notifications.				[1.0]
	a)	A Delegate	**c)**	**An Event**	
	b)	An Indexers	d)	A constructor.	
209.	Statement I: Indexers should be used only in situations where the abstraction makes sense. Statement II: Indexers should have both a getter and setter, as arrays are read/write objects.				[1.5]
	a)	Statement I is true.	c)	Both the statements are true.	
	b)	**Statement II is true.**	d)	Both the statements are false.	
210.	Statement I: A property can be a static member, whereas an indexer is always an instance member. Statement II: A get accessor of an indexer corresponds to a method with no parameters. Which of the above statements are true?				[1.5]
	a)	Statement I is true.	c)	Both the statements are true.	
	b)	**Statement II is true.**	d)	Both the statements are false.	
211.	For defining the delegate which of the following entities must be specified?				[1.5]
	a)	name of the each method	**c)**	**return types of each method**	
	b)	access modifier of each method	**d)**	**parameters used by each method**	

212.	1. class Test{
	2. delegate void SimpleDelegate();
	3. static void F() {
	4. System.Console.WriteLine("Test.F");
	5. }
	6. static void Main() {
	7. SimpleDelegate d = new SimpleDelegate(F);
	8. d();
	9. }
	10.}
	
	What will be the output of above code when compiled/run?
					[1.5]

	a)	The code will generate a compile time error at line 8 as no parameters are passed to the delegate.	c)	The code will generate a runtime error since null value is referenced.	
	b)	**The code will compile successfully**	d)	The code will	

		and the output of above code will be: **Test.F**		compile successfully but will not display anything on standard output.	
213.	A delegate instance encapsulates one or more methods, each of which is referred to as a _____				[1.5]
	a)	Delegated method	c)	Multi call method	
	b)	**Callable entity //MSDN**	d)	Invocable method	
214.	Statement I: The new modifier is only permitted on delegates declared within another type Statement II: The new modifier applied on delegate overrides the method for which the delegate is being used. Statement III: The new modifier applied on delegates hides inherited member by the same name. Which of the above statements are true.				[1.5]
	a)	**Only statement II is true.**	c)	Statement III and I are true.	
	b)	Statement II and III are true.	d)	Statement II and I are true.	
215.	To declare a web service the class must inherit from _____				[1.5]
	a)	System.WebService.	**c)**	**System.Web.Service**	
	b)	System.Services	d)	System,Web	
216.	Two types of delegates are:				[1.5]
	a)	**Single Cast delegate**	**c)**	**Multi Cast delegate.**	
	b)	Addable delegate	d)	Multi level Delegate	
217.	Which of the following statements are true about delegates				[1.5]
	a)	**A delegate can be thought of as a type-safe object-oriented function pointer.**	**c)**	**It cannot be used for event handling.**	
	b)	**It can handle only one method at a time.**	d)	It allows the invocation of a method without the need for inner-class adapters.	
218.	Which of the following statements are true?				[2.0]
	a)	An indexer that includes the override modifier may also include the sealed modifier.	c)	The abstract modifier can be used on indexers but not the modifier override.	
	b)	**An indexer element can be classified as variable.**	**d)**	**The overridden indexer must differ from the signatures of all other indexers declared in the same**	

				class.	

219.	class Question{
	public Hashtable Directory = new Hashtable();
	public string this[string Person] {
	get {
	return (string) Directory[Person];
	}
	set {
	Directory[Person] = value;
	}
	}
	}
	class Test {
	static void Main() {
	Question Dir = new Question();
	// Add code here. . . . . .
	}
	}
	
	Two persons named SMITH and MARTIN are to be added in the directory created above. To achieve this which of the following are the valid statements that can be added in the space specified in the code above?
					[2.0]

	a)	Directory [“S”]=”SMITH”; Directory [“M”]=”MARTIN”;	**c)**	**Dir [“S”]=”SMITH”; Dir [“M”]=”MARTIN”;**	
	b)	Directory [“SMITH”]=”S”; Directory [“MARTIN”]=”M”;	d)	Dir [“SMITH”]; Dir [“MARTIN”];	
220.	Which of the following are true with respect to delegates? //MSDN				[2.0]
	a)	**For static methods, a callable entity consists of just a method.**	d)	Two different delegates types that have the same signature and return type are not considered **different** delegate types.	
	b)	**Delegate types are implicitly sealed**	e)	Delegate types in C# are not name equivalent, but structurally equivalent.	
	c)	**It is not permissible to derive any type from a delegate type.**			
221.	Which of the following statements are true?				[2.0]
	a)	**For a non-multicast delegate instance, the invocation list consists of the delegate instance itself.**	**c)**	**For a multi-cast delegate, the invocation list is formed by concatenating the**	

				invocation lists of the two operands of the addition operation that formed the multi-cast delegate.	
	b)	Delegates can be combined using the concatenation operators	d)	Delegate can be removed from another type using the delete operator.	

222.	class Question{
	delegate void Delegate();
	
	static void Foo() {
	System.Console.WriteLine("Hello");
	}
	static void Main() {
	Delegate d = new Delegate(Foo);
	Question t=new Question();
	t.MultiCall(d,3);
	}
	void MultiCall(Delegate d, int count) {
	for (int i = 0; i < count; i++)
	d();
	}
	}
	
	What will be the output of above code when compiled/run?
					[2.0]

	a)	The code will generate a compile time error as no parameters are passed to the delegate when called.	**c)**	**The code will compile successfully and display following lines on the standard output:** **Hello** **Hello** **Hello**	
	b)	The code will generate a runtime error since null value is referenced.	d)	The code will compile successfully but will not display anything on standard output.	
223.	Which of the following statements correctly differentiates between delegate and an interface?				[2.0]
	a)	Delegates can be used without the object reference but interface cannot be.	c)	Unlike interfaces delegates remain in memory forever.	
	b)	**In an interface the method name is fixed, whereas with a delegate only**	**d)**	**Interface cannot be instantiated but**	

		the signature is fixed.		**delegates can be instantiated.**	
224.	Which of the following statements re true?				[2.0]
	a)	**It is not permissible to derive a non-delegate class type from System.Delegate.**	c)	It is possible to access members of the System.Delegate type via the usual member access syntax.	
	b)	System.Delegate is an interface type that all delegate types derives.	**d)**	**Once instantiated, delegate instances always refers to the same target object and method**	
225.	Assuming that I have several clients who would like to receive notification when a particular event occurs. Putting all of them in a _____ type of delegate can help call all the clients when a particular event occurs.				[2.0]
	a)	Single Cast delegate	**c)**	**Multi Cast delegate.**	
	b)	Addable delegate	d)	Multi level Delegate	
226.	public delegate bool DelegateName(param1,param2) Statement I: When the compiler compiles the statement above, it internally generates a new class type. Statement II: When compiler compiles the statement above, it internally generates DelegateName class. Which of the above statements are true?				[2.0]
	a)	**Both the statements are true.**	c)	Statement I is true	
	b)	Statement II is true	d)	Both the statements are false.	

227.	What is wrong with the following code?
	
	//Unsafe code may only appear if compiling with /unsafe
	
	public unsafe struct Node
	{
	public int Value;
	public Node* Left;
	public Node* Right;
	}
					[2.0]

	a)	The “unsafe” keyword should precede the public modifier in the struct declaration above.	**c)**	**Nothing is wrong with the above code.**	
	b)	Variables Left and Right having data type “pointer” must be declared as “unsafe”.	d)	Pointers cannot be used in the struct data type.	

228. [2.0]

```
//Unsafe code may only appear if compiling with /unsafe

        public class A
        {
                public unsafe virtual void F() {
                        char* p;
                }
        }
        public class B: A
        {
                public override void F() {
                        base.F();
                }
        }
```

What is wrong with the above code?

a)	Nothing is wrong with the above code.	c)	Function A.F( ) cannot be overloaded since it is declared as “unsafe”.	
b)	The “unsafe “ keyword must be specified while calling a function A.F( ) in the class B	d)	The function B.F( ) must be declared as “unsafe”.	

229. [2.5]

```
using System;
class IntIndexer{
    private string[] myData;
    public IntIndexer(int size)    {
        myData = new string[size];
        for (int i=0; i < size; i++)  {
            myData[i] = "Empty";
        }
    }
    public string this[int pos]    {
        get  {
            return myData[pos];
        }
        set   {
            myData[pos] = value;
        }
    }
    static void Main(string[] args)    {
        IntIndexer myInd = new IntIndexer(5);
        myInd[1] = "Some Value";
        myInd[4] = "Any Value";
        myInd[2] = "Another Value";
        Console.WriteLine("\nIndexer Output\n");
```

```
        for (int i=0; i < 5; i++)  {
            Console.WriteLine("myInd[{0}]: {1}", i, myInd[i]);
        }
    }
}
```

What will be the output of above code?

	a)	Some Value Another Value Any Value	**c)**	**Empty** **Some Value** **Another Value** **Empty** **Any Value**	
	b)	Some Value Any Value Another Value	d)	Some Value Empty Another Value Empty Any Value	

230. [2.5]

```
using System;
delegate void Stereotype();
class CAmerican {
        public void BePatriotic()
        {
                Console.WriteLine (“America.");
        }
}
class CBrit{
        public void BeXenophobic()
        {
                Console.WriteLine( "Hello" );
        }
}
        public static void Main() {
                CAmerican chuck = new CAmerican();
                CBrit edward = new CBrit();
                Stereotype[] stereotypes = new Stereotype[2];
                stereotypes[0] = new Stereotype( chuck.BePatriotic );
                stereotypes[1] = new Stereotype( edward.BeXenophobic );
                foreach( Stereotype s in stereotypes )
                  s();
        }
}
```

What will be the output of above code when compiled /run?

	a)	The code generates an error as when delegate Stereotype is instantiated.	c)	The code generates an error, as delegate	

				array is not allowed in C#.	
	b)	**The code will compile successfully and output of the code will be:** **America** **Hello**	d)	The code will compile successfully but generates a run time error.	

231.	using System;
	public delegate bool MyDelegate(object sendingobj, Int32 x);
	public class TestDelegateClass
	{
	static bool MyFunction(object sendingobj, Int32 x) {
	if (x<100) {
	return true;
	}else return false;
	}
	public static void Main() {
	MyDelegate mdg = new MyDelegate(MyFunction);
	TestDelegateClass tdc = new TestDelegateClass();
	System.Console.WriteLine(mdg(new TestDelegateClass(),100)); }
	}
	
	What will be the out of above code when compiled and run?
					[2.5]

	a)	**The code will compile successfully and output of the code will** **False**			
	b)	The code will compile successfully and output of the code will True	d)	The code generates an error, as Boolean return type for delegates is not allowed in C#.	

232.	class IndexerTest {
	public int var1,var2;
	public int this[int index] {
	get {
	if (index==1)
	return var1;
	else return var2;
	}
	set {
	if (index==1)
	var1=value;
	else var2=value;
	}
	}
	}
					[2.5]

```
class Test {
static void Main() {
        IndexerTest IndexMe = new IndexerTest();
        IndexMe[1] = 100;
        IndexMe[2] = 1000;
        System.Console.WriteLine(IndexMe[1]);
        System.Console.WriteLine(IndexMe[2]);
        System.Console.WriteLine(IndexMe[3]);
        }
}
```

What will be the output of above code when compile/run?

	a)	100 100 1000	c)	1000 100 1000	
	b)	1000 1000 100	**d)**	**100** **1000** **1000**	

233. [2.5]

```
class IndexExample{
  string Message;

  public static void Main()  {
    IndexExample obj=new IndexExample("WELCOME");
    for(int i=0;i < 7;i++)    {
      System.Console.Write(obj[i]);
  }
}

  public IndexExample(string s)  {  Message=s;  }
  public string this[int i]  {
    get    {
      if(i >= 0 && i < Message.Length)
        return Message.Substring(i,1);
      else
        return "";
    }
    set    {
      if(i >= 0 && i < Message.Length)
          Message=Message.Substring(0,i) + value + Message.Substring(i+1);
     }
  }
}
```

What will be the output of above code?

	a)	Code will generate a compile time error.	c)	Code will generate a run time error.	

	b)	**The code will compile successfully and output will be:** **WELCOME**			

234.	class summing
	{
	public int total=9;
	public int this[int first,int second]
	{
	get {
	return total;
	}
	set {
	total=first+second;
	}
	}
	public static void Main(){
	summing sum1=new summing();
	int total=0;
	// add code here …..
	}
	}
	
	Which of the following code must be added to find the total of 100 and 200 and print the answer using above code?
					[2.5]

	a)	total= sum1[100,200]; System.Console.WriteLine(total);	c)	sum1[100,200]=total; System.Console.WriteLine(total);	
	b)	sum1[100,200]=total; System.Console.WriteLine(sum1[10,20]); ;	d)	sum1(100,200)=total; System.Console.WriteLine(sum1(10,20));	

235.	using System.Collections;
	class Indexing{
	public Hashtable Dictionary = new Hashtable();
	public string this[string Name] {
	get {
	return (string) Dictionary[Name];
	}
	set {
	Dictionary[Name] = value;
	}
	}
	}
	
	class Test {
	static void Main() {
	Indexing Index1 = new Indexing();
					[2.5]

	Index1["CA"] = "CALIFORNIA"; Index1["AM"] = "AMERICA"; System.Console.WriteLine(Index1["AMERICA"]); } } What will be the output of above code when compiled/run?				
	a)	The code will generate a compile time error.	**c)**	**The code will compile successfully but does not display any output.**	
	b)	The code will complie successfully and output of code will be: AMERICA	d)	The code will compile successfully and output of code will be:AM	