

C# Demistify

Iteration #: 1 Date:

Duration: 45 mins

Name:

EMP ID:

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1. The application's entry point is required to implement which one of the following?

- a. A "static" access modifier
- b. An "abstract" access modifier
- c. A version that accepts a string array
- d. A "void" return type
- e. A version that does not accept parameters

2. Which one of the following code samples correctly implements the use of an "if" statement?

- a. `int i = 0;`
 `if (i == 0) Console.WriteLine("i is 0");`
- b. `int i = 0;`
 `if (i) {`
 `Console.WriteLine("i is 0");`
 `}`
- c. `int i = 0;`
 `if ((bool)i) Console.WriteLine("i is 0");`
- d. `int i = 0;`
 `if (i) Console.WriteLine("i is 0");`
- e. `int i = 0;`
 `if (i = 0) Console.WriteLine("i is 0");`

3. What is the name of the implicit input parameter of a set accessor for any property?

- a. value
- b. this
- c. The name of the property
- d. RHS

4. All types derive from a single base type called

- a. System.Base
- b. System.Object
- c. System.Root
- d. System.Type

5. In C#, which of the following is not a valid C# jump statement

- a. jump
- b. break
- c. continue
- d. throw

6. The statement that is used to replace multiple if statements is called

- a. The case statement
- b. The switch statement
- c. The nested statement
- d. The #endif statement

7. To join two strings together, we use

- a. concat
- b. +
- c. &
- d. nothing

8. Reading an integer is done with

- a. Console.ReadLine();
- b. int.Parse(Console.ReadLine());
- c. int.Parse.Console.ReadLine();
- d. Parse(Console.ReadLine());

9. A significant difference between a property and a field is

- a. capitalization
- b. parentheses
- c. accessibility modifiers
- d. how they are declared

10. If a is an object and p is a property and we assign a.p = x, x is represented in p by

- a. value
- b. x
- c. p.x
- d. p

11. A type can have several constructors provided that

- a. they all have different names
- b. they all have different parameter lists (signatures)
- c. at least one is the default constructor
- d. one constructor initializes all the locally declared fields

12. Which statement is true?

- a. A property must have the same name as a field in that type, but with a capital letter
- b. A property must always be public
- c. A property defines get and set behavior
- d. A property defines get or set behavior or both

13. If the following is written in a program, what will happen?

```
double[] a = new double[10];  
for (int i=1; i<=10; i++)  
    a[i] = i;  
Console.WriteLine("Completed and value of I is "+i);
```

- a. "Completed and value of I is 11" will be printed
- b. IndexOutOfRangeException will be raised
- c. Compilation error at line 3 because a is a double array
- d. Compilation error because a[0] does not have a value

14. Overloading of methods means that

- a. They have the same names
- b. They have the same names but are different classes in a hierarchy
- c. They have the same names and the same parameter lists
- d. They have the same names and different parameter lists

15. A loop to print the first 10 odd numbers would be

- a.

```
for (int i=1; i<=10; i+=2)  
    Console.WriteLine(i);
```
- b.

```
for (int i=1; i<19; i+=2)  
    Console.WriteLine(i);
```
- c.

```
for (int i=0; i<10; i++)  
    Console.WriteLine(i*2+1);
```
- d.

```
for (int i=0; i<=10; i++)  
    Console.WriteLine(i*2+1);
```

16. What is the correct declaration of the following statement

`void Swap(out x, out y);`

- a. `public void Swap(int out x, int out y){}`
- b. `public void Swap(out int x, out int y){}`
- c. `public void Swap(int out x, out int y){}`
- d. `public void Swap(out int x, int out y){}`

17. An array type is classified as a

- a. value type
- b. reference type
- c. either value or reference
- d. neither value nor reference, it is in a group of its own

18. When will the garbage collector run?

- a. Every 15 minutes
- b. Once every day at 1:00 am
- c. When the application is low on memory
- d. Randomly based on the resource load on the system

19. Interface are used to

- a. interaction between two components
- b. to create contract for the implementing class
- c. to inherit class
- d. all of the above

20. Which is not a type of Relationship

- a. Has-a
- b. Is-a
- c. Inheritance
- d. Abstraction

