1. The process of defining two or more methods within the same class that have same name but different parameters list?  
a) method overloading  
b) method overriding  
c) Encapsulation  
d) None of the mentioned

Answer :a

2. Which of these can be overloaded?  
a) Constructors  
b) Methods  
c) Both a & b  
d) None of the mentioned

Answer :c

8. What is the process of defining a method in terms of itself, that is a method that calls itself?  
a) Polymorphism  
b) Abstraction  
c) Encapsulation  
d) Recursion

Answer :d

3. What could be the output of the following set of code?

1. **class** Program
2. {
3. **static** **void** Main(**string**[] args)
4. {
5. Console.WriteLine( vol(10));
6. Console.WriteLine( vol(2.5f, 5));
7. Console.WriteLine( vol( 5l, 4, 5));
8. Console.ReadLine();
9. }
10. **static** **int** vol(**int** x)
11. {
12. **return**(x \* x \* x);
13. }
14. **static** **float** vol(**float** r, **int** h)
15. {
16. **return**(3.14f \* r \* r \* h);
17. }
18. **static** **long** vol(**long** l, **int** b, **int** h)
19. {
20. **return**(l \* b \* h);
21. }
22. }

a) 1000 0 100  
b) 0 0 100  
c) compile time error  
d) 1000 98.125 100

Answer :d

4. What could be the output for the set of code?

1. **class** overload
2. {
3. **public** **int** x;
4. **int** y;
5. **public** **int** **add**(**int** a)
6. {
7. x = a + 1;
8. **return** x;
9. }
10. **public** **int** **add**(**int** a, **int** b)
11. {
12. x = a + 2;
13. **return** x;
14. }
15. }
16. **class** Program
17. {
18. **static** **void** Main(**string**[] args)
19. {
20. overload obj = new overload();
21. overload obj1 = new overload();
22. **int** a = 0;
23. obj.**add**(6);
24. obj1.**add**(6, 2);
25. Console.WriteLine(obj.x);
26. Console.WriteLine(obj1.x);
27. Console.ReadLine();
28. }
29. }

a) 8 8  
b) 0 2  
c) 8 10  
d) 7 8

Answer :d

5. What will be the output for the set of code?

1. **static** **void** Main(**string**[] args)
2. {
3. **int** i = 5;
4. **int** j = 6;
5. **add**(**ref** i);
6. **add**(6);
7. Console.WriteLine(i);
8. Console.ReadLine();
9. }
10. **static** **void** **add**(**ref** **int** x)
11. {
12. x = x \* x;
13. }
14. **static** **void** **add**(**int** x)
15. {
16. Console.WriteLine(x \* x \* x);
17. }

a) Compile time error  
b) 25 0  
c) 216 0  
d) 216 25

Answer :d