3. Select the correct statement about properties of read and write in C#.NET?  
a) A property can simultaneously be read or write only  
b) A property can be either read only or write only  
c) A write only property will only have get accessor  
d) A read only property will only have set accessor

Answer: b

6. What will be the output of the following snippet of code?

1. **class** number
2. {
3. **int** length = 50;
4. **public** **int** number1
5. {
6. **get**
7. {
8. **return** length;
9. }
10. **set**
11. {
12. length = **value**;
13. }
14. }
15. }
16. **class** Program
17. {
18. **public** **static** **void** Main(**string**[] args)
19. {
20. number p = new number();
21. p.number1 = p.number1 + 40;
22. **int** k = p.number1 \* 3 / 9;
23. Console.WriteLine(k);
24. Console.ReadLine();
25. }
26. }

a) 0  
b) 180  
c) 30  
d) Compile time error

Answer: c

7. What will be the output of the following snippet of code?

1. **class** number
2. {
3. **int** length = 60;
4. **public** **int** number1
5. {
6. **get**
7. {
8. **return** length;
9. }
10. }
11. }
12. **class** Program
13. {
14. **public** **static** **void** Main(**string**[] args)
15. {
16. number p = new number();
17. **int** l;
18. l = p.number1 + 40;
19. **int** k = l \* 3 / 4;
20. Console.WriteLine(k);
21. Console.ReadLine();
22. }
23. }

a) 30  
b) 75  
c) 80  
d) 0

Answer: b  
  
4. What will be the output of following snippet of code?

1. **class** number
2. {
3. **private** **int** num1;
4. **private** **int** num2;
5. **public** **int** anumber
6. { **get**
7. { **return** num1; }
8. **set**
9. { num1 = **value**; }
10. }
11. **public** **int** anumber1
12. {
13. **get**
14. { **return** num2; }
15. **set**
16. { num2 = **value**; }
17. }
18. }
19. **class** Program
20. {
21. **public** **static** **void** Main(**string**[] args)
22. {
23. number p = new number();
24. p.anumber = 20;
25. number k = new number();
26. k.anumber1 = 40;
27. **int** m = p.anumber;
28. **int** t = k.anumber1;
29. **int** r = p.anumber + k.anumber1;
30. Console.WriteLine("number = " +m);
31. Console.WriteLine("number = " +t);
32. Console.WriteLine("sum = " +r);
33. Console.ReadLine();
34. }
35. }

a) 0  
b) Compile time error  
c) 60  
d) None of the above mentioned

Answer: c  
6. Consider a class maths and we had a property called as sum.b is a reference to a maths object and we want the statement b.sum = 10 to fail.Which of the follwing is the correct  
solution to ensure this functionality?  
a) Declare sum property with both get and set accessors  
b) Declare sum property with only get accessor  
c) Declare sum property with get, set and normal accessors  
d) None of the mentioned

Answer: c  
7. Consider a class maths and we had a property called as sum.b which is the reference to a maths object and we want the statement Console.WriteLine(b.sum)to fail.Which among the following is the correct solution to ensure this functionality?  
a) Declares sum property with only get accessor  
b) Declares sum property with only set accessor  
c) Declares sum property with both set and get accessor  
d) Declares sum property with both set, get and normal accessor

Answer: b

8. Consider a class maths and we had a property called as sum.b is a reference to a maths object and we want the code below to work.Which is the correct solution to ensure this functionality?  
b.maths = 10;  
Console.WriteLine(b.maths);  
a) Declare maths property with get and set accessors  
b) Declare maths property with only get accessors  
c) Declare maths property with only set accessors  
d) Declare maths property with only get, set and normal accessors

Answer: a