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| Candidate Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_    QUESTION PAPER FOR C-SHARP  **Max Time: 60 Minutes Marks: 60**  **READ THESE INSTRUCTIONS FIRST:**  Write in dark blue or black pen.  Answer **all** questions. | |
| **S.NO.** | **QUESTIONS** |
| **1** | **What is difference between constants, readonly and, static ?** |
| **2** | **What is a Class?** |
| **3** | **What is the difference between an interface and abstract class?** |
| **4** | **Different between method overriding and  method overloading?** |
| **5** | **Explain Static Class Members.** |
| **6** | **What are the similarities between class and structures?** |
| **7** | **How do you inherit from a class in C#?** |
| **8** | **Can two catch blocks be executed?** |
| **9** | **How do you prevent a class from being inherited?** |
| **10** | **What is boxing?** |
| **11** | **How are namespaces used in C#?** |
| **12** | **Why use encapsulation?** |
| **13** | **What is the GAC?** |
| **14** | **How can I produce an assembly?** |
| **15** | **What are partial classes?** |
| **16** | **What are the different categories of inheritance?** |
| **17** | **What is the difference between public, static and void?** |
| **18** | **How many languages .NET is supporting now?** |
| **19** | **What are the advantages of get and set properties in C#?** |
| **20** | **What is the difference between value type and reference type?** |
| **21** | **What is Dispose method in .NET?** |
| **22** | **How do I declare a pure virtual function in C#?** |
| **23** | **Will the finally block get executed if an exception has not occurred?** |
| **24** | **explain difference between early binding and late binding in c#.net with example** |
| **25** | **Can Multiple Inheritance implemented in C# ?** |
| **26** | **What are collections and generics?** |
| **27** | **Is it possible for a class to inherit the constructor of its base class?** |
| **28** | **Can users define their own exceptions in code?** |
| **29** | **When do you really need to create an abstract class?** |
| **30** | **Define an array.** |