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* .NET Framework - General Questions

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| 1. | Which of the following components of the .NET framework provide an extensible set of classes that can be used by any .NET compliant programming language? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | .NET class libraries | | [**B.**](javascript:%20void%200;) | Common Language Runtime | | [**C.**](javascript:%20void%200;) | Common Language Infrastructure | | [**D.**](javascript:%20void%200;) | Component Object Model | | [**E.**](javascript:%20void%200;) | Common Type System | |
| 2- Which of the following jobs are NOT performed by Garbage Collector?   1. Freeing memory on the stack. 2. Avoiding memory leaks. 3. Freeing memory occupied by unreferenced objects. 4. Closing unclosed database collections. 5. Closing unclosed files. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 1, 2, 3 | | [**B.**](javascript:%20void%200;) | 3, 5 | | [**C.**](javascript:%20void%200;) | 1, 4, 5 | | [**D.**](javascript:%20void%200;) | 3, 4 | |
| 3- Which of the following .NET components can be used to remove unused references from the managed heap? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Common Language Infrastructure | | [**B.**](javascript:%20void%200;) | CLR | | [**C.**](javascript:%20void%200;) | Garbage Collector | | [**D.**](javascript:%20void%200;) | Class Loader | | [**E.**](javascript:%20void%200;) | CTS | |

* Control Instructions - General Questions

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| 4. | What does the following C#.NET code snippet will print?  int i = 0, j = 0;  label:  i++;  j+=i;  if (i < 10)  {  Console.Write(i +" ");  goto label;  } |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | Prints 1 to 9 | | [**B.**](javascript:%20void%200;) | Prints 0 to 8 | | [**C.**](javascript:%20void%200;) | Prints 2 to 8 | | [**D.**](javascript:%20void%200;) | Prints 2 to 9 | | [**E.**](javascript:%20void%200;) | Compile error at *label:*. | |  |  | |
| 5-Which of the following is the correct output for the C#.NET program given below?  int i = 20 ;  for( ; ; )  {  Console.Write(i + " ");  if (i >= -10)  i -= 4;  else  break;  } |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 20 16 12 84 0 -4 -8 | | [**B.**](javascript:%20void%200;) | 20 16 12 8 4 0 | | [**C.**](javascript:%20void%200;) | 20 16 12 8 4 0 -4 -8 -12 | | [**D.**](javascript:%20void%200;) | 16 12 8 4 0 | | [**E.**](javascript:%20void%200;) | 16 8 0 -8 | |  |  | |  |  | |
| 6-Which of the following statements is correct? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | It is not possible to extend the *if* statement to handle multiple conditions using the *else-if* arrangement. | | [**B.**](javascript:%20void%200;) | The *switch* statement can include any number of *case* instances with two *case* statements having the same value. | | [**C.**](javascript:%20void%200;) | A jump statement such as a *break* is required after each *case* block excluding the last block *if* it is a *default* statement. | | [**D.**](javascript:%20void%200;) | The *if* statement selects a statement for execution based on the value of a Boolean expression. | | [**E.**](javascript:%20void%200;) | C# always supports an implicit fall through from one *case* label to another. | |

* Arrays - General Questions

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| 7. | |  | | --- | | Which of the following is the correct output of the C#.NET code snippet given below?  int[ , , ] a = new int[ 3, 2, 3 ];  Console.WriteLine(a.Length); | | |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 20 | | [**B.**](javascript:%20void%200;) | 4 | | [**C.**](javascript:%20void%200;) | 18 | | [**D.**](javascript:%20void%200;) | 10 | | [**E.**](javascript:%20void%200;) | 5 | | |
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|  | Which of the following statements are correct about arrays used in C#.NET?   1. Arrays can be rectangular or jagged. 2. Rectangular arrays have similar rows stored in adjacent memory locations. 3. Jagged arrays do not have an access to the methods of *System.Array* Class. 4. Rectangular arrays do not have an access to the methods of *System.Array* Class. 5. Jagged arrays have dissimilar rows stored in non-adjacent memory locations. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 1, 2 | | [**B.**](javascript:%20void%200;) | 1, 3, 5 | | [**C.**](javascript:%20void%200;) | 3, 4 | | [**D.**](javascript:%20void%200;) | 1, 2, 5 | | [**E.**](javascript:%20void%200;) | 4, 5 | |
|  | 9- Which of the following statements are correct about the C#.NET code snippet given below?  int[][]intMyArr = new int[2][];  intMyArr[0] = new int[4]{6, 1, 4, 3};  intMyArr[1] = new int[3]{9, 2, 7}; |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | intMyArr is a reference to a 2-D jagged array. | | [**B.**](javascript:%20void%200;) | The two rows of the jagged array intMyArr are stored in adjacent memory locations. | | [**C.**](javascript:%20void%200;) | *intMyArr[0]* refers to the zeroth 1-D array and *intMyArr[1]* refers to the first 1-D array. | | [**D.**](javascript:%20void%200;) | intMyArr refers to intMyArr[0] and *intMyArr[1]*. | | [**E.**](javascript:%20void%200;) | intMyArr refers to *intMyArr[1]* and *intMyArr[2]*. | |

* Datatypes - General Questions

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| 10- Which of the following statements are correct about data types?   1. If the integer literal exceeds the range of *byte*, a compilation error will occur. 2. We cannot implicitly convert non-literal numeric types of larger storage size to *byte*. 3. *Byte* cannot be implicitly converted to *float*. 4. A *char* can be implicitly converted to only *int* data type. 5. We can cast the integral character codes. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 1, 3, 5 | | [**B.**](javascript:%20void%200;) | 2, 4 | | [**C.**](javascript:%20void%200;) | 3, 5 | | [**D.**](javascript:%20void%200;) | 1, 2, 5 | |
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| 11- Which of the following is an 8-byte Integer? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | *Char* | | [**B.**](javascript:%20void%200;) | *Long* | | [**C.**](javascript:%20void%200;) | *Short* | | [**D.**](javascript:%20void%200;) | *Byte* | | [**E.**](javascript:%20void%200;) | *Integer* | |  |  | |
| 12-Which of the following is NOT an Integer? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | *Char* | | [**B.**](javascript:%20void%200;) | *Byte* | | [**C.**](javascript:%20void%200;) | *Integer* | | [**D.**](javascript:%20void%200;) | *Short* | | [**E.**](javascript:%20void%200;) | *Long* | |

* Collection Classes - General Questions

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| 13- Which of the following statements are correct about an *ArrayList* collection that implements the *IEnumerable* interface?   1. The *ArrayList* class contains an inner class that implements the *IEnumerator* interface. 2. An *ArrayList* Collection cannot be accessed simultaneously by different threads. 3. The inner class of *ArrayList* can access *ArrayList* class's members. 4. To access members of *ArrayList* from the inner class, it is necessary to pass *ArrayList* class's reference to it. 5. Enumerator's of *ArrayList* Collection can manipulate the array. |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 1 and 2 only | | [**B.**](javascript:%20void%200;) | 1 and 3 and 4 only | | [**C.**](javascript:%20void%200;) | 2 and 5 only | | [**D.**](javascript:%20void%200;) | All of the above | | [**E.**](javascript:%20void%200;) | None of the above | |

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| 14- How many enumerators will exist if four threads are simultaneously working on an *ArrayList* object? |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 1 | | [**B.**](javascript:%20void%200;) | 3 | | [**C.**](javascript:%20void%200;) | 2 | | [**D.**](javascript:%20void%200;) | 4 | | [**E.**](javascript:%20void%200;) | Depends upon the Project Setting made in Visual Studio.NET. | |
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| 15- In which of the following collections is the Input/Output index-based?   1. *Stack* 2. *Queue* 3. *BitArray* 4. *ArrayList* 5. *HashTable* |
| |  |  | | --- | --- | | [**A.**](javascript:%20void%200;) | 1 and 2 only | | [**B.**](javascript:%20void%200;) | 3 and 4 only | | [**C.**](javascript:%20void%200;) | 5 only | | [**D.**](javascript:%20void%200;) | 1, 2 and 5 only | | [**E.**](javascript:%20void%200;) | All of the above | |