WEEKLY ASSESSMENT – August-01- C#

1. What will be the output for the given set of code?

```
namespace ConsoleApplication4
{
    abstract class A
    {
        public int i;
        public abstract void display();
    }
    class B: A
    {
        public  int j;
        public int sum;
        public override void display()
        {
            sum = i + j;
            Console.WriteLine(+i + "\n" + +j);
            Console.WriteLine("sum is:" +sum);
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            A obj = new B();
            obj.i = 2;
```

```
        B obj1 = new B();

        obj1.j = 10;

        obj.display();

        Console.ReadLine();

    }

  }

}
```

A. 2, 10 12

B. 0, 10 10

C. 2, 0 2

D. 0, 0 0

2. Choose the correct output for given set of code?

```
enum per
 {
    a,
    b,
    c,
    d,
 }
 per.a = 10;
 Console.writeline(per.b);
```

A. 11

B. 1

C. 2

D. compile time error

3. Which keyword is used for correct declaration of an interface in C#.NET?

A. interface

B. Interface

C. intf

D. Intf

4. What will be the output for the given set of code?

```
class A
{
   public int i;
   public void display()
   {
      Console.WriteLine(i);
   }
}
class B: A
{
   public int j;
   public void display()
   {
      Console.WriteLine(j);
   }
```

```
}
class Program
{
    static void Main(string[] args)
    {
        B obj = new B();
        obj.i = 1;
        obj.j = 2;
        obj.display();
        Console.ReadLine();
    }
}
```

A. 0

B. 2

C. 1

D. Compile time error

5. Select the sequence of execution of function f1(), f2() & f3() in C# .NET CODE?

```
namespace ConsoleApplication1
{
    class baseclass
    {
        public void f1() { Console.WriteLine("F1-Base Class"); }
        public virtual void f2() { Console.WriteLine("F2-Base Class"); }
        public virtual void f3() { Console.WriteLine("F3-Base Class"); }
    }
    class derived :baseclass
    {
```

```csharp
        new public void f1() { Console.WriteLine("Dervied class"); }

        public override void f2() { Console.WriteLine("F2-Derived class"); }

        public new void f3() { Console.WriteLine("F3-Derived Class"); }

}
class Program
{
    static void Main(string[] args)
    {
        baseclass b = new derived();

        b.f1();

        b.f2();

        b.f3();

            Console.ReadKey();

    }
}}
```

A. f1() of derived class get executed f2() of derived class get executed f3() of base class get executed

B. f1() of base class get executed f2() of derived class get executed f3() of base class get executed

C. f1() of base class get executed f2() of derived class get executed f3() of derived class get executed

 D. f1() of derived class get executed f2() of base class get executed f3() of base class get executed

6. Which of these keywords is not a part of exception handling?

A. try

B. finally

C. thrown

 D. catch

7. What would be the output of given code snippet?

```csharp
using System;

namespace ConsoleApplication1
{
    class Program
    {
        static void Main(string[] args)
        {
            int index;
            int v = 40;
            int[] x = new int[5];
            try
            {
                Console.WriteLine(" Enter the number: ");
```

```
        index = Convert.ToInt32(Console.ReadLine());

        x[index] = v;

    }

    catch (Exception )

    {

        Console.WriteLine("Exception occurred");

    }

    Console.WriteLine("Program executed");

    Console.ReadKey();

    }

  }

}
```

A. Exception occurred

B. Program executed

C. Exception occurred

 Program executed

D. Program executed

Exception occurred

8. Which of the following statements is correct about constructors in C#.NET?

A. A constructor cannot be declared as private

B. A constructor cannot be overloaded

C. A constructor can be a static constructor

D. None of the mentioned

9. Select the type argument of an open constructed type?

A. Gen

B. Gen[].

C. Gen<>

D. None of the mentioned

10 Select the namespace which should be included while making use of LINQ operations:

A. System.Text

B. System.Collections.Generic

C. System.Linq

D. None of the mentioned

11 The point at which an exception is thrown is called the _____.

   A. Default point
   B. Invoking point
   C. Calling point
   D. Throw point

12. Choose the wrong statement about properties used in C#.Net?

   A. Each property consists of accessor as getting and set.
   B. A property cannot be either read or write-only.
   C. Properties can be used to store and retrieve values to and from the data members of a class.
   D. Properties are like actual methods that work like data members.

13. Which Conversion function of Convert.TOInt32() and Int32.Parse() is efficient?
1) Int32.Parse() is only used for strings and throws argument exception for null string
2) Convert.Int32() used for datatypes and returns directly 0 for null string

A 2
B Both 1, 2
C 1
D None of the mentioned

14: Two methods with the same name but with different parameters.

    A. Overloading
    B. Multiplexing
    C. Duplexing
    D. Loading

15 . C# doesnot support:

    A. abstraction
    B. polymorphism
    C. multiple inheritance
    D. inheritance

16. Which of the following utilities can be used to compile managed assemblies into processor-specific native code?

    A. gacutil
    B. ngen
    C. sn
    D. ildasm

17 .In data reader, what can be used before read method?

    A. Getvalue
    B. Getstring
    C. GetNumber
    D. None

18 .Which of the following statements is correct about Managed Code?

    A. Managed code is the code that runs on top of Windows.
    B. Managed code is the code that is written to target the services of the CLR.
    C. Managed code is the code where resources are Garbage Collected.
    D. Managed code is the code that is compiled by the JIT compilers.

19. Is there any errors in this -> EmployeeMgmt constructor: Public int EmployeeMgmt { emp_id = 100; }

(A) Return type

(B) Formal parameters

(C) No errors

(D) Name

20. Which is true about Interface and abstract methods?

    A. We can write only one abstract method inside interface.
    B. No method is abstract inside interface
    C. All the methods inside Interface in an abstract method.
    D. None of the above

21. CLR is the .Net equivalent of _____.

    A. Java Virtual machine
    B. Common Language Runtime
    C. Common Type System
    D. Common Language Specification

22. Abstract class contains _____.

    A. Abstract methods
    B. Non Abstract methods
    C. Both
    D. None

23. The default scope for the members of an interface is _____.

    A. private
    B. public
    C. protected
    D. internal

24. Which of the following statements is incorrect about delegate?

    A. Delegates are reference types.
    B. Delegates are object-oriented.
    C. Delegates are type-safe.
    D. Only one method can be called using a delegate.

25. The space required for structure variables is allocated on the stack.

    A. True
    B. False
    C. Maybe
    D. Can't say

26. Which of the following is incorrect about constructors?

    A. Defining of constructors can be implicit or explicit.
    B. The calling of constructors is explicit.
    C. Implicit constructors can be parameterized or parameterless.
    D. Explicit constructors can be parameterized or parameterless.

27. Reference is a ____.

    A. Copy of class which leads to memory allocation.
    B. Copy of class that is not initialized.
    C. Pre-defined data type.
    D. Copy of class creating by an existing instance.

28. The data members of a class by default are?

    A. protected, public
    B. private, public
    C. private
    D. public

29. C# supports a technique known as_____, which allows a method to specify explicitly the name of the interface it is implementing.

A. Method Implementaion

B. Implicit Interface Implementation

C. Explicit Interface Implementation

D. Iterative Interface Implementation

30. Polymorphism occurs when the methods of the child class.

A. Override the parent class methods but maintain the implementation

B. Maintain the same return type and arguments as the parent class, but implement it differently

C. Have different return types and arguments than the parent class

D. Are Virtual