

TOP 3



Interview Questions (for 2- 5 Yrs Exp)

Q . What is the **purpose** of “using” keyword in C#?



❖ There are two purpose of using keyword in C#:

1. USING DIRECTIVE

2. USING STATEMENT - The using statement ensures that `DISPOSE()` method of the class object is called even if an exception occurs.

```
using System;  
using System.Data.SqlClient;
```

```
static void Main(string[] args)  
{  
    using(var connection = new SqlConnection("ConnectionString"))  
    {  
        var query = "UPDATE YourTable SET Property = Value";  
        var command = new SqlCommand(query, connection);  
  
        connection.Open();  
        command.ExecuteNonQuery();  
  
        //connection.Dispose();  
    }  
}
```

```
...public sealed class SqlConnection : DbConnection, ICloneable  
{
```

```
...public abstract class DbConnection : Component, IDbConnection, IDisposable, IAsyncDisposable  
{
```

Q. What is the difference between **Threads** and **Tasks**?

What are the advantages of Tasks over Threads?



- ❖ In .NET, threads and tasks are two different ways for doing **multithreading**.
- ❖ Thread is a general programming concept. On the other hand, Microsoft created Task in .NET to **simplify** the use of Threads.
- ❖ Tasks are like a **wrapper** over Threads.
- ❖ Tasks **internally** uses threads only.

Thread



Task



Q. What is the difference between **Threads** and **Tasks**?
What are the advantages of Tasks over Threads?



```
public class ExampleThread
{
    public void DoWork()
    {
        Thread thread = new Thread(new
            ThreadStart(LongRunningMethod));
        thread.Start();
    }

    private void LongRunningMethod()
    {
        // simulate a long-running operation
        Thread.Sleep(5000);
        // continue with the rest of the method
    }
}
```

```
public class ExampleTask
{
    public async Task DoWorkAsync()
    {
        await Task.Delay(5000);
        // continue with the rest of the method
    }
}
```

Q. What is the difference between **Threads** and **Task**?
What are the advantages of Tasks over Threads?



❖ Advantages of Tasks over Threads:

1. Simplified Code.
2. Exception handling.
3. A Task can **return a result**, but there is no proper way to return a result from Thread.
4. We can apply **chaining** and **parent/ child** on multiple tasks, but it can be very difficult in threads.



Q. What is **Dependency** Injection?

❖ Dependency Injection (DI) is a software **design pattern** in which we inject the dependency object of a class into another class.

```
public class Salary
{
    public int CalculateSalary()
    {
        return 1000000;
    }
}
```

```
public class Employee
{
    public void GetSalary()
    {
        Salary sal = new Salary();

        int salary = sal.CalculateSalary();
    }
}
```

```
public class Employee
{
    private readonly Salary _salary;

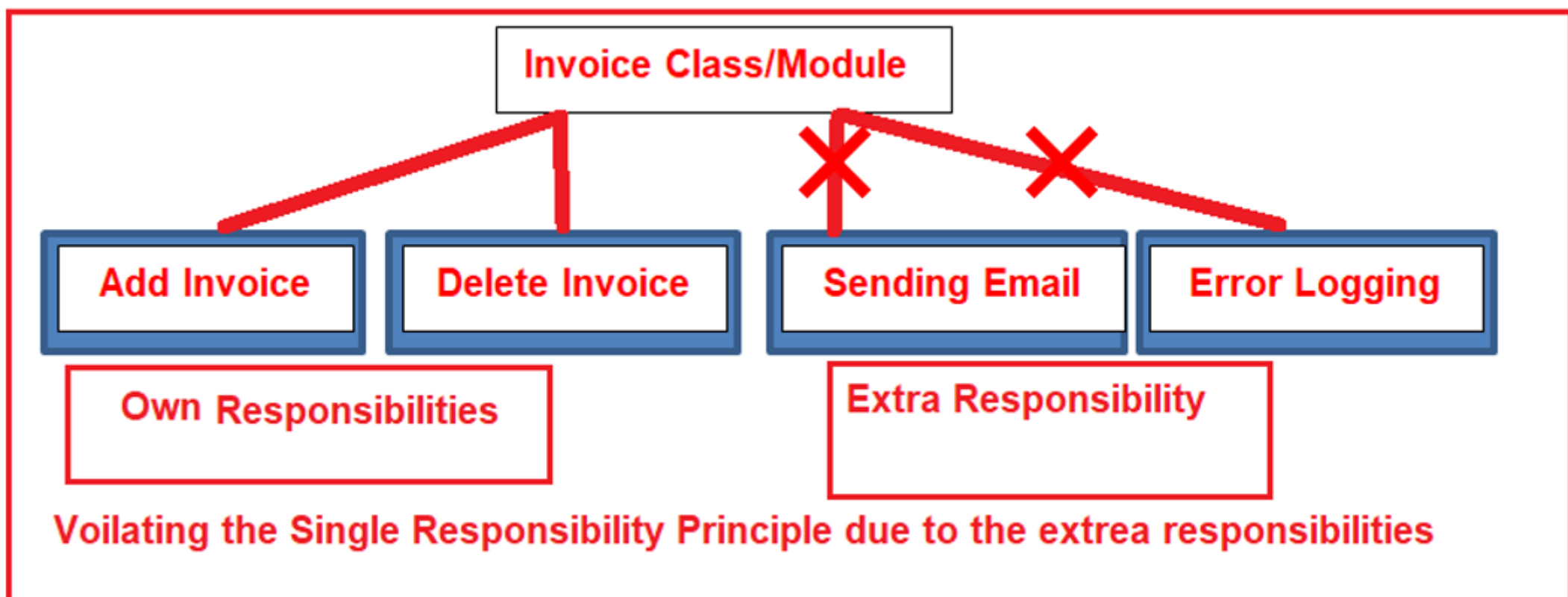
    public Employee(Salary salary)
    {
        _salary = salary;
    }

    public void GetSalary()
    {
        int salary = _salary.CalculateSalary();
    }
}
```

Q. What is **Single** Responsibility Principle?



- ❖ Single Responsibility Principle (SRP) states that a class should have only **one responsibility**.
- ❖ Or a class should have only **one reason** to change.
- ❖ When a class has only one responsibility, it becomes easier to change and test. If a class has multiple responsibilities, changing one responsibility may impact others and more testing efforts will be required then.



Q. What is **Single** Responsibility Principle?



//Following SRP

```
public class Employee
```

```
{
```

```
    public int CalculateSalary()
```

```
    {
```

```
        return 100000;
```

```
    }
```

```
    public string GetDepartment()
```

```
    {
```

```
        return "IT";
```

```
    }
```

```
}
```

```
public class EmployeeRepository
```

```
{
```

```
    public void Save(Employee employee)
```

```
    {
```

```
        //Save employee to the database
```

```
    }
```

```
}
```


Q. What is **Single** Responsibility Principle?



- ❖ Single Responsibility Principle (SRP) states that a class should have only **one responsibility**.
- ❖ Or a class should have only **one reason** to change.

```
//Violating SRP, because the class
//has extra responsibility

public class Employee
{
    //Own responsibility
    public int CalculateSalary()
    {
        return 100000;
    }

    //Own responsibility
    public string GetDepartment()
    {
        return "IT";
    }

    //Extra responsibility
    public void Save()
    {
        //Save employee to the database
    }
}
```

Never Give Up Stories



@shreyasgowda2077 • 1 year ago

Hi Happy, first i would like to thanks for efforts in making vedios which are helping thousands of people. I had 4 years as a .Net developer but when I started giving interviews i felt like am zero. But then i started watching your videos and now **i have 4 offers** and one in pipeline, whatever questions i used to get in interviews 98% of them were on ur channel. It helped me lot in my career and i have recommended it all my colleagues. Thanks a lot Happy... just like ur name says u made so many peoples life Happy 😊 all the best for ur channel and you ❤️