

1. For the given set of C# code, is conversion possible?

```
1. static void Main(string[] args)
```

```
2. {
```

```
3.     int a = 76;
```

```
4.     char b;
```

```
5.     b = (char)a;
```

```
6.     Console.WriteLine(b);
```

```
7.     Console.ReadLine();
```

```
8. }
```

a) Compiler will generate runtime error

b) Conversion is explicit type

c) Compiler will urge for conversion from 'integer' to 'character' data type

d) None of the mentioned

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Answer: b

2. What will be the output of the following C# code?

```
1. static void Main(string[] args)
```

```
2. {
```

```
3.     int a = 5;
```

```
4.     fun1 (ref a);
```

```
5.     Console.WriteLine(a);
```

```
6.     Console.ReadLine();
```

```
7. }
```

```
8. static void fun1(ref int a)
```

```
9. {
```

```
10.     a = a * a;
```

```
11. }
```

a) 5

b) 0

c) 20

d) 25

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Answer: d

Explanation: Here 'a' = 5. Copy of variable is passed as reference to parameter 'a'.

3.What will be the output of the following C# code?

```
1. static void Main(string[] args)
2. {
3.     Mul();
4.     m();
5.     Console.ReadLine();
6. }
7. static void Mul()
8. {
9.     Console.WriteLine("4");
10. }
11. static void m()
12. {
13.     Console.WriteLine("3");
14.     Mul();
15. }
a) 4 3 3
b) 4 4 3
c) 4 3 4
d) 3 4 4
```

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Answer: c

Explanation: First Mul() will be executed to print the number '4' after that function m() will be executed to print the number '3' and at last mentioned function Mul() will be executed to print the statement 4 to return the output as 4 3 4.

4. Correct way to define object of sample class in which C# code will work correctly is:

```
class abc
{
    int i;
    float k;
    public abc(int ii, float kk)
    {
        i = ii;
        k = kk;
    }
}
```

- a) abc s1 = new abc(1);
- b) abc s1 = new abc();
- c) abc s2 = new abc(1.4f);
- d) abc s2 = new abc(1, 1.4f);

Answer: d

5."What will be the output of the following C# code?

```
class a
{
    public void fun()
    {
        Console.WriteLine("base method");
    }
}

class b: a
{
    public new void fun()
    {
        Console.WriteLine("derived method");
    }
}

class Program
{
    static void Main(string[] args)
    {
        b k = new b();
        k.fun();

        Console.ReadLine();
    }
}
```

- A)Base method
- b) Derived method
- c) Code runs successfully prints nothing
- d) Compile time error

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Answer: b

Explanation: Use of 'new' modifier hides the inherited member i.e it makes only inherited member inaccessible in derived class and hence calls suitable method().

6.What will be the output of the following C# code?

```
public class sample
{
    public static int x = 100;
    public static int y = 150;
}
public class newspaper :sample
{
    new public static int x = 1000;
    static void Main(string[] args)
    {
        console.WriteLine(sample.x +
" " + sample.y + " " + x);
    }
}
```

- a) 100 150 1000
- b) 1000 150 1000
- c) 100 150 1000
- d) 100 150 100

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Answer: c

Explanation: sample.x = 100

sample.y = 150

variable within scope of main()

is x = 1000

7.What will be the output of the following C# code?

```
class sample
{
    public int i;
    void display()
    {
        Console.WriteLine(i);
    }
}
class sample1 : sample
{
    public int j;
    public void display()
    {
        Console.WriteLine(j);
    }
}
class Program
{
    static void Main(string[] args)
    {
        sample1 obj = new sample1();
        obj.i = 1;
        obj.j = 2;
        obj.display();
        Console.ReadLine();
    }
}
```

- a) 1
  - b) 3
  - c) 2
  - d) Compile Time error
- [View Answer](#)

Answer: c

Explanation: class sample & class sample1 both contain display() method, class sample1 inherits class sample, when display() method is called by object of class sample 1, display() method of class sample 1 is executed rather than that of Class sample.

8. Select the statement which should be added to the current C# code to get the output as 10 20?

```
class baseclass
{
    protected int a = 20;
}
class derived : baseclass
{
    int a = 10;
    public void math()
    {
        /* add code here */
    }
}
```

- a) Console.WriteLine( a + " " + this.a);
- b) Console.WriteLine( mybase.a + " " + a);
- c) console.WriteLine(a + " " + base.a);
- d) console.WriteLine(base.a + " " + a);

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Answer: c

9. "What will be the output of the following C# code?"

```
class maths
{
    public int length;

    public int breadth;

    public maths(int x, int y)

    {
```

```
length = x;

breadth = y;

Console.WriteLine(x + y);

}

public maths(double x, int y)

{

length = (int)x;

breadth = y;

Console.WriteLine(x * y);

}

}

class Program

{

static void Main(string[] args)

{

maths m = new maths(20, 40);

maths k = new maths(12.0, 12);

Console.ReadLine();

}

}"
```

- a) 60, 24
- b) 60, 0
- c) 60, 144
- d) 60, 144.0

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Answer: c

Explanation: Matching the values passed as parameters. The respective constructors are overloaded according to the matching parameter type.

9."What will be the output of the following C# code?

```
namespace ConsoleApplication4
{
    public abstract class A
    {
        public int i = 7;
        public abstract void display();
    }
    class B: A
    {
        public int j;
        public override void display()
        {
            Console.WriteLine(i);
            Console.WriteLine(j);
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            B obj = new B();
            A obj1 = new B();
        }
    }
}
```



```
obj.j = 1;  
obj1.i = 8;  
obj.display();  
Console.ReadLine();  
}  
}  
}"
```

- a) 0, 8
- b) 1, 8
- c) 1, 7
- d) 7, 1

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Answer: d

Explanation: Data member 'i' of abstract class A will be preferred over variable initialized and executed by obj1 as obj1.i = 8 as 'obj' of class B executes display() method.

10. What will be the output of the following C# code?

```
interface calc
{
    void cal(int i);
}
public class maths : calc
{
    public int x;
    public void cal(int i)
    {
        x = i * i;
    }
}
class Program
{
    public static void Main(string[] args)
    {
        display arr = new display();
        arr.x = 0;
        arr.cal(2);
        Console.WriteLine(arr.x);
        Console.ReadLine();
    }
}
```

- a) 0
  - b) 2
  - c) 4
  - d) None of the mentioned
- [View Answer](#)

Answer: c

11. What will be the output of the following C# code snippet?

```
class maths
{
    public int fact(int n)
    {
```

```
        int result;

        if (n == 2)

            return 1;

        result = fact(n - 1) * n;

        return result;

    }

}

class Program

{

    static void Main(string[] args)

    {

        maths obj = new maths();

        Console.WriteLine(obj.fact(4));

        Console.ReadLine();

    }

}"
```

- a) 24
- b) 0
- c) 12
- d) 1

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Answer: c

Explanation: fact() calculates factorial of number '4' but this time base case condition is executed upto 2 only. As soon as n reaches 2 it returns 2.

12.What will be the output of the following C# code?

```
class number
{
    private int num1 = 60;
    private int num2 = 20;
    public int anumber
    {
        get
        {
            return num1;
        }
        set
        {
            num1 = value;
        }
    }
    public int anumber1
    {
        get
        {
            return num2;
        }
        set
        {
            num2 = value;
        }
    }
}
class Program
{
    public static void Main(string[]
args)
    {
        number p = new number();
        number k = new number();
        int m = p.anumber;
        int t = k.anumber1;
        int r = p.anumber *
k.anumber1;
        Console.WriteLine("sum = " +
r);
        Console.ReadLine();
    }
}
```

- a) 0
  - b) 120
  - c) 1200
  - d) Compile time error
- [View Answer](#)

Answer: c