一、选择题（2\*15=30）

1.In C# what is base class of all reference types?

System.Type B. System.Base C.System.Object D.System.Root

2.Wrong statement?

A.double a = 123E; B. long b = 0xFeel; C. string c = “C#”; D.int d = 2014;

3.Choose the output of the code below:

double a = 10, b = 10;

++a;

Console.WriteLine(a>b?(2>>1):(1<<2));

A.Conpile error B. 1 C. 2 D. 4

7.Which of the following keyword is used when a virtual is refined by a derived class?

A: base B:virtual C:overload D:override

8.Which of the following are correct ways to pass a parameter to a attribute?

1. By value 2)by reference 3)by position 4)by name

A 1 ,2 B 3,4 C 1,2,3,4 D1,2,3

9 if a method is marked as protected who can access it?

A classes in the declaring assembly

B only methods that are in the same class

C classed derived from the declaring class

D anywhere the application has a reference to an object of that base class

10.If you want to select all the numbers which are greeter than 1000 in an int array, which of the following can you use?

A.LINQ To Objects

B.LINQ To XML

C.LINQ To SQL

D.None of above

11.The statement f = delegate(int x){return x + 1;}; is equivalent to which of the following statements?

A.f(x) =>x + 1;

B.f(x) = x + 1;

C.f => x + 1;

D.f = x => x + 1;

12.In C#, we can use the following statement to convert a string s to an integer num

1)int num = Convert.ToInt32(s);

2)int nym = Int32.Parse(s);

3)int num = s.ToInt();

4)int num = int.Parse(s);

A.1,2,3,4 B.1,2 C.1,3,4 D.2,3,4

二、判断题（2\*10=20）

1.In a switch statement, every statement sequence in a case clause must be terminated with break(or return, goto, throw).

2.Property 可声明在 class, struct, interface里。

5.if a constructor was declared, no default constructor is generated

6.nested types cannot be interfaces and delegates

7.Only the class that declares the event can fire it.

8.In C#, we can only throw an exception by an invalid operation.

三、填空题（2\*7 + 3\*6 = 32）

1. A constructor may call another constructor with the keyword\_\_\_\_\_.
2. In C#, if you want to change a thread’s state from suspended into running, you should call method\_\_\_\_\_\_.
3. A(n)\_\_\_\_\_\_ variable represents classwide information that is shared by all the objects of the class.

5.In C#,\_\_\_\_is used to retrieve specific element in an enumerable object directly

6.In C#,\_\_is a set of types that are compiled together and it is the smallest unit for development and dynamic loading.

7.The following class is often called\_\_\_\_\_\_\_ Class.

Class Buffer<Element>{

private Element[]data;

public Buffer(int size){…}

public void Put(Element x){…}

public Element Get(){…}

}

8.Suppose you have a double array called *numbers* ,please sum all the elements of the array using foreach statement

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

11.What is the output of the following program?

Using System;

class Plant{

public virtual void ShowName(){

Console.WriteLine(“Food”);

}

}

class Fruit:Plant{

public override void ShowName(){

Console.WriteLine(“Fruit”);

}

}

class Apple:Fruit{

public new virtual void ShowName(){

Console.WriteLine(“Apple”);

}

}

class LittleApple:Apple{

public override void ShowName(){

Console.WriteLine(“LittleApple”);

}

}

class Test{

public static void Main(){

Plant plant = new LittleApple();

Plant.ShowName();

Apple apple = new LittleApple();

Apple.ShowName();

}

}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

12.What is the output of the following program?

Using System;

class Fraction{

int x,y;

public Fraction(int x,int y){

this.x = x;

this.y = y;

}

public override string ToString(){

return x + “/” + y;

}

public override int GetHashCode(){

return x^y;

}

public override bool Equals(Object o){

Fraction f = (Fraction)o;

return f.x == x && f.y == y;

}

public Fraction ShallowCopy(){

return (Fraction)MemberwiseClone();

}

class Client{

static void Main(){

Fraction a = new Fraction(1,2);

Fraction b = new Fraction(1,2);

Fraction c = new Fraction(3,4);

Console.WriteLine(a.Equals(b));

Console.WriteLine(a == b);

a = c.ShallowCopy();

Console.WriteLine(a);

}

}

}

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

13.Please fill in the blanks.

namespace test

{

public delegate void OnDBOperate();

public class UserControlBase:System.Windows.Forms.UserControl

{

public event OnDBOperate OnNew;

private void toolbar\_ButtonClick(object sender,System.Windows.Forms.ToolBarButtonClickEventArgs e){

if(e.Button.Equals(BtnNew)){

//Please write code to call OnNew events

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

}

}

}

}

四、简单题

1.What is the difference between Overloading and Overriding?

3. Give brief description about the differences and connections between classes and interfaces。

|  |  |
| --- | --- |
| Class | Interface |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |