13级C#考试卷

注：试卷是英文的。

2.Wrong statement?

A.double a = 2E15; B. long b = 0x10Cl; C. string c = @””””; D.int d = 2014;

3.有这样一个类List，class List : IList, 以下正确的是：

1）IList a=new IList() 2) List b= new List()

A 1) B 1)2) C 2) D neither 1) nor 2)

4.right answer

A Structs cannot have a parameterless constructor.

B Structs can have a destructor.

C

5. right answer

One file could have multiple namespaces.

File name ,directory,的关系

6 In C#, which of the types is value types?

A Enums B delegates C interfaces D class

7.Which of the statements is correct to declare a two-dimensional array in C#?

A int[,] myArray B int myArray[][]

C int[2] myArray DSystem.Array[2] myArray

10 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;

11 11级的12题 关于线程 resume

12 11级的13题 泛型

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

A assembly B class C namespace D package

14题把declarationPPT的最后一页弄明白就会了

15 right answer

A overflow can be detected by default.

B sizeof can be applied to reference types

判断

1. Constants can be declared static

2: All types are compatible with object  
3 Enumerations cannot be assigned to int.

4.In C#, converting a value type to a reference type is called unboxing and converting a reference type to a value type is called

boxing.

5 nested types can be interfaces and delegates

7operand types can only be numeric or char

8Identifier can be Chinese characters,

填空

4. An interface member is \_\_\_or \_\_\_from a base class

5 The visibility of an interface member is \_\_\_\_\_\_.

6.In C#, all exception classes are derived from \_\_\_\_class.

7. class A {

public int x;

public void F() {Console.Writeline(“AFx”+x);}

public virtual void G() { Console.Writeline(“AGx”+x);}

}

class B : A {

public new int x;

public new void F() { Console.Writeline(“BFx”+x);}

public new void G() { Console.Writeline(“BGx”+x);}

}

B b = new B();

b.x = 1; // accesses B.x

b.F();

b.G();

((A)b).x=2;

((A)b).F();

((A)b).G();

解答题

1. why are properties often a good idea? Explain the reason why we use properties(属性)
2. What is the difference between value type and reference type?
3. What is the difference between private assembly and public assembly?
4. What is the difference between class and struct?