Started on	Friday, 20 June 2025, 1:19 AM
State	Finished
Completed on	Friday, 20 June 2025, 1:24 AM
Time taken	5 mins 23 secs
Marks	15.00/15.00
Grade	**100.00** out of 100.00

Question 1

1.50/1.50

Which of the following C# features organizes code and creates globally unique types?

Select one:

- assembly
- data type
- namespace ✔
- class

The correct answer is: namespace

Question 2

1.50/1.50

When is T replaced with the real type in a generic class program?

Select one:

- Compile-time ✔

- T is not replaced with the original type
- Both Compile-time and Runtime
- Runtime

The correct answer is: Compile-time

Question 3

1.50/1.50

Choose the correct syntax for declaring a generic class?

Select one:

- class MyClass<T> ✔
- class T<MyClass>
- class<T> MyClass
- class<T> : MyClass

The correct answer is: class MyClass<T>

Question 4

1.50/1.50

Which of the following statements is true about indexers?

Select one:

- Indexers provide a way to access elements of a class or struct using the [] operator. ✔
- Indexers can only have a single parameter of type int.
- Indexers are used to define the size of a collection.
- Indexers are only applicable to arrays and lists.

The correct answer is: Indexers provide a way to access elements of a class or struct using the [] operator.

Question 5

1.50/1.50

5. What is the syntax for declaring an indexer in C#?

Select one:

- string this(string key)
- void Indexer(int index)
- int this[int index] ✔
- float this(float index)

The correct answer is: int this[int index]

Question 6

1.50/1.50

You need to write a generic method inside a non-generic class that swaps the values of two variables of the same type. Which method signature should you use ?

- void Swap(int a, int b)
- void Swap<T>(T a, T b)
- void Swap<T>(ref T a, ref T b) ✔
- void Swap(object a, object b)

Your answer is correct.

The correct answer is:

void Swap<T>(ref T a, ref T b)

Question 7

1.50/1.50

You are designing a WordDictionary class where users can search for words by their position in the dictionary (e.g., dictionary[1] returns "Apple"). The dictionary should only allow reading words, not modifying them. How should you implement this ?

- public string this[int index] { get { return words[index]; } } ✔
- public string this[int index] { get; set; }
- public void GetWord(int index)
- public string this[int index] { set { words[index] = value; } }

Your answer is correct.

The correct answer is:

public string this[int index] { get { return words[index]; } }

Question 8

1.50/1.50

You are designing a data repository class that can store and manage any type of object (e.g., int, string, Customer). The repository should support basic operations like Add, Remove, and Get. How should you define this class ?

- class Repository<T> ✔
- class Repository
- class Repository : List<T>
- class Repository<object>

Your answer is correct.

The correct answer is:

class Repository<T>

Question 9

1.50/1.50

You are developing a large-scale application and want to organize your customer management functionality in a

separate module. The module should have its own classes (Customer, CustomerService) without conflicting with other parts of the project.

Which feature should you use ?

- Abstract Class
- Namespace ✔
- Static Class
- Partial Class

Your answer is correct.

The correct answer is:

Namespace

Question 10

1.50/1.50

You are creating a Student class that stores grades in an internal array. You want users to access grades like an array (e.g., student[0] = 85;). Which feature should you use ?

- Indexer ✔
- Dictionary
- Constructor Overloading
- Abstract Property

Your answer is correct.

The correct answer is:

Indexer


46%