



# TEST YOUR C# SKILLS

BY

**R.N. REDDY**

**Microsoft**  
CERTIFIED  
Professional

## RN Reddy IT School

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1. What is C#.Net?
2. Why C#.Net?
3. What type of Programming Languages is C#.Net?
4. What are the features in C#.Net?
5. What is Console Application?
6. When will use Console Application?
7. How to develop a Console Application by using .Net?
8. What is program.cs with Example?
9. What is Class File with Ex?
10. What is the role of Main() method?
11. What is CLR and what is the role of CLR?
12. How to execute .Net application in Visual Studio?
13. Where we write Console program in C#?
14. What is Console?
15. What is System?
16. What is Base Class Library?
17. How to use Base Class Library in our program with Ex?
18. When will use a base Class Library in your program?
19. What is WriteLine()?
20. What is Local Variable?
21. Explain about primitive data types?
22. What do you mean by Numerical data with example?
23. What are the types of Numerical Data?
24. What is MinValue and MaxValue?

25. How to know the Minimum Value and Maximum value of a data type?
26. How to print minvalue and maxvalue of short data type?
27. When will use signed numerical data type in your program?
28. When will use unsigned numerical data type in your program?
29. What do you mean by floating point data types with Ex?
30. Why C#.Net is not supporting unsigned floating point data types?
31. What is default data type of numerical value in C#.Net?
32. What is default data type of floating data in C#.Net?
33. Difference between typeof() , sizeof() and GetType()?
34. When will use Implicit Typed Variable?
35. Difference between Value Type and Reference Type?
36. Difference between Stack and Heap Memory?
37. Can we assign Null value into Value Type variable with Ex?
38. Can we assign Null value into Reference Type variable with Ex?
39. How to assign null value into value type variable with syntax and Ex?
40. When we will go for null able value type?
41. How to accept input from the user in console applications?
42. What is ReadLine()?
43. What is Type Casting?
44. When will use Type Casting?
45. When will use Explicit type casting with Ex?
46. Difference between Parsing and Converting & Which one more usage in C#.Net programing?
47. When will use Parsing?

48. When will use Converting?
49. What are the Limitations of Parsing?
50. What is Boxing and Unboxing with Syntax?
51. When will use Boxing and Unboxing?
52. Difference between `int.Parse()` and `Convert.ToInt32()`?
53. Difference between `Convert.ToString()` and `ToString()`?
54. Difference between `String` and `StringBuilder`?
55. How to handle Runtime errors?
56. What is Error, Bug and Defect?
57. When will use conditional statements?
58. When will use simple 'if'?
59. When will use 'if else'?
60. When will use 'if else if'?
61. When will use nested if?
62. What are requirements not possible by using Switch? Why?
63. What can be the switch expression type?
64. What can be the switch case label?
65. When will use Loops?
66. Difference between for loop and while loop?
67. Can we implement for loop without initialization and without increment and decrement?
68. Difference between for loop and for each loop?
69. What are jump statements?
70. When will use jump statements?

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71. Difference between break and Continue?
72. Difference between go to and return?
73. Syntax of One Dimensional Array, Multi Dimensional Array and Jagged Array?
74. List out programming Languages?
75. Why to use Programming Language?
76. What do you mean by procedural Oriented Programming Language and Object Oriented Programming Language?
77. What are the Advantages of Object Oriented Programming Language?
78. How to recognize Object Oriented Programming Language?
79. What are the principles of OOPS?
80. What is Class?
81. What is variable?
82. What are the Types of Variables in C#.Net?
83. When will use variable in your program?
84. Difference between Instance, Static and Local Variables?
85. What is Object?
86. What is Method?
87. How many types of Methods are there in C#.Net?
88. When will use Method?
89. Write syntax to define Method?
90. What is Parameter?
91. Why Parameters?
92. When will declare parameter in your program?

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93. When will use Parameter Less method?
94. How many types of methods based on Return type?
95. How to Return a value by using Method?
96. Return keyword will return the value to where in your program?
97. When will use Non Void method?
98. Does Memory will allocate for Class and Method? Why?
99. Memory will allocate for what and why?
100. When will be memory allocated and de allocated for local variables?
101. When will be memory allocated and de allocated for instance variables?
102. When will be memory allocated and de allocated for static variables?
103. How object will destroy in .Net?
104. What is the purpose of Object?
105. How to create an Object?
106. What is Constructor?
107. What is the purpose of Constructor?
108. Difference between Instance Constructor and Static Constructor?
109. How many types of Constructors are there in C#.Net?
110. What is default Constructor?
111. A Class contains how many default Constructors?
112. What are the limitations of default Constructor?
113. When will Compiler generate System defined default Constructor?
114. Why static constructor is a parameter less constructor?
115. What is parameterized Constructor?
116. What do you mean by different signature?

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117. What is Constructor Overloading?
118. When will use local variable, instance variable and Static variable in your program?
119. When class will load?
120. When CLR requires the class?
121. When a Class will Unload?
122. When we will initialize instance variable by instance Constructor and when we will initialize instance variable by instance method?
123. Difference between instance method and static method?
124. Difference between instance Constructor and Static Constructor?
125. When will use instance method and Instance Constructor?
126. When will use static method and Static Constructor ?
127. If a class is having one static Constructor and one instance constructor which constructor will call first?
128. List out some of the predefined static methods and instance methods?
129. Why Main() is Static Method?
130. What are the Access modifiers in C#.Net?
131. What is the default access modifier for Class?
132. What is the default access modifier for Constant?
133. What is the default access modifier for Class variable?
134. What is the default access modifier for Property?
135. What is the super class of all .Net classes?
136. When object class constructor will call?
137. How constructor calling mechanism will work?



138. What is this and base?
139. How to invoke super class constructor?
140. How to invoke current class constructor?
141. What is constructor chaining?
142. Main() and static constructor in same class which one will execute first?
143. What is passing parameter mechanism? How many types?
144. Difference between Call by value, Call by Reference, Call by Out?
145. What is Constant ?
146. When will use Constant keyword in your program?
147. List out predefined Constants in .Net?
148. Difference between Constant variable , Static variable and ReadOnly?
149. When will use ReadOnly keyword in your program?
150. What is Exception?
151. How to handle Runtime Errors?
152. What is Encapsulation? How can we achieve?
153. What is abstraction? How can we achieve?
154. What is Inheritance? Types of Inheritance?
155. Is c#.Net will support multiple Inheritance?
156. What is sealed class? When we will go for sealed class?
157. Difference between static class and sealed class?
158. Difference between class and structure?
159. Why property?
160. Difference between Constructor and property?
161. What is polymorphism? Types of polymorphism?

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162. What is static polymorphism and dynamic polymorphism?
163. What is function Overloading? When will use Function Overloading?
164. Can we overload static methods?
165. What is function Overriding? When will use function Overriding?
166. What is Method Hiding?
167. Can we override static Methods?
168. Difference between Function Overloading and Function Overriding?
169. When will use abstract class?
170. What is Interface? When will use interface?
171. Why we can't create object for abstract class and interface?
172. Difference between abstract class and interface?
173. What is Exception Handling?
174. What should be the class within the catch block?
175. When finally block is executing?
176. When Catch block will execute?
177. When try block will execute?
178. When we will throw an Exception explicitly?
179. Can we have multiple catch blocks? and Why?
180. How to get address of the object?
181. What is GetHashCode()?
182. What is a Message?
183. What is a Delegate? Types of delegates?
184. In C# which is called as type safe function pointers? Why?

185. What is language Independence? Is .Net language independent technology?
186. What is an Assembly? Types of assemblies?
187. How to develop an exe in .NET?
188. How to develop a dll file using .NET?
189. Difference between dll and exe?
190. List out the dll files in .Net?
191. Difference between private assembly and shared assembly?
192. What is GAC?
193. What is strong name? How to create strong name?
194. How to install an assembly into GAC?
195. What is signing assembly?
196. What is satellite assembly?
197. What are multilingual applications?
198. What is Reflection?
199. How to implement Reflection in .Net?
200. When will use Indexer?
201. What is an Indexer?
202. Can we have Static Indexer?
203. Can we implement indexer, with in a class having two arrays?
204. Can we implement indexer on multidimensional array?
205. Can we implement indexer on jagged array?
206. What are smart arrays in C#.Net?
207. What is enum? What is the default data type of enum?

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208. Can we change the data type of enum?
209. Why generics?
210. What we are achieving by using generics?
211. Can we create normal object for generic class?
212. Can we pass 2 different type values to generic function? How?
213. Can we implement type casting on generic parameters?
214. Can we declare function return type as generic type?
215. When will use generic class?
216. If we can reduce function overloading some level by using generics function then why function overloading?
217. When will use generics and when will use function OverLoading?
218. How many types of collections?
219. Difference between normal collections and generic collections?
220. What is Dictionary?
221. How to add summary to a method?
222. Can we call message box with in console application?
223. What is partial class? Why partial class?
224. When will use partial class?
225. What is Thread?
226. What is the base class library for threading?
227. How to create thread?
228. What we can do by using Thread?
229. How to assign user define name to thread?
230. How to invoke a thread?

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231. What is ThreadStart()?
232. How to send a thread for sleep?
233. How to suspend a thread?
234. How to call back suspended thread?
235. How to terminate thread?
236. What is the scope of protected Internal?
237. You will perform the memory management in .Net?
238. What is role of Garbage Collector in .Net?
239. How garbage collector will allocate memory for object?
240. How garbage collector destroy the object?
241. What is generation algorithm?
242. How to call garbage collector?
243. Difference between dispose() method and finalize() method?
244. What is Collection process?
245. How garbage collector will implement Collection process?

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