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Grade:	5.00 (out of 5.00) (50%)

Question 1 Can the method `add()` be overloaded in the following ways in C#?

- Correctly answered 100%
- `public int add()`
`public float add()`
- Select one:
- ☐ a. Yes
 - ☐ b. No
 - ☐ c. None of the mentioned
 - ☐ d. None of the above

Question 2 What will be the output for the given set of code?

Correctly answered 100%

```
namespace ConsoleApplication1
{
    abstract class A
    {
        public int i;
        public abstract void display();
    }
    class B : A
    {
        public int j;
        public int m;
        public override void display()
        {
            m=i+j;
            Console.WriteLine("m is "+m);
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            A obj = new B();
            obj.i = 2;
            B obj2 = new B();
            obj2.j = 10;
            obj2.display();
            Console.ReadLine();
        }
    }
}
```

- Select one:
- ☐ a. 1, 10, 12
 - ☐ b. 10, 10, 20
 - ☐ c. 1, 10, 1
 - ☐ d. 1, 10, 2

Question 3 What would be the output for the following set of code?

Correctly answered 100%

```
static void Main(string[] args)
{
    String str = "Hello";
    String obj1 = "world";
    Console.WriteLine (obj1.Equals(obj1 + " " + obj2.CompareTo(obj1)));
    Console.ReadLine();
}
```

Select one:

- ☐ a. True/Yes
- ☐ b. True/True
- ☐ c. False/1
- ☐ d. True/0

Question 4 What would be the output for the set of code?

Correctly answered 100%

```
class Maths
{
    public static c;
    public double d;
    public void add(a, b)
    {
        a = a + b;
        return a+b;
    }
    public void sub(a, b, double d)
    {
        a = a - b;
        return a-b;
    }
    public double m;
    public void m1()
    {
        m = 0;
        m1() = 0;
    }
}
class Program
{
    static void Main(string[] args)
    {
        Maths obj = new Maths();
        obj.a = 4;
        double b = 1.5;
        obj.m1() = 0;
        obj.m1();
        Console.WriteLine(obj.a + " " + obj.b);
        Console.ReadLine();
    }
}
```

- Select one:
- ☐ a. 4, 1.5
 - ☐ b. 2.5, 0
 - ☐ c. 4, 0
 - ☐ d. 4, 0.7

Question 5 What will be the output the of given set of code?

Correctly answered 100%

```
static void Main(string[] args)
{
    int[] a = {1, 2, 3, 4, 5};
    int b;
    Console.ReadLine();
}
static void TestInteger(int[] a)
{
    for (int i = 0; i < a.Length; i++)
    {
        if (a[i] % 2 == 0)
            Console.WriteLine(a[i] + " ");
    }
}
```

- Select one:
- ☐ a. 1, 2, 3, 4, 5
 - ☐ b. 1, 3, 5, 1, 3, 5, 1, 3, 5, 1, 3, 5
 - ☐ c. 1, 3, 5, 1, 3, 5, 1, 3, 5
 - ☐ d. 4, 1, 3, 10, 24, 30

Question 6 In inheritance concept, which of the following members of base class are accessible to derived class members?

- Correctly answered 100%
- Select one:
- ☐ a. static
 - ☐ b. protected
 - ☐ c. private
 - ☐ d. default

Question 7 What will be the output of the given code snippet?

Correctly answered 100%

```
interface Calc
{
    int add(int i);
}
class Display : Calc
{
    public int i;
    public void calc()
    {
        i = 17;
    }
}
class Program
{
    static void Main(string[] args)
    {
        Display obj = new Display();
        obj.i = 0;
        obj.i = 0;
        obj.i = 0;
        Console.WriteLine(i + " " + i + " " + i + " ");
        Console.ReadLine();
    }
}
```

- Select one:
- ☐ a. 1, 1
 - ☐ b. 10, 10
 - ☐ c. 1, 2
 - ☐ d. 4, 1

Question 8 Which among the following statements are not correct about an exception used in C#?

- Correctly answered 100%
- Select one:
- ☐ a. Nested exceptions are allowed
 - ☐ b. Nested exceptions are not allowed
 - ☐ c. An exception is an object that inherits from `System.Exception`
 - ☐ d. An exception is an object that inherits from `System.Exception`

Question 16 Select the sequence of execution of function `f1()`, `f2()` & `f3()` in C# NET CODE?

Correctly answered 100%

```
class Base
{
    public void f1()
    {
        public virtual void f2()
        {
            public virtual void f3()
        }
    }
}
class Derived : Base
{
    new public void f1()
    {
        public override void f2()
        {
            public override void f3()
        }
    }
}
class Program
{
    static void Main(string[] args)
    {
        Base obj = new Derived();
        obj.f1();
        obj.f2();
        obj.f3();
    }
}
```

- Select one:
- ☐ a. `f1()` of derived class get executed `f2()` of derived class get executed `f3()` of base class get executed
 - ☐ b. `f1()` of derived class get executed `f2()` of base class get executed `f3()` of base class get executed
 - ☐ c. `f1()` of base class get executed `f2()` of derived class get executed `f3()` of base class get executed
 - ☐ d. `f1()` of base class get executed `f2()` of derived class get executed `f3()` of derived class get executed

Question 17 Which keyword is used for correct implementation of an interface in C#?

- Correctly answered 100%
- Select one:
- ☐ a. `interface`
 - ☐ b. `interface`
 - ☐ c. `class`
 - ☐ d. `if`

Question 9 Choose the statements which also delegates to C# NET different from a normal class?

- Correctly answered 100%
- Select one:
- ☐ a. All of the mentioned
 - ☐ b. Delegates can be implemented in multiple ways from the Delegate or Multi-cast Delegate class
 - ☐ c. Delegates created in C# NET are further not allowed to derive from the delegate types that are created
 - ☐ d. Delegates in C# NET is a base class for all delegate type

Question 10 Which of the following are the correct statements about delegates?

- Correctly answered 100%
- Select one:
- ☐ a. Delegates is a user defined type
 - ☐ b. Delegates permit execution of a method on a secondary thread in an asynchronous manner
 - ☐ c. Delegates can be used to implement a callback mechanism
 - ☐ d. All of the mentioned

Question 11 Which keyword is used to refer base class constructor to subclass constructor?

- Correctly answered 100%
- Select one:
- ☐ a. `base`
 - ☐ b. `base`
 - ☐ c. `base`
 - ☐ d. `base`

Question 12 Select the statement which should be added in the current set of code to get the output as 10 20 1

Correctly answered 100%

```
class BaseClass
{
    protected int a = 20;
}
class Derived : BaseClass
{
    int a = 10;
    public void main()
    {
        // add code here
    }
}
```

- Select one:
- ☐ a. `Console.WriteLine(a + " " + obj.a);`
 - ☐ b. `Console.WriteLine(a + " " + base.a);`
 - ☐ c. `Console.WriteLine(base.a + " " + a);`
 - ☐ d. `Console.WriteLine(a + " " + a);`

Question 13 What will be the output for the given code snippet?

Correctly answered 100%

```
static void Main(string[] args)
{
    string s = "Hello C#";
    Console.WriteLine(s.IndexOf('H') + " " + s.IndexOf('C') + " " + s.IndexOf('C'));
    Console.ReadLine();
}
```

- Select one:
- ☐ a. 1, 5
 - ☐ b. 1, 10
 - ☐ c. 2, 10
 - ☐ d. 2, 10

Question 14 What will be the output of given code snippet?

Correctly answered 100%

```
class Program
{
    static void Main(string[] args)
    {
        try
        {
            throw new NullReferenceException("C");
            Console.WriteLine("C");
        }
        catch (NullReferenceException)
        {
            Console.WriteLine("C");
        }
        Console.ReadLine();
    }
}
```

- Select one:
- ☐ a. A
 - ☐ b. NullReference
 - ☐ c. Console.WriteLine
 - ☐ d. A

Question 15 Which of these keywords must be used to declare exception?

- Correctly answered 100%
- Select one:
- ☐ a. `finally`
 - ☐ b. `try`
 - ☐ c. `throw`
 - ☐ d. `catch`