

17UIT414 - C#.NET PROGRAMMING

K1 Level

UNIT – I

1. The compiled version of a VC#.NET program will be in_____.

- (A) Machine code (B) IL code
(C) Byte code (D) None of these

ANS: (A)

2. The purpose of JIT compiler is to convert_____.

- (A) VC#.NET source code IL code (B) IL code to byte code
(C) IL code to managed native code (D) None of these

ANS: (B)

3. The Garbage Collection solves_____.

- (A) Memory leakage problem (B) DLL hell problem
(C) Both a & b (D) None of these

ANS: (A)

4. The code that requires the CLR at runtime for the execution is known as the _____.

- (A) IL code (B) Managed code (C) Binary code (D) One of these

ANS: (B)

5. Which one of the following JIT compilers produce highly optimized code?

- (A) Econo JIT (B) Standard JIT (C) Pre JIT (D) None of these

ANS: (B)

6. The VC#.NET language_____.

- (A) Solves the memory leakage problems.
(B) Solves the DLL hell problems.
(C) Has very good correspondence with the IL language.
(D) All the above.

ANS : (B)

7. Home page in VS.NET is also known as_____.

- (A) Default page (B) Start page (C) First page (D) Welcome page

ANS: (B)

8. The _____ enables to move through the code very quickly.

- (A) Class view window (B) Solution explorer window
(C) Code window (D) none of these

ANS: (C)

9. In VC#.NET project files are grouped into a _____.

- (A) Workspace (B) Namespace
(C) Solution (D) Package

ANS: (C)

10. Which one of the following statements about code debugging is correct?

(A) Debugger helps us to step through our code, one line at a time.

(B) Breakpoints can be set by pressing F9 function key.

(C) Breakpoints can be set by left-clicking in the left margin area at the line where we want to set the breakpoint.

(D) a, b and c are correct.

ANS: (A)

UNIT – II

11. The arrays involved in a jagged array_____.

- (A) Should be of same size.
(B) May be of different sizes.
(C) Are not known as subarrays.
(D) None of these.

ANS: (B)

12. The parameters of a method _____.

- (A) Help us to pass information to a method.
(B) Help us to get information from a method.

(C) Help us to pass information to and from a method.

(D) None of these.

ANS: (C)

13. The ref type parameters are_____.

(A) “Input only” parameters.

(B) “Input / Output” parameters.

(C) “Output only” parameters.

(D) None of these.

ANS: (B)

14. The out type parameters can be used_____.

(A) Only to pass back a result to the calling functions.

(B) Only to send information to the called function.

(C) To pass data to the called method and receive information from the called method.

(D) None of these.

ANS: (A)

15. In case of the Params type parameter_____.

(A) Only output can be sent.

(B) The number of arguments is variable.

(C) Both input and output can be handled.

(D) None of these.

ANS: (B)

16. An instance class member is referred by using the format_____.

(A) Object name. Class member name.

(B) Class name. Class member name.

(C) Object name. Class member name or class name. class member name.

(D) None of these.

ANS: (A)

17. Overloaded constructors will have_____.

(A) Different names

(B) Different parameter lists

(C) Different return types (D) none of these.

ANS: (B)

18. A static constructor_____.

- (A) Is executed when the class is loaded.
- (B) Can be accessed through an object name.
- (C) Can be executed any number of times.
- (D) Can have its own destructor.

ANS: (A)

19. A property_____.

- (A) Should have a get method.
- (B) Should have a put method.
- (C) Should have both get and put methods.
- (D) Should have either a get method or put method.

ANS: (A)

20. An indexer_____.

- (A) Enables us to access a property through index.
- (B) Can have user-defined name.
- (C) Is identified by its name.
- (D) Cannot be overloaded.

ANS: (A)

UNIT – III

21. A namespace can contain_____.

- (A)Classes (B) Namespaces (C) Classes and namespaces (D) None of these.

ANS: (A)

22. The alias should have

- (A) Improve the readability of the code.
- (B) Avoid name clashes.
- (C) Saves you typing out very long strings.

(D) All the above.

ANS: (D)

23. In the case of a component,

(A) Reusability is possible.

(B) Code will be in IL format.

(C) The extension is dll.

(D) All the above.

ANS: (D)

24. In case of components and namespaces,

(A) Several classes may be present in a component.

(B) Classes contained in different source files may be part of same namespace.

(C) Classes contained in a source file may be from different namespaces.

(D) All the above.

ANS: (C)

25. In the case of access modifiers_____.

(A) Private and protected access modifiers can be specified for a class.

(B) Public access modifier can be specified for a class.

(C) The scope of the internal access modifier is the namespace.

(D) None of these.

ANS: (D)

26. The size of integer is_____.

(A) 8 bits

(B) 16 bits

(C) 32 bits

(D) 64 bits

ANS: (A)

27. An instance of a value type variable is allocated memory on_____.

(A) Stack

(B) Heap

(C) Both a&b

(D) None of these

ANS: (A)

28. An instance of a reference type variable is allocated memory on_____.

(A) Stack

(B) Heap

(C) Both a&b

(D) None of these

ANS: (B)

29. The size of long is_____.

- (A) 8 bits (B) 16 bits (C) 32 bits (D) 64 bits

ANS: (D)

30. _____ access modifier is applied to a method or a data member, it can be accessed by all classes in the same namespace and derived class in other namespace.

- (A) Public (B) Protected (C) Internal (D) Protected internal

ANS: (D)

UNIT – IV

31. The first type of streams is specially used to represent _____

- (A) Binary data (B) text (C) data (D) derived

ANS: B

32. The second type of streams is used to represent _____

- (A) Data (B) text (C) binary data (D) derived

ANS: C

33. All IO classes that represent streams are derived from the _____ class.

- (A) Data (B) Stream (C) another (D) none

ANS: B

34. The stream class has been designed to provide functional features for _____ and _____.

- (A) Creating, manipulating (B) displaying, manipulating
(C) Creating, displaying (D) printing, creating

ANS: A

35. The file stream class is designed specifically for reading and writing_____ files.

- (A) Class files (B) binary data (C) program (D) none

ANS: B

36. A buffer is a block of bytes in memory used to _____

- (A) Class data (B) binary data (C) cache data (D) data

ANS: C

37. The Buffered Stream class is a _____ of the Stream class.

- (A) Base class (B) binary class (C) Derived class (D) class

ANS: C

38. The text files are helpful in _____ and _____ textual data.

- (A) Storing, displaying (B) storing, retrieving
(C) Retrieving, displaying (D) displaying, retrieving

ANS: B

39. A machine on a network is called _____

- (A) Node (B) data (C) address (D) store

ANS: A

40. The node is also called as _____

- (A) Data (B) class (C) host (D) cache

ANS: C

UNIT – V

41. The various possible values of dock property are _____

- (A) TOP, Left (B) Fill, right (C) Side, upright (D) Both (a) and (B)

ANS: D

42. The ADO.NET provides greater ease of _____

- (A) Programming (B) higher dependency
(C) Improve data source (D) both (a) and (b)

ANS: D

43. Only _____ amount of processing time is needed for data conversion.

- (A) Large (B) small (C) none (D) allocated time

ANS: B

44. A Managed provider can be considered as a set of objects that mediate between a _____ and _____

- (A) Data source (B) VB.NET program (C) data (D) both (a) and (b)

ANS: D

45. The main ASP.NET page class is derived from the _____ class

- (A) Page (B) base (C) derived (D) main

ANS: A

46. We can attach _____ validation control to an input control

- (A) One (B) less than one (C) more than one (D) almost one

ANS: C

47. The validation control has _____ control.

(A) Up level (B) down level (C) both (d) bottom level

ANS: C

48. The up level browser will perform validation on the client, using the _____ and

(A) HTML, ASP

(B) DHTML, java script

(C) Both (a) and (b)

(D) none

ANS: B

49. For client-side custom validation, the name of the custom function must be identified in the

_____ function property

(A) Client Validation

(B) on client validation

(C) On server validation

(D) server validation

ANS: A

50. For server-side custom validation, the name of the custom function must be identified in the

_____ function property

(A) Client Validation

(B) on client validation

(C) On server validation

(D) server validation

ANS: C

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K2 LEVEL

UNIT - I

1. Illustrate the work of CLR.
2. Expand DCOM.
3. List any two features of VC#.NET language.
4. Expand MSIL.
5. Infer the purpose of System. Exception.
6. List the 3 basic concepts in OOP, supported by VC#.NET.
7. What do you mean by “managed code”?
8. What do you mean by “unsafe code”?
9. Define Block.
10. Explain the use of Intellisense feature.

UNIT - II

11. Compare – copy constructor and static constructor.
12. Define class.
13. Infer the use of Garbage Collector mechanism.
14. Show the format used to refer the instance class member.
15. Compare -- constructor and destructor.
16. What is sealed class?
17. Compare – static type and dynamic type.
18. Infer the concept of inheritance.
19. Discuss the use of abstract class.
20. Discuss the use of method overriding.

UNIT - III

21. What is the use of Access Modifier?
22. List the type of access modifier.
23. Define Interface.
24. Infer the use of namespace.
25. What is namespace?
26. Compare – internal access modifier and protected internal access modifier?
27. What is meant by an event?
28. What is a delegate?
29. Discuss how a delegate can be declared.
30. Classify the types of variables used in the attribute class

UNIT - IV

31. Explain the importance of the Stream class?
32. What is the use of the Seek () method in the File Stream?
33. Classify the properties available in the File Info class?
34. What are the types of streams?
35. Explain Domain Naming Service?
36. Explain the source?
37. What is meant by Group Box?
38. Explain the various possible values of Dock property?
39. Define buffer?
40. List the classes of the Text Files

UNIT - V

41. Discuss the advantage of the ADO.NET?
42. What are Managed Providers?
43. Discuss how the data are placed in the data table.
44. Discuss how the data are retrieved using SQ; Data Reader.
45. Explain dataset?
46. What are the server side controls?
47. What are the available properties in the Page class?
48. Discuss the one advantage of the ASP?
49. What is the need of the validation control?
50. What is the special use of the Regular Expression validating? Which namespace provides a rich library of built-in functionality?

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K3 LEVEL

UNIT - I

1. List the salient features of VC#.NET Language.
2. Categorize the functionalities of important classes in “System” namespace.
3. List the console I/O functions.
4. Categorize the value data types and reference data types.
5. Differentiate between While & Do...While Loops.

UNIT - II

6. Inspect the concept of Constructor Overloading.
7. Examine the usage of class and object.
8. Compare – constructor & destructor.
9. Inspect the concept of Properties.
10. Analyze the concept of Indexers.

UNIT - III

11. Discuss the concept about Interfaces.
12. List the usage of Interface.
13. Inspect the use of Namespace.
14. Inspect the concept of Interface Inheritance.
15. List the Access Modifiers in VC#.NET.

UNIT - IV

16. Contrast the methods and properties of the stream class.
17. Simplify the program to read the string back from the byte type array.
18. Contrast the methods and properties of the Fill-Info class.
19. Simplify a program to read the contents of a file.
20. Analyze the concept of the List Box class.

UNIT - V

21. Analyze the advantage of the ADO.NET.
22. Compare the three-tire data access and two-tire model.
23. Analyze the concept of the managed providers? Give example.
24. Contrast the members of the page class.
25. Analyze the server-side control and its purposes.

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K4 & K5 LEVEL

UNIT - I

1. List the salient features of VC#.NET Language.
2. Explain the following
 - (A) Analyze the concept Method Overloading.
 - (B) Inspect the concept of Constructor Overloading.
3. Explain the following
 - (A) Categorize value data types and reference data types.
 - (B) List the console I/O functions.
4. Discuss in detail about the control statements.
5. Elaborate the concept of Methods.

UNIT - II

6. Adopt the concept of classes and object with suitable program.
7. Discuss in detail about arrays.
8. Adopt the concept of method overriding to suitable program.
9. Analyze the concept of Operator Overloading.
10. Predict the importance of access modifiers with examples.

UNIT - III

11. Combine the concepts of interface in Inheritance.
12. Explain the concept of overloading for unary operator '-' with suitable program.
13. Inspect the usage of Namespaces.
14. Classifies the Multithreading.
15. Explain thread in briefly.

UNIT - IV

16. Explain the binary data files?
17. Explain the (a) text files (b) data files
18. Explain the important classes used in windows applications.
19. Explain about docking control.
20. Explain about (a) The toolbar class (b) the status bar class.

UNIT - V

21. Explain the following
 - (a) Creation of a data table
 - (b) Retrieving data from table
 - (c) Table updating
22. Explain about the creating the first ASP.NET page.
23. Explain about the validation controls.

24. Explain about the user and custom web controls.
25. Explain about the web services briefly.