Test\_sample

1. Object refers to a particular instance of a class
2. A method is a combination of instructions grouped together to achieve some result. It may take arguments and return result
3. A constructor is a member that provides a flexible mechanism to read, write, or compute the value of a private field
4. A class that is used as the basis for inheritance is called a superclass or base class
5. A constructor is a public method with the same name as the class with no return type, which is called once upon object creation
6. Overloading allows you to change the functionality of a method in a child class
7. Encapsulation is the process of showing only essential features of an object to the outside world and hide the other irrelevant information
8. Overloading was developed to reduce the number of different method names to be created by the programmer and it also makes life easier for the end object user
9. Structures support inheritance
10. Array is a data structure that contains several variables of a different type
11. ArrayList is a **special array** that provides us with some functionality over and above that of the standard Array
12. Stack represents a collection of **key/value pairs** that are organized based on the hash code of the key
13. **‘This’** keyword is used to refer to instance members of the current class from within an instance method or a constructor
14. RadioButton is a control that allows the user to make multiple selections from a list of options in the same group
15. Stack is the collection of objects which is represented by LIFO
16. An element in Windows Forms that can be clicked by a mouse is called a Button
17. The process of checking form fields for correct input values is called validation
18. A for loop consists of three statements. At first, initialization is executed and then condition which is a Boolean expression. After that iterator is executed to change the initialized variable’s value. This for loop process continues until the condition is false and when it is false, for loop terminates
19. If…else statement is used for iteration though an array
20. StreamWrite is used for reading data from the file