Test 3 C#

#### Two methods with the same name but with different parameters.

* Overloading
* Multiplexing
* Duplexing
* Loading
1. Any constructor with no arguments is called
* Simple constructor
* Default constructor
* Basic constructor
* Extended constructor
1. A collection that is represented in the form of FIFO (First-In-First-Out) order is called
* HashTable
* Queue
* Stack
* ArrayList

#### Which of the following class cannot be inherited?

* Abstract
* Sealed
* Both
* None
1. What keyword is required to be used to address a class by its name and not its object?
* Override
* Protected
* Static
* External
1. What access modifier of the field will you choose if you only want to get access to it within a method inside this class, but not from the object?
* public
* private
* output
* protected
1. What are the example of loops in C#?
* While
* Do … while
* If
* For
1. What keyword refers to the current instance of an object? It is used in a variety of settings. Firstly, it can be used in the case of ambiguous and unrecommended naming.
* static
* virtual
* this
* override
1. These classes are used to restrict the inheritance feature of object-oriented programming
* Protected
* Private
* Sealed
* Abstract
1. Feature of a local variable
* It must be declared within a method
* It represents a class object
* It can be used anywhere in the program
* It must accept a class
1. Which of the following operator can be used to access the member function of a class?
2. **:**
3. **::**
4. **.**
5. **#**

#### Which of the following gives the correct count of the constructors that a class can define?

1. **1**
2. **2**
3. **Any number**
4. **None of the above**

####  What is the correct name of a method which has the same name as that of class and used to destroy objects?

1. **Constructor**
2. **Finalize()**
3. **Destructor**
4. **End**

#### Which of the following statements correctly tell the differences between ‘=’ and ‘==’ in C#?

1. **‘==’ operator is used to assign values from one variable to another variable
‘=’ operator is used to compare value between two variables**
2. **‘=’ operator is used to assign values from one variable to another variable
‘==’ operator is used to compare value between two variables**
3. **No difference between both operators**
4. **None of the mentioned**
5. Which of the following keywords is used to refer base class constructor to subclass constructor?
6. **this**
7. **static**
8. **base**
9. **extend**

#### What will be the output of the following code snippet?

|  |
| --- |
| using System;class program{ static void Main(string[] args) { int x = 8; int b = 16; int c = 64; x /= c /= b; Console.WriteLine(x + " " + b+ " " +c); Console.ReadLine(); } } |

1. Stack represents a collection of **key/value pairs** that are organized based on the hash code of the key (True / False)
2. **‘This’** keyword is used to refer to instance members of the current class from within an instance method or a constructor (True / False)
3. RadioButton is a control that allows the user to make multiple selections from a list of options in the same group (True / False)
4. Stack is the collection of objects which is represented by LIFO (True / False)
5. An element in Windows Forms that can be clicked by a mouse is called a Button (True / False)
6. The process of checking form fields for correct input values is called validation (True / False)
7. 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 (True / False)
8. If…else statement is used for iteration though an array (True / False)
9. StreamWrite is used for reading data from the file (True / False)