

**Q.2 a. List and briefly explain the characteristics of C#.**

Ans 2 a . Characteristics of C# -

Simple, object oriented, compatible, consistent, type safe, interoperable, modern, versionable and flexible

**Q2 b. Explain the different services provided by CLR of .NET framework.**

Ans 2.b.CLR provides services such as

- a. Loading and executing programs
- b. Memory isolation for applications
- c. Verification of type safety etc.

It has components such as common type system, common language specification and Microsoft Intermediate Language.

**Q.3a. Explain while statement with the help of general syntax and example. How it is different from do statement?**

Ans Page 119, 121 of Text Book 1

**3b. Explain, what is conditional operator? Write a program to find the larger of three integers using conditional operator.**

Ans. Page 111 of Text Book 1

**Q.4a. How we access the length of the array? Explain with the help of an example. Write a program that uses array length method for sorting a list of numbers.**

Ans. Page 172-173 of Text Book 1

**4.b Differentiate between pass by value and pass by reference with examples.**

Ans. Pass by value vs pass by reference with examples

**Q.5 a. Explain any four string methods used in C# programming.**

Ans Length, compare To, equals, concat, insert, copy, intern etc. any five.

**Q5b. What is enumeration? How is it useful in C# programming?**

Ans. Page231 of Text Book 1

**Q.6a. What is inheritance? Give its general syntax? With the help of example, explain the difference between multilevel and hierarchical inheritance.**

Ans 6a. Page 284, 293 & 297 of text book 1

<p><b>6b. Explain the different C# access modifiers used to control accessibility of members of a class.</b></p> <p>Ans 6b. Public private, protected and default</p>
<p><b>Q7 a. Define abstract class. How it is different from interfaces?</b></p> <p>Ans 7.a . Abstract class vs interface</p>
<p><b>Q7.b. Explain operator overloading. Write some operators in C# that cannot be overloaded.</b></p> <p>Ans7 b. Operator overloading</p>
<p><b>Q8 a. Define delegates. What are the four steps involved in creating and using delegates?</b></p> <p>Ans 8.a. Delagates: type or signature of the method, delegate reference, actual method reference</p>
<p><b>Q8 b.What are events? How does C# handle events? Give example where events are used. (2+4+2)</b></p> <p>Ans 8.b.           Events – an activity                            Define public delegate                            Define a class to raise event                            Define a class to receive even</p>
<p><b>Q9 a. What is an exception? With a neat block diagram explain exception handling code.</b></p> <p>Ans 9.a. Exception – condition caused by run-time error in the program. Try block followed by catch block</p>
<p><b>Q9 b. Explain the following methods of Thread class:- (8)</b></p> <p>(i) Join (ii) Resume (iii) Sleep (iv) Spinwait</p> <p><b>Ans9b.</b> members of thread class – start, abort, suspend, resume, join, is Alive, priority.</p>

**TEXTBOOK**

**I. Programming in C# - A Primer, E. Balagurusamy, Second Edition, TMH, 2008**