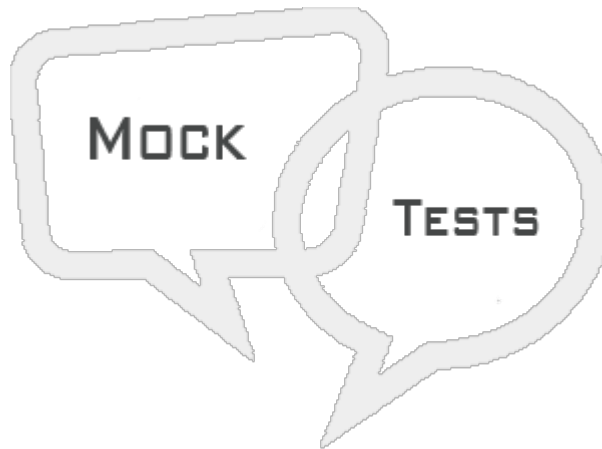# C# MOCK TEST

This section presents you various set of Mock Tests related to **C#**. You can download these sample mock tests at your local machine and solve offline at your convenience. Every mock test is supplied with a mock test key to let you verify the final score and grade yourself.

C# MOCK TEST III

Q 1 - Which of the following is correct about nullable types in C#?

A - C# provides a special data types, the nullable types, to which you can assign normal range of values as well as null values.

B - You can assign true, false, or null in a Nullable<bool> variable.

C - You can store any value from -2,147,483,648 to 2,147,483,647 or null in a Nullable<Int32> variable.

D - All of the above.

Q 2 - Which of the following is correct about null coalescing operator in C#?

A - The null coalescing operator is used with the nullable value types and reference types.

B - It is used for converting an operand to the type of another nullable $ornot$ value type operand, where an implicit conversion is possible.

C - If the value of the first operand is null, then the operator returns the value of the second operand, otherwise it returns the value of the first operand.

D - All of the above.

Q 3 - Which of the following is correct about params in C#?

A - By using the params keyword, a method parameter can be specified which takes a variable number of arguments or even no argument.

B - Additional parameters are not permitted after the params keyword in a method declaration.

C - Only one params keyword is allowed in a method declaration.

D - All of the above.

Q 4 - Which of the following property of Array class in C# checks whether the Array has a fixed size?

A - IsFixedSize

B - IsStatic

C - Length

D - None of the above.

Q 5 - Which of the following property of Array class in C# checks whether the Array is readonly?

A - IsFixedSize

B - IsReadOnly

C - Length

D - None of the above.

Q 6 - Which of the following property of Array class in C# gets a 32-bit integer, the total number of elements in all the dimensions of the Array?

A - Rank

B - LongLength

C - Length

D - None of the above.

Q 7 - Which of the following property of Array class in C# gets a 64-bit integer, the total number of elements in all the dimensions of the Array?

A - Rank

B - LongLength

C - Length

D - None of the above.

Q 8 - Which of the following property of Array class in C# gets the rank *numberofdimensions* **of the Array?**

A - Rank

B - LongLength

C - Length

D - None of the above.

Q 9 - Which of the following is true about C# structures?

A - Structures can have methods, fields, indexers, properties, operator methods, and events.

B - Structures can have defined constructors, but not destructors.

C - You cannot define a default constructor for a structure. The default constructor is automatically defined and cannot be changed.

D - All of the above.

Q 10 - Which of the following is true about C# structures?

A - Unlike classes, structures cannot inherit other structures or classes.

B - Structure members cannot be specified as abstract, virtual, or protected.

C - A structure can implement one or more interfaces.

D - All of the above.

Q 11 - Which of the following is true about C# structures vs C# classes?

A - Classes are reference types and structs are value types.

B - Structures do not support inheritance.

C - Structures cannot have default constructor

D - All of the above.

Q 12 - Which of the following is true about C# enumeration?

A - An enumerated type is declared using the enum keyword.

B - C# enumerations are value data type.

C - Enumeration contains its own values and cannot inherit or cannot pass inheritance.

D - All of the above.

Q 13 - Which of the following is the default access specifier of a class?

A - Private

B - Public

C - Protected

D - Internal

Q 14 - Which of the following is the default access specifier of a class member variable?

A - Private

B - Public

C - Protected

D - Internal

Q 15 - Which of the following is the default access specifier of a class member function?

A - Private

B - Public

C - Protected

D - Internal

Q 16 - Which of the following is the correct about class member functions?

A - A member function of a class is a function that has its definition or its prototype within the class definition similar to any other variable.

B - It operates on any object of the class of which it is a member, and has access to all the members of a class for that object.

C - Both of the above.

D - None of the above.

Q 17 - Which of the following is the correct about class member variables?

A - Member variables are the attributes of an object *fromdesignperspective* and they are kept private to implement encapsulation.

B - These private variables can only be accessed using the public member functions.

C - Both of the above.

D - None of the above.

Q 18 - Which of the following is the correct about class constructor?

A - A class constructor is a special member function of a class that is executed whenever we create new objects of that class.

B - A constructor has exactly the same name as that of class and it does not have any return type.

C - Both of the above.

D - None of the above.

Q 19 - Which of the following is the correct about class destructor?

A - A destructor is a special member function of a class that is executed whenever an object of its class goes out of scope.

B - A destructor has exactly the same name as that of the class with a prefixed tilde   and it can neither return a value nor can it take any parameters.

C - Both of the above.

D - None of the above.

Q 20 - Which of the following is the correct about static member variables of a class?

A - We can define class members variables as static using the static keyword.

B - When we declare a member of a class as static, it means no matter how many objects of the class are created, there is only one copy of the static member.

C - Both of the above.

D - None of the above.

Q 21 - Which of the following is the correct about static member functions of a class?

A - You can also declare a member function as static.

B - Such functions can access only static variables.

C - The static functions exist even before the object is created.

D - All of the above.

Q 22 - C# supports multiple inheritance.

A - true

B - false

Q 23 - C# does not support multiple inheritance.

A - true

B - false

Q 24 - Function overloading is a kind of static polymorphism.

A - true

B - false

Q 25 - Operator overloading is a kind of dynamic polymorphism.

A - true

B - false

ANSWER SHEET

Question Number	Answer Key
1	D
2	D
3	D
4	A

5	B
6	C
7	B
8	A
9	D
10	D
11	D
12	D
13	D
14	A
15	A
16	C
17	C
18	C
19	C
20	C
21	D
22	B
23	A
24	A
25	B

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