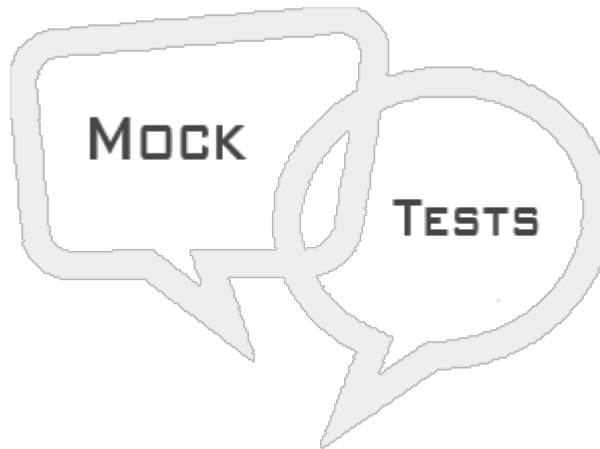


C# MOCK TEST

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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 IV

Q 1 - Dynamic polymorphism is implemented by abstract classes and virtual functions.

- A - true
- B - false

Q 2 - The comparison operators can be overloaded.

- A - true
- B - false

Q 3 - The conditional logical operators can be overloaded.

- A - true
- B - false

Q 4 - The assignment operators cannot be overloaded.

- A - true
- B - false

Q 5 - Which of the following is the correct about interfaces in C#?

- A - Interfaces are declared using the interface keyword.
- B - Interface methods are public by default.
- C - Both of the above.
- D - None of the above.

Q 6 - Which of the following is the correct about namespaces in C#?

A - A namespace is designed for providing a way to keep one set of names separate from another.

B - The class names declared in one namespace does not conflict with the same class names declared in another.

C - The using keyword states that the program is using the names in the given namespace.

D - All of the above.

Q 7 - You can define one namespace inside another namespace.

A - true

B - false

Q 8 - Which of the following preprocessor directive defines a sequence of characters as symbol in C#?

A - define

B - undef

C - region

D - endregion

Q 9 - Which of the following preprocessor directive allows you to undefine a symbol in C#?

A - define

B - undef

C - region

D - endregion

Q 10 - Which of the following preprocessor directive allows testing a symbol or symbols to see if they evaluate to true in C#?

A - define

B - undef

C - if

D - elif

Q 11 - Which of the following preprocessor directive allows to create a compound conditional directive, along with #if in C#?

A - define

- B - elif
- C - if
- D - else

Q 12 - Which of the following preprocessor directive allows creating a compound conditional directive in C#?

- A - elif
- B - define
- C - if
- D - else

Q 13 - Which of the following preprocessor directive specifies the end of a conditional directive in C#?

- A - elif
- B - endif
- C - if
- D - else

Q 14 - Which of the following preprocessor directive lets you modify the compiler's line number and *optionally* the file name output for errors and warnings in C#?

- A - elif
- B - endif
- C - line
- D - region

Q 15 - Which of the following preprocessor directive allows generating an error from a specific location in your code in C#?

- A - define
- B - region
- C - line
- D - error

Q 16 - Which of the following preprocessor directive allows generating a level one warning from a specific location in your code in C#?

- A - warning
- B - region
- C - line

D - error

Q 17 - Which of the following preprocessor directive lets you specify a block of code that you can expand or collapse when using the outlining feature of the Visual Studio Code Editor in C#?

A - warning

B - region

C - line

D - error

Q 18 - Which of the following preprocessor directive marks the end of a #region block in C#?

A - warning

B - region

C - endregion

D - error

Q 19 - Which of the following is true about try block in C#?

A - A try block identifies a block of code for which particular exceptions is activated.

B - It is followed by one or more catch blocks.

C - Both of the above.

D - None of the above.

Q 20 - Which of the following is true about catch block in C#?

A - A program catches an exception with an exception handler at the place in a program where you want to handle the problem.

B - The catch keyword indicates the catching of an exception.

C - Both of the above.

D - None of the above.

Q 21 - The finally block is used to execute a given set of statements, whether an exception is thrown or not thrown.

A - true

B - false

Q 22 - Which of the following is true about exceptions in C#?

A - The exception classes in C# are mainly directly or indirectly derived from the

System.Exception class.

B - C# exceptions are represented by classes.

C - Both of the above.

D - None of the above.

Q 23 - Which of the following is true about System.ApplicationException class in C#?

A - The System.ApplicationException class supports exceptions generated by application programs.

B - Exceptions defined by the programmers should derive from this class.

C - Both of the above.

D - None of the above.

Q 24 - The System.SystemException class is the base class for all predefined system exception in C#?

A - true

B - false

Q 25 - User-defined exception classes are derived from the ApplicationException class in C#?

A - true

B - false

ANSWER SHEET

Question Number	Answer Key
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1	A
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2	A
---	---

3	B
---	---

4	A
---	---

5	C
---	---

6	D
---	---

7	A
---	---

8	A
---	---

9	B
---	---

10	C
----	---

11	D
----	---

12	A
----	---

13	B
14	C
15	D
16	A
17	B
18	C
19	C
20	C
21	A
22	C
23	C
24	A
25	A

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