B.Sc. (Part-III) Semester—V Examination COMPUTER APPLICATIONS / INFORMATION TECHNOLOGY

(Programming in C#)

| | | | | (Programming in C#) | | | | | |
|----------|-----|---------------------|-------|--|-------------|---------|--|--|--|
| Tim | e:T | hree l | Hour | s] | [Maximum Ma | rks: 80 | | | |
| | | | | N.B.: - Attempt all questions. | | | | | |
| 1. | (a) | Fill in the blanks: | | | | | | | |
| | | (i) | All | C# applications begin execution by calling the | _ method. | | | | |
| | | (ii) | C# (| does not support constructors. | | | | | |
| | | (iii) | Arra | ays in C# are objects. | | | | | |
| | | (iv) | C# 1 | treats the multiple catch statements like cases in a | statement. | 2 | | | |
| | (b) | Cho | ose t | he correct alternative : | | | | | |
| | | (i) | Inhe | eritance is in nature. | | | | | |
| | | | (a) | Commutative | | | | | |
| | | ь. | (b) | Transitive | | | | | |
| | | | (c) | Associative | | | | | |
| | | | (d) | Iterative | | | | | |
| | | (ii) | The | point at which an exception is thrown is called the | | | | | |
| | | | (a) | Default Point | | | | | |
| | | | (b) | Calling Point | | | | | |
| | | | (c) | Invoking Point | | | | | |
| | | | (d) | Throw Point | | | | | |
| | | (iii) | A lo | ocal variable | | | | | |
| | | | (a) | Can be used anywhere in the program | | | | | |
| | | | (b) | Is declared within a method | | | | | |
| | | | (c) | Must accept a class | | | | | |
| | | | (d) | Represent a class object | | | | | |
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| | | (iv) | C# supports a technique known as which allows a method to specify | explicitly |
|-------------|-----|---|---|------------|
| | | | the name of the interface it is implementing. | |
| | | | (a) Method Implementation | |
| | | | (b) Implicit Interface Implementation | |
| | | | (c) Explicit Interface Implementation | |
| | | | (d) Iterative Interface Implementation | 2 |
| | (c) | Ans | swer the following in ONE sentence each: | |
| | | (i) | What are literals? | |
| | | (ii) | What is a Conditional Operator ? | |
| | | (iii) | What is OOPs ? | |
| | | (iv) | What is an Interface ? | 4 |
| 2. | (a) | Exp | lain the .Net framework in detail. | 6 |
| | (b) | Exp | plain the environment of C# Programming. | 6 |
| | | | OR | |
| 3. | (a) | Wh | at are the various characteristics of C# Programming? Explain in detail. | 6 |
| | (b) |) Explain the origin of .Net Technology. | | |
| 4. | (a) | What do you understand by comments? Explain with example. | | |
| | (b) | Exp | lain: | |
| | | (i) | Constant | |
| | | (ii) | Scope of variable. | 6 |
| | | | OR | |
| 5. | (a) | Exp | lain namespace classes in detail with program example. | 6 |
| | (b) | Exp | plain the method for initialization and declaration of variable with example. | б |
| 6. | (a) | Exp | lain : | |
| | | (i) | Relational Operators | |
| | | (ii) | Conditional Operators. | 6. |
| | (b) | Exp | plain if else statement with a program example. | 6 |
| | | | OR | |
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| | | | | |

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| 7. | (a) | Explain: | | | |
|-----|-----|---|---|--|--|
| | | (i) Bitwise Operators | | | |
| | | (ii) Special Operators. | 6 | | |
| | (b) | Explain 'for' statement with program example. | 6 | | |
| 8. | (a) | What do you understand by method overloading ? Explain in detail. | | | |
| | (b) | Explain array class with program example. | 6 | | |
| | | OR | | | |
| 9. | (a) | Explain method invoking in detail. | | | |
| | (b) |) How strings are inserted using systems? Explain with program example. | | | |
| 10. | (a) | Explain the difference between classes and structs. | 6 | | |
| | (b) | Explain nesting of classes in detail. | 6 | | |
| | | OR . | | | |
| 11. | (a) | What do you understand by constructors? Explain in detail. | 6 | | |
| | (b) | Explain copy constructor in detail. | 6 | | |
| 12. | (a) | Explain explicit interface implementation in detail. | 6 | | |
| | (b) | Explain Delegate and Delegate methods. | 6 | | |
| | | OR | | | |
| 13. | (a) | Explain the concept of operator overloading in detail. | 6 | | |
| | (b) | Explain multicast delegates in detail. | 6 | | |

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