QUESTION BANK

B.COM. (COMPUTER APPLICATION) (BCCA)

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - A

(Each question carries **Two** marks)

UNIT – I

1. What is C#?
2. Write any two characteristics of C#?
3. What is namespace?
4. What is command line argument?
5. What is datatype?
6. What is variable?
7. What is operator?
8. Define arithmetic operator.
9. What do you mean by conditional operator?
10. Write a note on Assignment operator.
11. What is CLR?

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - A

(Each question carries **Two** marks)

UNIT – II

1. What is if-else statement?
2. What is switch statement?
3. What is for each statement?
4. What do you mean by array?
5. What is String?
6. What is Array Class?
7. What is argument?
8. What is parameter?
9. What is else if ladder?
10. What is method overloading?
11. Enlist various types of operator

QUESTION BANK

B.COM. (COMPUTER APPLICATION) (BCCA)

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - A

(Each question carries **Two** marks)

UNIT – III

1. What is structure?
2. What is enumeration?
3. What is class?
4. What is object?
5. What is construction?
6. What is copy constructor?
7. What is inheritance?
8. What is polymorphism?
9. What is method overriding?
10. What is abstract method?

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - A

(Each question carries **Two** marks)

UNIT – IV

1. What is interface?
2. What is abstract class?
3. What is debugging?
4. What is error?
5. What is unary operator?
6. What is exception handling?
7. What is catch statement?
8. What is the use of finally keyboard?
9. What are the types of exception?
10. Write a note on explicit interface

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - B

(Each question carries **Three** marks)

UNIT – I

1. What are the applications of C#?
2. What is user interface?
3. What is the benefit of .Net Technology?
4. What is compile time error?
5. Explain various data type of C#.
6. What is value type and reference type?
7. What is relational operator?
8. Write a note on bitwise operator.
9. What are increment and decrement operator.
10. What is boxing and unboxing?

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - B

(Each question carries **Three** marks)

UNIT – II

1. What is method?
2. What do you mean by two dimension array?
3. Write note on array list class.
4. Write a note on nesting of method.
5. Differentiate between while and do while loop.
6. What is for loop?
7. How to create array? Explain with example.
8. What is system? Array class
9. What is string comparison method?
10. How to declare method in C# ? Explain with example.

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - B

(Each question carries **Three** marks)

UNIT – III

1. What is nested structure?
2. What are the basic principles of oops?
3. How to add variable and methods in class?
4. What is construction overloading?
5. What is destructor?
6. What is the use of abstract class?
7. What are sealed methods?
8. Explain polymorphism
9. What is copy constructor?
10. Explain types of inheritance.

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - B

(Each question carries **Three** marks)

UNIT – IV

1. Define interface with example.
2. How to implement interface in C#?
3. What do you mean by interface?
4. What is the need of operator overloading?
5. What is the use of operator overloading?
6. How to catch multiple exceptions?
7. What is the use of finally statement?
8. Explain various types of errors
9. Give syntax for exception handling code.
10. Enlist over-loadable operators.

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - C

(Each question carries **Five** marks)

UNIT – I

1. Differentiate between C# and C+.
2. Differentiate between java and C#.
3. Write a short note on type conversion.
4. Write any five applications of C#.
5. Write a note on write line method.
6. Explain scope of variable.
7. What do you mean by special operator in C#.?
8. Explain Mathematic Functions in detail.
9. Write a note on types of variable.
10. What is operator precedence?
11. What is a literal? Explain with example.
12. Write a program to demonstrate boxing and unboxing.

Part - C

(Each question carries **Five** marks)

UNIT – II

1. Write a note on decision making statement.
2. Differentiate between pass by value and pass by reference.
3. What do you mean by method overloading?
4. What is array of string?
5. What is while loop explain with example.
6. Explain for loop with example.
7. Explain main method in detail.
8. Explain switch statement with example.
9. How to create array in C#.
10. Write a note on string method.
11. Write a program to find the sum of digit of a number.

Part - C

(Each question carries **Five** marks)

UNIT – III

1. Differentiate between class and stunts.
2. Differentiate between class and object.
3. What is inheritance and explain types of inheritance.
4. How to define subclass?
5. Explain Method overriding with example.
6. Explain types of constructor.
7. What is member access modifiers?
8. Explain any three principles of OOPS.
9. What is multilevel inheritance?
10. Write a short note on “This reference”.

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - C

(Each question carries **Five** marks)

UNIT – IV

1. Differentiate between interface and inheritance
2. Differentiate between abstract class and interface.
3. Explain operator overloading with example.
4. Explain various types of exception.
5. Write a note on nested try block.
6. How to throw our own exception.
7. How to handle multiple exceptions.
8. What is general catch handler?
9. What is the use of interface?
10. What is binary operator overloading?

Course: BCCA – III (Semester – VI) **Subject: C#.Net**

Part - C

(Each question carries **Ten** marks)

UNIT – I

1. Define C# and explain program structure of C#.
2. What is operator? Explain various types of operator in C#.
3. Explain various mathematical functions with example.
4. Explain boxing and unboxing with example.
5. Explain various datatype of C# with example.
6. Explain the characteristics and application of C#.
7. Explain the benefit of C# over C++ and java.
8. Explain the .Net Framework.

Part - C

(Each question carries **Ten** marks)

UNIT – II

1. What do you mean by array? Explain the procedure to create array with example.
2. Explain types of loop with syntax and example.
3. What do you mean by method? Explain method overloading in detail.
4. Explain string manipulation methods in detail
5. Explain decision making in detail.
6. What is method overloading explain its syntax with example.
7. Explain main method in detail.
8. How to declare method and explain the procedure to pass parameter into method.
9. Write a program to sort elements of array

Part - C

(Each question carries **Ten** marks)

UNIT – III

1. What is OOP? Explain its basic principle in detail.
2. What is constructor? Explain types of constructor and how to overload constructor?
3. What is inheritance? Explain various types of inheritance in detail.
4. What is polymorphism? Explain with example.
5. What is method overriding? Explain with example.
6. How to define subclass and subclass constructor? Explain with example.
7. How to declare class and object? Explain with example.
8. Explain class structure and enumeration with example.
9. Develop a C#.Net console application to implement the concept of interface.

Part - C

(Each question carries **Ten** marks)

UNIT – IV

1. What is interface? How to implement it?
2. What is operator overloading? Explain with example.
3. What is exception handling? Give syntax for exception handling.
4. Explain the use of try, catch and finally.
5. Explain the process of throwing own exception.
6. Explain checked and unchecked operators with example.
7. What is error? Explain debugging in detail.
8. How to overload binary operator? Explain with example.
9. Develop a C#.Net console application to implement the concept of operator overloading.