

Student's name :

E-mail:

**Test štampajte i skeniranog ga vratite na e-mail [office@e-univerzitet.com](mailto:office@e-univerzitet.com)**

**U slučaju da nemate tehničke mogućnosti, prihvata se i da na datu e-mail adresu pošaljete odgovore sa istom numeracijom kao i u testu**

### Test iz programskog jezika C# - ASP

Izaberite tačan odgovor

1) A local 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

2) An instance variable

- a)  is an object of a class
- b)  represents an attribute of an object
- c)  is a method of a class
- d)  a and c

3) Private Button print = new button();

- a)  creates a button control
- b)  initializes a button control
- c)  instantiates button control
- d)  a and b
- e)  a and c

4) An instance method

- a)  Represents the behavior of an object
- b)  Represents the attribute of an object
- c)  Represents another class
- d)  a and b

**5) A Constructor**

- a)  is used to create objects
- b)  must have the same name as the class it is declared within
- c)  maybe overloaded
- d)  b and c
- e)  all of the above

**6) class Test: Form { }**

- a)  Creates the class Test : Form
- b)  Creates the class Test that inherits the class Form
- c)  Creates the class form that inherits the class Test
- d)  a and b

**7) A variable declared inside a method is called a \_\_\_\_\_ variable**

- a)  Static
- b)  Private
- c)  Local
- d)  Serial
- e)  b and d

**8) Defining two methods with the same name but with different parameters is called.**

- a)  Loading
- b)  Overloading
- c)  Multiplexing
- d)  Duplexing

**9)** Find any errors in the following BankAccount constructor: `Public int BankAccount() { balance = 0; }`

- a)  Name
- b)  Formal parameters
- c)  Return type
- d)  No errors

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**10)** In the body of a method, C# uses the variable named \_\_\_\_\_ to refer to the current object whose method is being invoked.

- a)  call
- b)  this
- c)  do
- d)  that

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**11)** `String mystring;` Creates a(n)

- a)  Class
- b)  Constructor
- c)  Object
- d)  a and b

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**12)** An Event is

- a)  The result of a users action
- b)  result of a party
- c)  code to force users action

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**13)** A delegate defines

- a)  a Wahsington representative
- b)  a class that encapsulates methods
- c)  a means of passing arrays into methods
- d)  a substitue for an inherited method

**14)** Is it possible to pass methods as arguments for other methods without modification.

- a)  True
  - b)  False
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**15)** All interfaces must contain IDrivable

- a)  True
  - b)  False
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**16)** What is the proper header for a class that intends to use an interface.

- a)  class MyClass IFace
  - b)  class MyClass ; IFace
  - c)  class MyClass : IFace
  - d)  class MyCalss {IFace}
  - e)  class MyCalss(IFace)
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**17)** In order for a class to use an interface, it must

- a)  inherit the properties of the interface
  - b)  contain the same methods as the interface
  - c)  create an interface objects
  - d)  a and b
  - e)  all of the above
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**18)** Every class directly or indirectly extends the \_\_\_\_\_ class.

- a)  System
  - b)  Object
  - c)  Drawing
  - d)  Console
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**19)** The concept of composition specifies that you can.

- a)  Compose good code with C#
- b)  Compose C# projects with different objects
- d)  Reduce errors by remaining composed during programming
- e)  all of the above

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**20)** Polymorphism occurs when the methods of the child class.

- a)  Override the parent class methods but maintain the implementation
- b)  Maintain the same return type and arguments as the parent class, but implement it differently
- c)  Have different return types and arguments than the parent class
- d)  Are Virtual

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**21)** To output the value of multidimensional array, Console.WriteLine(\_\_\_\_)

- a)  myArray[1][3];
- b)  myArray[1.3];
- c)  myArray{1}{3};
- d)  myArray(1),(3);

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**22)** All methods in an abstract base class must be declared abstract.

- a)  True
- b)  False

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**23)** Methods that are declared abstract in the base class must show implementation at the time of declaration.

- a)  True
- b)  False

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**24)** The code public class B : A { }

- a)  Defines a class that inherits all the methods of A
- b)  Defines a class that inherits the public and protected methods of A only
- c)  Errors

d)  a and b

**25)** Assuming that public class B : A { public B(int i) :base(i) { } } compiles and runs correctly, what can we conclude about the constructors in the class A?

- a)  One constructor takes an argument of type i
- b)  There is only a default constructor
- c)  One constructor takes an arguments of the type int
- d)  a and b

**26)** Classes declared with the sealed keyword cannot be base class.

- a)  True
- b)  False

**27)** A method\_\_\_\_\_an exception when that method detects that a problem has occurred.

- a)  Trys
- b)  Catches
- c)  Throws
- d)  a and b

**28)** Exception objects are derived from the class.

- a)  Try
- b)  Catch
- c)  Exception
- d)  Event
- e)  System

**29)** An abstract class

- a)  may contain instance variables
- b)  may contain constructors
- c)  may extend another class
- d)  a and b
- e)  all of the above

**30)** A \_\_\_ block enclose the code that could throw an exception.

- a)  Try
- b)  Catch
- c)  Exception
- d)  Error
- e)  a and b

**31)** A Thread is:

- a)  an object that allows computer multitasking
- b)  an object that wraps itself with other threads
- c)  a deprecated object that is no longer used

**32)** Synchronization is:

- a)  the delaying of a thread until there is sufficient memory and work to keep it up
- b)  making every thread start and end at the same time
- c)  make each thread do the same thing
- d)  have each thread start at the same time but not necessarily finish together
- e)  wait until the required resources, that are used by other threads become available

**33)** In C# Thread.Sleep(time) measures time in:

- a)  seconds
- b)  milliseconds
- c)  nanoseconds
- d)  all of the above

**34)** When a thread returns from a WaitSleepJoin or Suspended state it returns to the:

- a)  Unstarted state
- b)  Stopped state
- c)  Started state (now considering a part of the running state)
- d)  Resume state

**35)** The ThreadPriority enumeration does not contain:

- a)  Lowest
  - b)  Highest
  - c)  BelowNormal
  - d)  None of the above
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**36)** The way of returning a thread from a suspended state is:

- a)  Pulse
  - b)  PulseAll
  - c)  Interrupt
  - d)  Resume
  - e)  ReStart
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**37)** In order to lock/unlock an object use the.

- a)  Lock and Unlock methods
  - b)  Enter and Exit methods
  - c)  Close and Open methods
  - d)  Close and Allow methods
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**38)** Class String and the Char structure found in the:

- a)  System.Strings namespace
  - b)  System.Text namespace
  - c)  System.Chars namespace
  - d)  System namespace
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**39)** A String literal is a:

- a)  only contains one character
  - b)  contains numbers rather than letters
  - c)  sequence of characters in double quotation marks
  - d)  contains exactly its variable name and nothing else
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**40)** To create a string literal exclude escape sequence, use:

- a)  !string
  - b)  @string
  - c)  #string
  - d)  \$string
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**41)** String indexers treat strings as:

- a)  binary code
  - b)  1 to string Length
  - c)  arrays of characters
  - d)  a character
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**42)** If an IndexofAny method is passed an array of characters it:

- a)  finds the first occurrence of each letter in the string
  - b)  searches for the first occurrence of any of the characters in the string
  - c)  will search for the first occurrence of the sequence of characters
  - d)  generates an error
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**43)** Concatenating with strings are done with:

- a)  reserved words
  - b)  method calls
  - c)  operator overloading
  - d)  operator overloading and method calls
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**44)** If two StringBuilder objects contain the same string then

- a)  they represent the same memory location
  - b)  they are two different objects
  - c)  if one changes, so will the other
  - d)  None of the above
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**45)** The proper way to convert a string to all lowercase is:

- a)  String = string.ToLower(string);
- b)  ToLower(string);
- c)  string.ToLower();
- d)  string.ToLower(string);