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Test štampajte i skeniranog ga vratite na e-mail 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

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

11) String mystring; Creates a(n)

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

12) An Event is

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

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

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

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);

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

- a) True
- b) False

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

- a) True
- b) False

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);