

Code: AC73/AT73 Subject: C# AND .NET

**AMIETE - CS/IT (NEW SCHEME)**

Time: 3 Hours

**DECEMBER 2011**

Max. Marks: 100

**NOTE: There are 9 Questions in all.**

- Please write your Roll No. at the space provided on each page immediately after receiving the Question Paper.
- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 Minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions, answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

**Q.1 Choose the correct or the best alternative in the following: (2×10)**

a. C# supports \_\_\_\_\_ response files.

- (A) Single (B) Multiple  
(C) Two (D) None of these

b. Which of the following is not a building block of the .Net platform?

- (A) CLR (B) CTS  
(C) CLS (D) CMS

c. C# Param keyword allows you to send various number of arguments as a \_\_\_\_\_ parameter.

- (A) double (B) single  
(C) multiple (D) none of these

d. A \_\_\_\_\_ block can be used to handle any Exception generated within a try box.

- (A) Try (B) Catch  
(C) Finally (D) none of these

e. The method whose references are encapsulated into a delegate instance are known as \_\_\_\_\_.

- (A) Event handlers (B) System methods  
(C) Delegate methods (D) none of these

f. Interfaces are used as \_\_\_\_\_ whose properties are inherited by classes.

- (A) Sub-classes (B) Private -classes  
(C) Super- classes (D) none of these



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- Q.5** a. What are nested Classes? Is it possible to define a type within the scope of another type? (8)
- b. Define a base class called car with following members:  
(i) An integer data member to store the size of the car  
(ii) A float data member to store the speed of the car  
(iii) An integer data member to store the strength of the car  
(iv) A method to MoveLeft() (8)
- Q.6** a. What do you understand by exception? Why exception handlers are required? Explain this with the help of an example. (8)
- b. What do you understand by object lifetime? Write a program to illustrate this. (8)
- Q.7** a. What is an interface? What are the major differences between a class and an interface? (8)
- b. Write a program in C# where an interface Area is implemented by two classes Circle and Square. (8)
- Q.8** a. What is Multicast Delegate in C#? Explain with the help of an example. (8)
- b. What are events? Differentiate between Delegates and Events. (8)
- Q.9** Write short notes on the following: (8×2)
- (i) Private assemblies  
(ii) Strong names