

B.Sc. Part-III (Semester-V) Examination

5S : COMPUTER APPLICATION/INFORMATION TECHNOLOGY

(Programming in C#)

Time : Three Hours]

[Maximum Marks : 80

Note :— (1) All questions are compulsory.

(2) Question No. 1 carries 8 marks and all other questions carry 12 marks each.

(3) Assume suitable data wherever necessary.

1. (a) Fill in the blanks :

(i) MSIL stands for _____. ½(ii) && is an _____ operator. ½(iii) When object is created _____ method is automatically invoked. ½(iv) _____ method is used to display the output. ½

(b) Choose the correct alternative :

(i) Boxing means conversion of value type on stack to a/an _____ type on heap.

(a) Class

(b) Object

(c) Unboxing

(d) Array ½

(ii) Which of the following is not relational operators in C# .NET ?

(a) > =

(b) < =

(c) = =

(d) < > = ½

(iii) Which of the following cannot be used to declare interface correctly ?

(a) Properties

(b) Methods

(c) Structures

(d) Events. ½

(iv) Which of the following string method is used to compare current instance with another instance ?

(a) Compare to ()

(b) Copy ()

(c) Compare ()

(d) Copy to () ½

- (c) Answer the following in one sentence :
- (i) What is destructor ?
 - (ii) What is namespace ?
 - (iii) What is expression ?
 - (iv) What is string ?
- 4
2. (a) Explain difference between C++ and C#. 6
- (b) Explain benefits of .NET approach. 6
- OR**
3. (a) Explain environment of C# programming. 6
- (b) State and explain various applications provided by C#. 6
4. (a) Explain constant variables and scope of variable. 6
- (b) What is Maths function ? Explain with syntax example. 6
- OR**
5. (a) What is literals ? Explain various types of literals with example. 6
- (b) What is namespace ? Explain. 6
6. (a) What is type conversion explain with example ? 6
- (b) Write a program to print even numbers from 1 to 100 in C#. 6
- OR**
7. (a) Explain relational and bitwise operator. 6
- (b) Explain else if ladder with suitable example. 6
8. (a) How to declare method ? Explain. 6
- (b) Explain pass by value with example. 6
- OR**
9. (a) What is array ? Explain 2-D array with example. 6
- (b) Explain pass by reference with program. 6
10. (a) Describe basic principles of OOP's. 4
- (b) What is destructor ? Explain. 4
- (c) Explain indexer. 4

OR

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| 11. | (a) | Explain enumerator type conversion. | 4 |
| | (b) | Explain common program error. | 4 |
| | (c) | Explain nested struct with its syntax. | 4 |
| 12. | (a) | Explain overloading binary operators with example. | 6 |
| | (b) | Explain console input and console output with suitable example. | 6 |
| OR | | | |
| 13. | (a) | What is interface ? Explain implementing interface with example. | 6 |
| | (b) | What is numeric formatting ? Explain custom numeric format with example. | 6 |

