

**B.Sc. (Part—III) Semester—V Examination**  
**COMPUTER APPLICATIONS/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.  
(3) Assume suitable data wherever necessary.

1. (a) Fill in the blanks : 2
- (i) CLR stands for \_\_\_\_\_.
  - (ii)  $< =$  is an \_\_\_\_\_ operator.
  - (iii) A mechanism of giving special meaning to an operator is called \_\_\_\_\_.
  - (iv) Mutable strings are also known as \_\_\_\_\_.
- (b) Choose the correct alternative : 2
- (i) Which operator among the following signifies the destructor operator ?
    - (a) :: (b) :
    - (c) ~ (d) &
  - (ii) Which of the following is an incorrect statement about delegate ?
    - (a) A single delegate can invoke more than one method
    - (b) Delegates could be shared
    - (c) Delegates are type safe wrappers for function pointers
    - (d) Delegate is a value type
  - (iii) Valid size of float data type is :
    - (a) 10 Bytes (b) 6 Bytes
    - (c) 4 Bytes (d) 8 Bytes
  - (iv) Which one of the following statements is correct ?
    - (a) Array elements can be of integer type only
    - (b) Default value of numeric array element is zero
    - (c) Array elements are always sorted by default
    - (d) Array always initialize in ( ) bracket
- (c) Answer the following in **one** sentence : 4
- (i) What is String ?
  - (ii) What is Operator ?
  - (iii) Define Literals.
  - (iv) Define Event.

2. (a) Explain characteristics of C # Programming in detail. 6  
(b) Explain .NET framework in detail. 6
- OR**
3. (a) Describe evolution of C #. 6  
(b) Explain benefits of the .NET approach. 6
4. (a) Explain programming structures of C #. 6  
(b) Explain boxing and unboxing in detail with suitable example. 6
- OR**
5. (a) Explain command line argument with suitable example. 6  
(b) What is variable ? How we declare and initialize variable ? 6
6. (a) Explain arithmetic and logical operators. 6  
(b) Explain for each statement with program. 6
- OR**
7. (a) Explain :  
(i) Evaluation of expression  
(ii) Precedence of arithmetic operators. 6  
(b) Explain switch statement with its syntax and example. 6
8. (a) Explain comparing string with example. 4  
(b) Explain finding substrings. 4  
(c) Explain output parameters. 4
- OR**
9. (a) Explain method overloading in detail. 6  
(b) What is an array ? Explain array list class. 6
10. (a) State and explain difference between classes and structs. 6  
(b) Explain copy constructor with program. 6
- OR**
11. (a) Explain Read Only Member. 4  
(b) What is enumerator ? How to initialize enumerator ? 4  
(c) Explain the concept of properties with example. 4
12. (a) What is operator overloading ? Explain need for operator overloading. 6  
(b) What is delegate ? Explain multicast delegate. 6
- OR**
13. (a) Explain interface and inheritance with suitable example. 6  
(b) Explain :  
(i) Standard numeric format  
(ii) Custom numeric format. 6