

9. (i) Write down the characteristics of Abstract classes and Sealed classes with their usage.

(ii) Explain how methods can be hidden while working with inheritance with a small C# snippet ?

Roll No.

97694

**BCA 6th Semester (Re-Appeal)
Examination – December, 2022**

INTRODUCTION TO .NET

Paper : BCA-309

Time : Three hours]

] Maximum Marks : 80

Before answering the questions, candidates should ensure that they have been supplied the correct and complete question paper. No complaint in this regard, will be entertained after examination.

Note : Question No. 1 is **compulsory**. In addition to Question No. 1, attempt **four** more questions, by selecting **one** question from each Unit. All questions carry equal marks.

1. (i) What are the **three** key approaches of Microsoft .Net Software solution strategy ?

(ii) List down any **four** advantages of using .Net approach.

(iii) List down the step to create user defined assemblies in C# language.

(iv) Write down the default values for the following :
int, char, enum and double.

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- (v) Mention the rules followed in Mixed Mode arithmetic used in C# language.
- (vi) Why it is always recommended to use destructors for improving the efficiency of programming ?
- (vii) How value parameters differ from reference parameters ?
- (viii) Write a short note of exception handling performed in C# language.

UNIT – I

- 2. (i) How it is advantageous to work with Managed code rather than Unmanaged code ?
- (ii) Elaborate the architecture of .Net framework with functions performed by its different components.
- 3. (i) Define Namespace. How the complete functioning in .Net environment revolves around the SYSTEM namespace ?
- (ii) Differentiate between Windows, Web and Console applications with appropriate examples.

UNIT – II

- 4. How value type variables works differently than reference type variables ? Also explain the concepts of Boxing and Unboxing with relevant examples. Also mention the advantages of using it for programmers.

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- 5. (i) Define the Term Statement. Also define any *five* types of statements available in C# language.
- (ii) Briefly discuss the following :
Object reference type and Constant variables with examples.

UNIT – III

- 6. (i) How type casting is different from type conversion ? Explain with apt examples.
- (ii) What is the sequence of execution in of Switch statement ? Also discuss the use of fall through in switch statement.
- 7. (i) List the rules followed in C# language for constructing and naming the Classes. Also write a short snippet in C# language to show declaration and definition of member functions.
- (ii) How function overloading differs from function overriding ? Explain with relevant examples.

UNIT – IV

- 8. (i) What are method modifiers ? Explain any *five* such modifiers allowed in C# programming with their respective explanation.
- (ii) Explain the concept of Indexers. Why they are very useful while working on larger projects ?

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