C# Interview Questions for Experienced Pdf

Question: 1

What are the access-specifiers available in C#?

Private,

Protected,

Public,

Internal,

Protected Internal.

Question: 2

What is C#?

C# is a programming language designed by Microsoft. It is loosely based on C/C++, and bears a striking similarity to Java in many ways. Microsoft describes C# as follows.

C# is a simple, modern, object oriented and type safe programming language derived from C and C++. C#(pronounced C sharp) is firmly planted in the C and C++ family tree of languages, and will immediately be familiar to C and C++ programmers. C# aims to combine the high productivity of Visual Basic and the raw power of C++.

Question: 3

Differentiate between value types with reference types?

Value Type

These data types store their data directly as values in memory.

Includes

Numeric Types (int 32, short, single).

Structures (Custom data types based on System.ValueType).

Enumerations(Custom types that represent a defined set of Values).

Boolean, char can be accessed directly.

These data types store reference to another memory location that contains the data.

Object

String

Arrays

Can be accessed through the members of the class.

Question: 4

Is C# is object oriented?

Yes, C# is an OO language in the tradition of Java and C++.

Question: 5

What is the difference between const and static readonly?

The difference is that static read only can be modified by the containing class, but const can never be modified and must e initialized to a compile time constant.

To expand on the static read only case a bit, the containing class can only modify it:

in the variable declaration (through a variable initialize)

in the static constructor (instance constructor if it's not static)

Question: 6

Is C# an object oriented language?

Yes. C# provides language support for the so called "Three Pillars of Object Oriented Programming" : encapsulation, polymorphism and inheritance.

Question: 7

How do you inherit from a class in C#?

Place a colon and then the name of the base class.

Question: 8

What is an interface class?

It is an abstract class with public abstract methods all of which must be implemented in the inherited classes.

Question: 9

Can you use pointers in C#?

Yes indeed.

Question: 10

Define naming convention?

Naming conventions are simply agreed upon standards for how elements will be named in a program.