

## .Net Basic Interview Questions Pdf

Question: 1

### Define attributes?

**Attributes** are a mechanism for adding metadata such as compiler instructions and other data about the data, methods and classes.

**Attributes** are inserted in to the metadata and are visible through ILDASM.

Question: 2

### Define reflection?

**Reflection** is the process by which a program can read its own metadata from another program.

Question: 3

### Name some of attribute targets?

Class,

Constructor,

Delegate,

Enum,

Event,

Field,

Interface

Question: 4

### What is the purpose of the attribute usage?

Attribute declaration is done by using attribute usage attribute.

The primary purpose of attribute usage is to indicate which types of program elements that can be applied to.

Question: 5

## List out the uses of reflection?

**Reflection is generally used for any of four tasks.**

**Viewing Meta Data** – Used by tools and utilities that wish to display Meta data.

**Type discovery** – Used to examine the types in an assembly and interact with or instantiate those types. This can be useful in creating custom scripts.

**Late binding to methods and properties** – It allows the programmer to invoke properties and methods on objects dynamically instantiated based on type discovery. It is also known as dynamic invocation.

**Creating types at Run Time** – It is used to create new types at runtime and then to use those types to perform tasks.

Question: 6

## What is called positional parameters?

Positional parameters are passed in through the constructor and must be passed in the order declared in the constructor.

Question: 7

## How the custom attributes are created?

Specific custom attributes can be created by defining an attribute class, a class that derives directly or indirectly from System.Attribute.

Question: 8

## What is the use of the activator class?

The system.activator class is the key to .NET late binding. It contains four static methods to create objects locally or remotely.

**Create Com Instance From** – To create instances of COM objects.

**Create Instance From** – To create a reference to an object from a particular assembly and type name.

**Get Object** – For Marshalling objects purpose.

**Create Instance** – To create local or remote instances of an object.

Question: 9

## What is called metadata?

Metadata is information about the data – that is information about the types, code, and assembly.

Question: 10

## What are attributes?

It is a mechanism for adding Metadata, such as compiler instructions and other data about the data, methods and class. Attributes are inserted into the Metadata and are visible through ILDASM and other Metadata reading tools. It uses the class System.Attribute.