Question # 1: A class can inherit from _____ class/classes.

- o Two
- o **Single**
- o Three
- o Multiple

Question # 2: During the program execution, program can be stopped with the help of _____.

- o Attributes
- o Compiler
- o Exception Handling
- o **Breakpoints**

Question # 3: Types not defined in any namespace are said reside in the _____ namespace.

- o Local
- o Static
- o Virtual
- o **Global**

بری صحبت سے تنہائی بہتر ہے اور تنہائی سے نیک صحبت بہتر ہے

Question # 4: Indexers are similar to properties, but are accessed via a/an _____ rather than a property name.

- **Index Argument**
- Reference
- Pointer
- Integer Argument

Question # 5: At the time an event is fired, the _____ methods will be invoked.

- **Registered**
- Public
- Static
- Unregistered

Question # 6: Which of the following does NOT include in event processing operations?

- Deleting Events
- Reading Events
- **Terminating Events**   **Page # 8**
- Transforming Events

ہر چیز کی ایک پہچان ہوتی ہے اور عقلمند کی پہچان غوروفکر کرنا ہے اور غوروفکر کی پہچان خاموشی ہے

Question # 7: The result of Exception can bring _____ in the program.

- o Reliability

- o Stability

- o **Inconsistency**   (

- o Consistency

Question # 8: Cool stands for_____.

- o Class Oriented Object Language

- o Consumer Oriented Object Language

- o C-like Object Oriented Language

- o C++-like Object Oriented Language

The initial name was "Cool", which stood for "C-like Object Oriented Language"

Question # 9: Graphical user interfaces and the event-driven model is not applied on which of the following?

- o Web Application

- o **Console Application**

- o Mobile Application

- o Desktop Application

Graphical user interfaces and the event-driven model as applied to desktop, web, and mobile applications.

Question # 10: The easiest way to declare an event is to put the event keyword in front of a _____ member.

- o Interface
- o **Delegate**
- o Class
- o Struct

Question # 11: Which of the following does NOT include in event processing operations?

- o Deleting Events
- o Reading Events
- o **Terminating Events**
- o Transforming Events

Event processing operations include reading, creating, transforming, and deleting events.

Question # 12: Events are based on the principle of _____.

- o Request
- o Response
- o Coupling
- o **Decoupling**

Events are based on the principle of decoupling.

Question # 13: _____methods do not have names.

- ○ Attribute
- ○ **Anonymous**
- ○ None of given
- ○ Non-Anonymous

Anonymous method is a method without a name.

Question # 14: _____ is an entity that receives events from the system.

- ○ Event Producer
- ○ **Event Consumer**
- ○ Event Channel
- ○ Event Generator

EVENT CONSUMER: An event consumer is an entity at the edge of an event pro- cessing system that receives events from the system.

Question # 15: An event is a list of_____.

- ○ constants
- ○ variable
- ○ pointers
- ○ **Delegates**

بری صحبت سے تنہائی بہتر ہے اور تنہائی سے نیک صحبت بہتر ہے

Question # 16: _____ is an occurrence within a particular system or domain.

- o Function
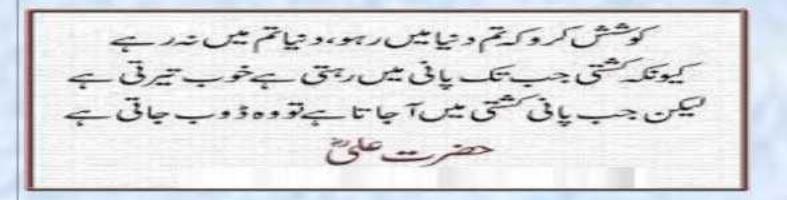- o **Event**
- o Information
- o Transaction

So what is an event. Its an occurrence within a particular system or domain.

Question # 17: Which of the following is an occurrence within a particular system or domain?

- o Object
- o **Event**
- o Result
- o Message

So what is an event. Its an occurrence within a particular system or domain.

کوشش کرو کہ تم دنیا میں رہو، دنیا تم میں ندر ہے
کیونکہ کشتی جب تک پانی میں رہتی ہے خوب تیرتی ہے
لیکن جب پانی کشتی میں آ جاتا ہے تو وہ ڈوب جاتی ہے
حضرت علیؓ

Question # 18: Which statement is true?

o A "catch" block always executes whether or not an exception is thrown and whether or not the "try" block runs to completion.

o A "finally" block executes only, when an exception is thrown and when the "try" block runs to completion.

o A "finally" block may or may not executes whether or not an exception is thrown and whether or not the "try" block runs to completion.

o **A "finally" block always executes whether or not an exception is thrown and whether or not the "try" block runs to completion. click here for more detail**

Question # 19: Clean room design is also called_____.

o Clear Room Design

o Wall Technique Design

o **Chinese Wall Technique**

o French Wall Technique

Clean room design (also known as the Chinese wall technique)

جو شخص یہ چاہے کہ اس کی زندگی کامیابی سے بسر ہووہ اپنے باپ
کے بعد اس کے دوستوں سے نیک سلوک کرے۔۔!!!

حضرت عمر فاروق

Question # 20: Clean room design is useful as a defense against _____.

- o Copyright

- o Trade secret infringement

- o **Copyright and trade secret infringement**

- o None of the given options

Clean room design is useful as a defense against copyright and trade secret infringement because it Relies on independent invention.

Question # 21: Which of the following is an entity that introduces event into the system?

- o Event Channel

- o Event Stream

- o Event Consumer

- o **Event Producer**

EVENT PRODUCER: An event producer is an entity at the edge of an event process- ing system that introduces events into the system.

Question # 22: Anonymous methods _____ the code size.

- o Double

- o Expand

- o **Reduce**

- o Extend

Anonymous methods result in much less code

Question # 23: Which of the following is built from request-response?

- Event-processing Architecture (EDA)

- Service-driven Architecture (SDA)

- **Service-oriented Architecture (SOA)**

- Event-based Architecture (EBA)

Service-oriented architecture (SOA) is built from request-response.

Question # 24: The System.Console is a _____ which enables us to do Console Input and Output.

- Structure

- **Class**

- Namespace

- Library

Question # 25: _____ events may or may not relate to an actual occurrence.

- Observed Events

- Deducted Events

- **Probabilistic Events**

- None of the above

Probabilistic events may or may not relate to an actual occurrence e.g. a fraud detection event on a banking transaction.

Question # 26: Which of the following events may or may not relate to an actual occurrence?

- o **Probabilistic Events**
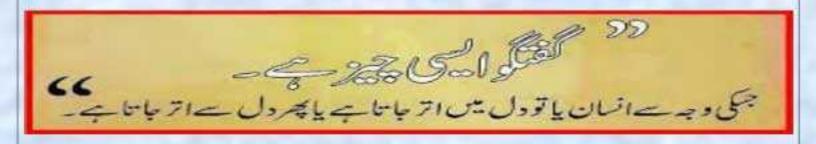- o Actual Events
- o Real Events
- o Expected Events

Probabilistic events may or may not relate to an actual occurrence e.g. a fraud detection event on a banking transaction.

Question # 27: _____ events may or may not relate to an actual occurrence

- o **Probabilistic**
- o Event properties
- o Layer
- o Properties

Probabilistic events may or may not relate to an actual occurrence e.g. a fraud detection event on a banking transaction.

گفتگو ایسی چیز ہے۔

جس کی وجہ سے انسان یا تو دل میں اتر جاتا ہے یا پھر دل سے اتر جاتا ہے۔

Question # 28: _____ method reads the whole document in memory.

- **XmlDocument**
- XmlLine
- XPath
- XmlReader

There are two methods to read XML document. Using XmlDocument and XmlReader. XmlDocuments reads entire document in memory

Question # 29: Event-based programming is also known as:

- Service-oriented architecture (SOA)
- **Event-driven Architecture (EDA)**
- Service-driven Architecture (SDA)
- Event-based Architecture (EBA)

Event-based programming, also called event-driven architecture (EDA)

Question # 30: Wait for a single event is _____ operation.

- Waiting
- Waste
- Idle
- **Blocking**

Wait for a single event is blocking operation.

Question # 31: The Main method returns a non-zero value which indicates the_____.

- ○ Source of Program

- ○ **Error in Program**

- ○ Termination of Program

- ○ Exception in Program

کوشش کرو کہ تم دنیا میں رہو، دنیا تم میں نہ رہے
کیونکہ کشتی جب تک پانی میں رہتی ہے خوب تیرتی ہے
لیکن جب پانی کشتی میں آجاتا ہے تو وہ ڈوب جاتی ہے
حضرت علیؓ