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Roll No.	П	T	П	T	T	П	
В.	Tech.	(CS)(6	H Se	mes	ster)
				1, 20			
Visual Pr	ogran	nmin	g and	.Net	Tec	hno	logies

Time: 3.00 Hrs]

[Max. Marks: 100

Q1. Attempt any four parts:

 $(5 \times 4 = 20)$

- (a) How is the Common Language Runtime different from other runtimes available?
- (b) What are different types of JIT?
- (c) Explain the components of .NET Framework. Draw a neat diagram for the same.
 - (d) What is an Assembly? What are the different types of assembly? If you want to view an assembly how would you go about it?
- (e) Define the following:
 - (i) Namespace in C#.
 - (ii) Assembly manifest

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(f) Explain about protected internal access specifier.

Q2. Attempt any four parts:

 $(5 \times 4 = 20)$

- (a) What is the concept of boxing and unboxing? Explain it with suitable examples.
- (b) Briefly summarize the similarities and differences between arrays and collections.
- (c) List the differences between a value type and a reference type.
- (d) Is it possible to have two Main() in a C# code? If so, how is it resolved?
- (e) What is the difference between String and String Builder classes? Explain.
- (f) What is an Indexer in C#? Implement a sample indexer.

Q3. Attempt any two parts:

 $(10 \times 2 = 20)$

(a) What is the .Net runtime's way of dealing with unhandled exceptions? Explain it with suitable example.

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- (b) What do you mean by Encapsulation? Show the use of properties for it. Discuss the role of accessors in defining properties of a class.
- (c) Explain about protected internal access specifier.

Q4. Attempt any two parts:

 $(10 \times 2 = 20)$

- (a) Define the following:
 - (i) Adhoc Distruction method
 - (ii) System.Gc
- (b) Explain the following in context with interface:
 - (i) Multicast delegates
 - (ii) Cloneable object
- (c) What is Interface? Explain interface hierarchies with suitable example.
- Q5. Attempt any two parts:

 $(10 \times 2 = 20)$

- (a) What are Shared Assemblies? Also explain delay signing installing and removing shared assembly.
- (b) What is DLL Hell problem? Explain.
- (c) List and explain the members of System. Object class.