FOURTH SEMESTER B.C.A. DEGREE EXAMINATION, APRIL 2020
(CUCBCSS-UG)
CC15U BCA4 B05 - VISUAL PROGRAMMING USING C#.NET
(Core Course)
(2015, 2016 Admissions - Supplementary/Improvement)

Time: Three Hours   Maximum: 80 Marks

PART A
Answer *all* questions. Each question carries 1 mark.

1. JIT stands for _____

2. In the Microsoft .NET framework, _____ is a partially compiled code library for use in deployment, versioning and security.

3. Which of the following is not an access modifier?

   a) public   b) private   c) protected   d) external

4. _____ is the process of converting a reference type to a value type.

5. A _____ is a graphical user interface in which multiple windows reside under a single parent window.

6. A _____ is a container for one or more DataTable objects.

7. To disable item selection in a ListBox, set the SelectionMode property to _____

8. _____ control displays a hierarchical collection of labeled items, each represented by a TreeNode.

9. Structs are defined by using the _____ keyword.

10. _____ is a development technique used to create interactive web applications or rich internet applications.

(10 x 1 = 10 Marks)

PART B
Answer *all* questions. Each question carries 2 marks.

11. What is NET Framework?

12. What is CLR and CTS?

13. What is *this* Keyword?

14. What is an array?

15. What is ADO.NET?

(5 x 2 = 10 Marks)

PART C
Answer any *five* questions. Each question carries 4 marks.

16. Write a short note on Value Types and Reference Types.

17. What is a Partial Class? Explain with an example.

18. What do you mean by anonymous types?

19. What is checked and unchecked statements?

20. Write a short note on ToolTip control.

21. What is LINQ?

22. Explain the features of a static class.

23. Differentiate compile time and runtime polymorphism.

(5 x 4 = 20 Marks)

PART D
Answer any *five* questions. Each question carries 8 marks.

24. Describe the architecture and components of .NET Framework.

25. Explain the architecture of ADO.NET.

26. Explain the control flow statements in C#.

27. Explain the mechanism of exception handling in C#.

28. Explain the following terms:

    a. Delegates   b. Sealed Classes   c. Abstract class   d. DataReader

29. Explain any four mouse and four keyboard events in C#.

30. Explain encapsulation using accessors and mutators and by using properties.

31. Explain any four properties of TextBox and Button controls in C#.

(5 x 8 = 40 Marks)

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