**1. What is .NET Framework?**

.NET Framework is a complete environment that allows developers to develop, run, and deploy the following applications:

* Console applications
* Windows Forms applications
* Windows Presentation Foundation (WPF) applications
* Web applications (ASP.NET applications)
* Web services
* Windows services
* Service-oriented applications using Windows Communication Foundation (WCF)
* Workflow-enabled applications using Windows Workflow Foundation (WF)

.NET Framework also enables a developer to create sharable components to be used in distributed computing architecture. NET Framework supports the object-oriented programming model for multiple languages, such as Visual Basic, Visual C#, and Visual C++. .NET Framework supports multiple programming languages in a manner that allows language interoperability. This implies that each language can use the code written in some other language.

**2. What are the main components of .NET Framework?**

.NET Framework provides enormous advantages to software developers in comparison to the advantages provided by other platforms. Microsoft has united various modern as well as existing technologies of software development in .NET Framework. These technologies are used by developers to develop highly efficient applications for modern as well as future business needs. The following are the key components of .NET Framework:

* .NET Framework Class Library
* Common Language Runtime
* Dynamic Language Runtimes (DLR)
* Application Domains
* Runtime Host
* Common Type System
* Metadata and Self-Describing Components
* Cross-Language Interoperability
* .NET Framework Security
* Profiling
* Side-by-Side Execution

**3. List the new features added in .NET Framework 4.0.**

The following are the new features of .NET Framework 4.0:

* Improved Application Compatibility and Deployment Support
* Dynamic Language Runtime
* Managed Extensibility Framework
* Parallel Programming framework
* Improved Security Model
* Networking Improvements
* Improved Core ASP.NET Services
* Improvements in WPF 4
* Improved Entity Framework (EF)
* Integration between WCF and WF

**4. What is an IL?**

Intermediate Language is also known as MSIL (Microsoft Intermediate Language) or CIL (Common Intermediate Language). All .NET source code is compiled to IL. IL is then converted to machine code at the point where the software is installed, or at run-time by a Just-In-Time (JIT) compiler.

**5. What is Manifest?**

Assembly metadata is stored in Manifest. Manifest contains all the metadata needed to do the following things

* Version of assembly.
* Security identity.
* Scope of the assembly.
* Resolve references to resources and classes.

The assembly manifest can be stored in a PE file either (an .exe or) .dll with Microsoft   
intermediate language (MSIL code with Microsoft intermediate language (MSIL) code or in a   
stand-alone PE file, that contains only assembly manifest information.

**6. What are code contracts?**

Code contracts help you to express the code assumptions and statements stating the behavior of your code in a language-neutral way. The contracts are included in the form of pre-conditions, post-conditions and object-invariants. The contracts help you to improve-testing by enabling run-time checking, static contract verification, and documentation generation.

The System.Diagnostics.Contracts namespace contains static classes that are used to express contracts in your code.

**7. Name the classes that are introduced in the System.Numerics namespace.**

The following two new classes are introduced in the System.Numerics namespace:

* BigInteger - Refers to a non-primitive integral type, which is used to hold a value of any size. It has no lower and upper limit, making it possible for you to perform arithmetic calculations with very large numbers, even with the numbers which cannot hold by double or long.
* Complex - Represents complex numbers and enables different arithmetic operations with complex numbers. A number represented in the form a + bi, where a is the real part, and b is the imaginary part, is a complex number.

**8. What is managed extensibility framework?**

Managed extensibility framework (MEF) is a new library that is introduced as a part of .NET 4.0 and Silverlight 4. It helps in extending your application by providing greater reuse of applications and components. MEF provides a way for host application to consume external extensions without any configuration requirement.

**9. Explain memory-mapped files.**

Memory-mapped files (MMFs) allow you map the content of a file to the logical address of an application. These files enable the multiple processes running on the same machine to share data with each Other. TheMemoryMappedFile.CreateFromFile() method is used to obtain a MemoryMappedFile object that represents a persisted memory-mapped file from a file on disk.

These files are included in the System.IO.MemoryMappedFiles namespace. This namespace contains four classes and three enumerations to help you access and secure your file mappings.

**10. What is Common Type System (CTS)?**

CTS is the component of CLR through which .NET Framework provides support for multiple languages because it contains a type system that is common across all the languages. Two CTS-compliant languages do not require type conversion when calling the code written in one language from within the code written in another language. CTS provide a base set of data types for all the languages supported by.NET Framework. This means that the size of integer and long variables is same across all .NET-compliant programming languages. However, each language uses aliases for the base data types provided by CTS. For example, CTS uses the data type system. int32 to represent a 4 byte integer value; however, Visual Basic uses the alias integer for the same; whereas, C# uses the alias int. This is done for the sake of clarity and simplicity.

**11. Give a brief introduction on side-by-side execution. Can two applications, one using private assembly and the other using the shared assembly be stated as side-by-side executables?**

Side-by-side execution enables you to run multiple versions of an application or component and CLR on the same computer at the same time. As versioning is applicable only to shared assemblies and not to private assemblies, two applications, one using a private assembly and other using a shared assembly, cannot be stated as side-by-side executables.

**12. Which method do you use to enforce garbage collection in .NET?**

The System.GC.Collect() method.

**13. State the differences between the Dispose() and Finalize().**

CLR uses the Dispose and Finalize methods to perform garbage collection of run-time objects of .NET applications.

The Finalize method is called automatically by the runtime. CLR has a garbage collector (GC), which periodically checks for objects in heap that are no longer referenced by any object or program. It calls the Finalize method to free the memory used by such objects. The Dispose method is called by the programmer.Dispose is another method to release the memory used by an object. The Dispose method needs to be explicitly called in code to dereference an object from the heap. The Dispose method can be invoked only by the classes that implement the IDisposable interface.

**14. What is code access security (CAS)?**

Code access security (CAS) is part of the .NET security model that prevents unauthorized access of resources and operations, and restricts the code to perform particular tasks.

**15. Differentiate between managed and unmanaged code?**

Managed code is the code that is executed directly by the CLR instead of the operating system. The code compiler first compiles the managed code to intermediate language (IL) code, also called as MSIL code. This code doesn’t depend on machine configurations and can be executed on different machines.

Unmanaged code is the code that is executed directly by the operating system outside the CLR environment. It is directly compiled to native machine code which depends on the machine configuration.  
In the managed code, since the execution of the code is governed by CLR, the runtime provides different services, such as garbage collection, type checking, exception handling, and security support. These services help provide uniformity in platform and language-independent behavior of managed code applications. In the unmanaged code, the allocation of memory, type safety, and security is required to be taken care of by the developer. If the unmanaged code is not properly handled, it may result in memory leak. Examples of unmanaged code are ActiveX components and Win32 APIs that execute beyond the scope of native CLR.

**16. What are tuples?**

Tuple is a fixed-size collection that can have elements of either same or different data types. Similar to arrays, a user must have to specify the size of a tuple at the time of declaration. Tuples are allowed to hold up from 1 to 8 elements and if there are more than 8 elements, then the 8th element can be defined as another tuple. Tuples can be specified as parameter or return type of a method.

**17. How can you turn-on and turn-off CAS?**

YOU can use the Code Access Security Tool (Caspol.exe) to turn security on and off.

To turn off security, type the following command at the command prompt:  
caspol -security off

To turn on security, type the following command at the command prompt:  
caspol -security on

In the .NET Framework 4.0, for using Caspol.exe, you first need to set the <LegacyCasPolicy> element totrue.

**18. What is garbage collection? Explain the difference between garbage collections in .NET 4.0 and earlier versions.**

Garbage collection prevents memory leaks during execution of programs. Garbage collector is a low-priority process that manages the allocation and deallocation of memory for your application. It checks for the unreferenced variables and objects. If GC finds any object that is no longer used by the application, it frees up the memory from that object.

GC has changed a bit with the introduction of .NET 4.0. In .NET 4.0, the GC.Collect() method contains the following overloaded methods:

GC.Collect(int)

GC.Collect(int, GCCollectionMode)

Another new feature introduced in .NET is to notify you when the GC.Collect() method is invoked and completed successfully by using different methods. The .NET 4.0 supports a new background garbage collection that replaces the concurrent garbage collection used in earlier versions. This concurrent GC allocates memory while running and uses current segment (which is 16 MB on a workstation) for that. After that, all threads are suspended. In case of background GC, a separate ephemeral GC – gen0 and gen1 can be started, while the full GC – gen0, 1, and 2 – is already running.

**19. How does CAS works?**

There are two key concepts of CAS security policy- code groups and permissions. A code group contains assemblies in it in a manner that each .NET assembly is related to a particular code group and some permissions are granted to each code group. For example, using the default security policy, a control downloaded from a Web site belongs to the Zone, Internet code group, which adheres to the permissions defined by the named permission set. (Normally, the named permission set represents a very restrictive range of permissions.)

Assembly execution involves the following steps:

1. Evidences are gathered about assembly.
2. Depending on the gathered evidences, the assembly is assigned to a code group.
3. Security rights are allocated to the assembly, depending on the code group.
4. Assembly runs as per the rights assigned to it.

**20. What is Difference between NameSpace and Assembly?**

Following are the differences between namespace and assembly:

* Assembly is physical grouping of logical units, Namespace, logically groups classes.
* Namespace can span multiple assembly.

**21. Mention the execution process for managed code.**

A piece of managed code is executed as follows:

* Choosing a language compiler
* Compiling the code to MSIL
* Compiling MSIL to native code
* Executing the code.

**22. Is there a way to suppress the finalize process inside the garbage collector forcibly in .NET?**

Use the GC.SuppressFinalize() method to suppress the finalize process inside the garbage collector forcibly in .NET.

**23. How can you instantiate a tuple?**

The following are two ways to instantiate a tuple:

* Using the new operator. For example,

Tuple<String, int> t = new Tuple<String, int> (“Hellow”, 2);

* Using the Create factory method available in the Tuple class. For example,

Tuple<int, int, int> t = Tuple.Create<int, int, int> (2, 4, 5);

**24. Which is the root namespace for fundamental types in .NET Framework?**

System.Object is the root namespace for fundamental types in .NET Framework.

**25. What are the improvements made in CAS in .NET 4.0?**

The CAS mechanism in .NET is used to control and configure the ability of managed code. Earlier, as this policy was applicable for only native applications, the security guarantee was limited. Therefore, developers used to look for alternating solutions, such as operating system-level solutions. This problem was solved in .NET Framework 4 by turning off the machine-wide security. The shared and hosted Web applications can now run more securely. The security policy in .NET Framework 4 has been simplified using the transparency model. This model allows you to run the Web applications without concerning about the CAS policies.

As a result of security policy changes in .NET Framework 4.0, you may encounter compilation warnings and runtime exceptions, if your try to use the obsolete CAS policy types and members either implicitly or explicitly. However, you can avoid the warnings and errors by using the <NetFx40\_LegacySecurityPolicy>configuration element in the runtime settings schema to opt into the obsolete CAS policy behavior.

**26. What is Microsoft Intermediate Language (MSIL)?**

The .NET Framework is shipped with compilers of all .NET programming languages to develop programs. There are separate compilers for the Visual Basic, C#, and Visual C++ programming languages in .NET Framework. Each .NET compiler produces an intermediate code after compiling the source code. The intermediate code is common for all languages and is understandable only to .NET environment. This intermediate code is known as MSIL.

**27. What is lazy initialization?**

Lazy initialization is a process by which an object is not initialized until it is first called in your code. The .NET 4.0 introduces a new wrapper class, System.Lazy<T>, for executing the lazy initialization in your application. Lazy initialization helps you to reduce the wastage of resources and memory requirements to improve performance. It also supports thread-safety.

**28. How many types of generations are there in a garbage collector?**

Memory management in the CLR is divided into three generations that are build up by grouping memory segments. Generations enhance the garbage collection performance. The following are the three types of generations found in a garbage collector:

* Generation 0 – When an object is initialized, it is said to be in generation 0.
* Generation 1 – The objects that are under garbage collection process are considered to be in generation 1.
* Generation 2 – Whenever new objects are created and added to the memory, they are added to generation 0 and the old objects in generation 1 are considered to be in generation 2.

**29. Explain covariance and contra-variance in .NET Framework 4.0. Give an example for each.**

In .NET 4.0, the CLR supports covariance and contravariance of types in generic interfaces and delegates. Covariance enables you to cast a generic type to its base types, that is, you can assign a instance of typeIEnumerable<Tl> to a variable of type IEnumerable<T2> where, T1 derives from T2. For example,

IEnumerable<string> str1= new List<string> ();

IEnumerable<object> str2= str1;

Contravariance allows you to assign a variable of Action<base> to a variable of type Action<derived>. For example,

IComparer<object> obj1 = GetComparer()

IComparer<string> obj2 = obj1;

.NET framework 4.0 uses some language keywords (out and in) to annotate covariance and contra-variance. Out is used for covariance, while in is used for contra-variance.

Variance can be applied only to reference types, generic interfaces, and generic delegates. These cannot be applied to value types and generic types.

**30. How do you instantiate a complex number?**

The following are the different ways to assign a value to a complex number:

By passing two Double values to its constructor. The first value represents the real, and the second value represents imaginary part of a complex number.   
For example,

Complex c1 = new Complex(5, 8); /\* It represents (5, 8) \*/

By assigning a Byte, SByte, Intl6, UIntl6, Int32, UInt32, Int64, UInt64, Single, or Double value to aComplex object. The assigned value represents the real part of the complex number, and its imaginary part becomes 0. For example,

Complex c2 = 15.3; /\* It represents (15.3, 0) \*/

By casting a Decimal or BigInteger value to a Complex object.  
For example,

Complex c3 = (Complex) 14.7; /\* It represents (14.7, 0) \*/

Assigning the value returned by an operator to a Complex variable.   
For example,

Complex c4 = c1 + c2; /\* It represents (20.3, 8) \*/

**31. What is Common Language Specification (CLS)?**

CLS is a set of basic rules, which must be followed by each .NET language to be a .NET- compliant language. It enables interoperability between two .NET-compliant languages. CLS is a subset of CTS; therefore, the languages supported by CLS can use each other’s class libraries similar to their own. Application programming interfaces (APIs), which are designed by following the rules defined in CLS can be used by all .NET-compliant languages.

**32. What is the role of the JIT compiler in .NET Framework?**

The JIT compiler is an important element of CLR, which loads MSIL on target machines for execution. The MSIL is stored in .NET assemblies after the developer has compiled the code written in any .NET-compliant programming language, such as Visual Basic and C#.

JIT compiler translates the MSIL code of an assembly and uses the CPU architecture of the target machine to execute a .NET application. It also stores the resulting native code so that it is accessible for subsequent calls. If a code executing on a target machine calls a non-native method, the JIT compiler converts the MSIL of that method into native code. JIT compiler also enforces type-safety in runtime environment of .NET Framework. It checks for the values that are passed to parameters of any method.

For example, the JIT compiler detects any event, if a user tries to assign a 32-bit value to a parameter that can only accept 8-bit value.

**33. What is difference between System.String and System.StringBuilder classes?**

String and StringBuilder classes are used to store string values but the difference in them is that String is immutable (read only) by nature, because a value once assigned to a String object cannot be changed after its creation. When the value in the String object is modified, a new object is created, in memory, with a new value assigned to the String object. On the other hand, the StringBuilder class is mutable, as it occupies the same space even if you change the value. The StringBuilder class is more efficient where you have to perform a large amount of string manipulation.

**34. Describe the roles of CLR in .NET Framework.**

CLR provides an environment to execute .NET applications on target machines. CLR is also a common runtime environment for all .NET code irrespective of their programming language, as the compilers of respective language in .NET Framework convert every source code into a common language known as MSIL or IL (Intermediate Language).

CLR also provides various services to execute processes, such as memory management service and security services. CLR performs various tasks to manage the execution process of .NET applications.

The responsibilities of CLR are listed as follows:

* Automatic memory management
* Garbage Collection
* Code Access Security
* Code verification
* JIT compilation of .NET code

**35. What is the difference between int and int32.**

There is no difference between int and int32. System.Int32 is a .NET Class and int is an alias name forSystem.Int32.

**1. What is ASP?**

Active Server Pages (ASP), also known as Classic ASP, is a Microsoft’s server-side technology, which helps in creating dynamic and user-friendly Web pages. It uses different scripting languages to create dynamic Web pages, which can be run on any type of browser. The Web pages are built by using either VBScript or JavaScript and these Web pages have access to the same services as Windows application, including ADO (ActiveX Data Objects) for database access, SMTP (Simple Mail Transfer Protocol) for e-mail, and the entire COM (Component Object Model) structure used in the Windows environment. ASP is implemented through a dynamic-link library (asp.dll) that is called by the IIS server when a Web page is requested from the server.

**2. What is ASP.NET?**

ASP.NET is a specification developed by Microsoft to create dynamic Web applications, Web sites, and Web services. It is a part of .NET Framework. You can create ASP.NET applications in most of the .NET compatible languages, such as Visual Basic, C#, and J#. The ASP.NET compiles the Web pages and provides much better performance than scripting languages, such as VBScript. The Web Forms support to create powerful forms-based Web pages. You can use ASP.NET Web server controls to create interactive Web applications. With the help of Web server controls, you can easily create a Web application.

**3. What is the basic difference between ASP and ASP.NET?**

The basic difference between ASP and ASP.NET is that ASP is interpreted; whereas, ASP.NET is compiled. This implies that since ASP uses VBScript; therefore, when an ASP page is executed, it is interpreted. On the other hand, ASP.NET uses .NET languages, such as C# and VB.NET, which are compiled to Microsoft Intermediate Language (MSIL).

**4. In which event are the controls fully loaded?**

Page load event guarantees that all controls are fully loaded. Controls are also accessed in Page\_Init events but you will see that view state is not fully loaded during this event

**5. How can we identify that the Page is Post Back?**

Page object has an “IsPostBack” property, which can be checked to know that is the page posted back.

**6. What is the lifespan for items stored in ViewState?**

The items stored in ViewState live until the lifetime of the current page expires including the postbacks to the same page.

**7. How information about the user’s locale can be accessed?**

The information regarding a user’s locale can be accessed by using the System.Web.UI.Page.Cultureproperty.

**8. What is the difference between SQL notification and SQL invalidation?**

The SQL cache notification generates notifications when the data of a database changes, on which your cache item depends. The SQL cache invalidation makes a cached item invalid when the data stored in a SQL server database changes.

**9. Which is the parent class of the Web server control?**

The System.Web.Ul.Control class is the parent class for all Web server controls.

**10. Can you set which type of comparison you want to perform by the CompareValidator control?**

Yes, by setting the Operator property of the CompareValidator control.

**11. What is the behavior of a Web browser when it receives an invalid element?**

The behavior of a Web browser when it receives an invalid element depends on the browser that you use to browse your application. Most of the browsers ignore the invalid element; whereas, some of them display the invalid elements on the page.

**12. What are the advantages of the code-behind feature?**

The code-behind feature of ASP.NET offers a number of advantages:

* Makes code easy to understand and debug by separating application logic from HTML tags
* Provides the isolation of effort between graphic designers and software engineers
* Removes the problems of browser incompatibility by providing code files to exist on the Web server and supporting Web pages to be compiled on demand.

**1. Define variable and constant.**

A variable can be defined as a meaningful name that is given to a data storage location in the computer memory that contains a value. Every variable associated with a data type determines what type of value can be stored in the variable, for example an integer, such as 100, a decimal, such as 30.05, or a character, such as ‘A’.

You can declare variables by using the following syntax:

<Data\_type> <variable\_name> ;

A constant is similar to a variable except that the value, which you assign to a constant, cannot be changed, as in case of a variable. Constants must be initialized at the same time they are declared. You can declare constants by using the following syntax:

const int interestRate = 10;

**2. What is a data type? How many types of data types are there in .NET ?**

A data type is a data storage format that can contain a specific type or range of values. Whenever you declare variables, each variable must be assigned a specific data type. Some common data types include integers, floating point, characters, and strings. The following are the two types of data types available in .NET:

* **Value type** - Refers to the data type that contains the data. In other words, the exact value or the data is directly stored in this data type. It means that when you assign a value type variable to another variable, then it copies the value rather than copying the reference of that variable. When you create a value type variable, a single space in memory is allocated to store the value (stack memory). Primitive data types, such as int, float, and char are examples of value type variables.
* **Reference type** - Refers to a data type that can access data by reference. Reference is a value or an address that accesses a particular data by address, which is stored elsewhere in memory (heap memory). You can say that reference is the physical address of data, where the data is stored in memory or in the storage device. Some built-in reference types variables in .Net are string, array, and object.

**3. Mention the two major categories that distinctly classify the variables of C# programs.**

Variables that are defined in a C# program belong to two major categories: **value type** and **reference type**. The variables that are based on value type contain a value that is either allocated on a stack or allocated in-line in a structure. The variables that are based on reference types store the memory address of a variable, which in turn stores the value and are allocated on the heap. The variables that are based on value types have their own copy of data and therefore operations done on one variable do not affect other variables. The reference-type variables reflect the changes made in the referring variables.

Predict the output of the following code segment:

int x = 42;

int y = 12;

int w;

object o;

o = x;

w = y \* (int)o;

Console.WriteLine(w);

/\* The output of the code is 504. \*/

**4. Which statement is used to replace multiple if-else statements in code.**

In Visual Basic, the **Select-Case** statement is used to replace multiple **If – Else** statements and in C#, the**switch-case** statement is used to replace multiple **if-else** statements.

**5. What is the syntax to declare a namespace in .NET?**

In .NET, the namespace keyword is used to declare a namespace in the code.

The syntax for declaring a namespace in C# is:  
namespace UserNameSpace;

The syntax for declaring a namespace in VB is:  
Namespace UserNameSpace

**6. What is the difference between constants and read-only variables that are used in programs?**

Constants perform the same tasks as read-only variables with some differences. The differences between constants and read-only are

**Constants**:

1. Constants are dealt with at compile-time.
2. Constants supports value-type variables.
3. Constants should be used when it is very unlikely that the value will ever change.

**Read-only**:

1. Read-only variables are evaluated at runtime.
2. Read-only variables can hold reference type variables.
3. Read-only variables should be used when run-time calculation is required.

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**7. Differentiate between the while and for loop in C#.**

The while and for loops are used to execute those units of code that need to be repeatedly executed, unless the result of the specified condition evaluates to false. The only difference between the two is in their syntax. The for loop is distinguished by setting an explicit loop variable.

**8. What is an identifier?**

Identifiers are northing but names given to various entities uniquely identified in a program. The name of identifiers must differ in spelling or casing. For example, MyProg and myProg are two different identifiers. Programming languages, such as C# and Visual Basic, strictly restrict the programmers from using any keyword as identifiers. Programmers cannot develop a class whose name is public, because, public is a keyword used to specify the accessibility of data in programs.

**9. What does a break statement do in the switch statement?**

The switch statement is a selection control statement that is used to handle multiple choices and transfer control to the case statements within its body. The following code snippet shows an example of the use of theswitch statement in C#:

switch(choice)

{

case 1:

console.WriteLine(“First”);

break;

case 2:

console.WriteLine(“Second”);

break;

default:

console.WriteLine(“Wrong choice”);

break;

}

In switch statements, the break statement is used at the end of a case statement. The break statement is mandatory in C# and it avoids the fall through of one case statement to another.

**10. Explain keywords with example.**

Keywords are those words that are reserved to be used for a specific task. These words cannot be used as identifiers. You cannot use a keyword to define the name of a variable or method. Keywords are used in programs to use the features of object-oriented programming.

For example, the abstract keyword is used to implement abstraction and the inherits keyword is used to implement inheritance by deriving subclasses in C# and Visual Basic, respectively.

The new keyword is universally used in C# and Visual Basic to implement encapsulation by creating objects.

**11. Briefly explain the characteristics of value-type variables that are supported in the C# programming language.**

The variables that are based on value types directly contain values. The characteristics of value-type variables that are supported in C# programming language are as follows:

* All value-type variables derive implicitly from the System.ValueType class
* You cannot derive any new type from a value type
* Value types have an implicit default constructor that initializes the default value of that type
* The value type consists of two main categories:
  + Structs – Summarizes small groups of related variables.
  + Enumerations – Consists of a set of named constants.

**12. Give the syntax of using the while loop in a C# program.**

The syntax of using the while loop in C# is:

while(condition) //condition

{

//statements

}

You can find an example of using the while loop in C#:

int i = 0;

while(i < 5)

{

Console.WriteLine(“{0} “, i);

i++;

}

The output of the preceding code is: 0 1 2 3 4 .

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**3. What is a parameter? Explain the new types of parameters introduced in C# 4.0.**

A parameter is a special kind of variable, which is used in a function to provide a piece of information or input to a caller function. These inputs are called arguments. In C#, the different types of parameters are as follows:

* **Value type** - Refers that you do not need to provide any keyword with a parameter.
* **Reference type** - Refers that you need to mention the ref keyword with a parameter.
* **Output type** - Refers that you need to mention the out keyword with a parameter.
* **Optional parameter** - Refers to the new parameter introduced in C# 4.0. It allows you to neglect the parameters that have some predefined default values. The example of optional parameter is as follows:
* public int Sum(int a, int b, int c = 0, int d = 0); /\* c and d is optional \*/
* Sum(10, 20); //10 + 20 + 0 + 0
* Sum(10, 20, 30); //10 + 20 + 30 + 0
* Sum(10, 20, 30, 40); //10 + 20 + 30 + 40
* public void CreateAccount(string name, string address = “unknown”, int age = 0);
* CreateAccount(“Sara”, age: 30);
* CreateAccount(address: “India”, name: “Sara”);
* **Named parameter** - Refers to the new parameter introduced in C# 4.0. Now you can provide arguments by name rather than position. The example of the named parameter is as follows:

**14. Briefly explain the characteristics of reference-type variables that are supported in the C# programming language.**

The variables that are based on reference types store references to the actual data. The keywords that are used to declare reference types are:

1. **Class** - Refers to the primary building block for the programs, which is used to encapsulate variables and methods into a single unit.
2. **Interface** - Contains only the signatures of methods, properties, events, or indexers.
3. **Delegate** - Refers to a reference type that is used to encapsulate a named or anonymous method.

**15. What are the different types of literals?**

A literal is a textual representation of a particular value of a type.

The different types of literals in Visual Basic are:

* Boolean Literals – Refers to the True and False literals that map to the true and false state, respectively.
* Integer Literals – Refers to literals that can be decimal (base 10), hexadecimal (base 16), or octal (base 8).
* Floating-Point Literals – Refers to an integer literal followed by an optional decimal point By default, a floating-point literal is of type Double.
* String Literals – Refers to a sequence of zero or more Unicode characters beginning and ending with an ASCII double-quote character.
* Character Literals – Represents a single Unicode character of the Char type.
* Date Literals – Represents time expressed as a value of the Date type.
* Nothing – Refers to a literal that does not have a type and is convertible to all types in the type system.

The different types of literals in C# are:

* Boolean literals – Refers to the True and False literals that map to the true and false states, respectively.
* Integer literals – Refers to literals that are used to write values of types int, uint, long, and ulong.
* Real literals – Refers to literals that are used to write values of types float, double, and decimal.
* Character literals – Represents a single character that usually consists of a character in quotes, such as ‘a’.
* String literals – Refers to string literals, which can be of two types in C#:
  + A regular string literal consists of zero or more characters enclosed in double quotes, such as “hello”.
  + A verbatim string literal consists of the @ character followed by a double-quote character, such as @”hello”.

* The Null literal – Represents the null-type.

**16. What is the main difference between sub-procedure and function?**

The sub-procedure is a block of multiple visual basic statements within Sub and End Sub statements. It is used to perform certain tasks, such as changing properties of objects, receiving or processing data, and displaying an output. You can define a sub-procedure anywhere in a program, such as in modules, structures, and classes.

We can also provide arguments in a sub-procedure; however, it does not return a new value.  
The function is also a set of statements within the Function and End Function statements. It is similar to sub-procedure and performs the same task. The main difference between a function and a sub-procedure is that sub-procedures do not return a value while functions do.

**17. Determine the output of the code snippet.**

int a = 29;

a–;

a -= ++a;

Console.WriteLine(“The value of a is: {0}”, a);

/\* The output of the code is -1. \*/

**18. Differentiate between Boxing and Unboxing.**

When a value type is converted to an object type, the process is known as boxing; whereas, when an object type is converted to a value type, the process is known as unboxing.

Boxing and unboxing enable value types to be treated as objects. Boxing a value type packages it inside an instance of the Object reference type. This allows the value type to be stored on the garbage collected heap. Unboxing extracts the value type from the object. In this example, the integer variable i is boxed and assigned to object obj.

Example:

int i = 123;

object obj = i; /\* Thi line boxes i. \*/

/\* The object obj can then be unboxed and assigned to integer variable i: \*/

i = (int)obj; // unboxing

**19. Give the syntax of using the for loop in C# code?**

The syntax of using the for loop in C# code is given as follows:

for(initializer; condition; loop expression)

{

//statements

}

In the preceding syntax, initializer is the initial value of the variable, condition is the expression that is checked before the execution of the for loop, and loop expression either increments or decrements the loop counter.

The example of using the for loop in C# is shown in the following code snippet:

for(int i = 0; i < 5; i++)

Console.WriteLine(“Hello”);

In the preceding code snippet, the word Hello will be displayed for five times in the output window.

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| |  |  |  |  |  | | --- | --- | --- | --- | --- | | http://www.prepareinterview.com/PrepareInterview_files/spacer.gif | | | | | | |  | | --- | | [PrepareInterview.com Logo](http://www.prepareinterview.com/) | | Looking for Ladder? We have an Escalator.  **Life cycle of an ASP .NET page.**  Stage Events/Method Page Initialization Page\_Init View State Loading LoadViewState Postback data processin LoadPostData Page Loading Page\_Load PostBack Change Notification RaisePostDataChangedEvent PostBack Event Handling RaisePostBackEvent Page Pre Rendering Phase Page\_PreRender View State Saving SaveViewState Page Rendering Page\_Render Page Unloading Page\_UnLoad  1) Explain the .NET architecture. a) All .Net supported Languages b) Common Language specification c) Windows forms / web pages d) ADO.Net / web services e) Base class library f) Common language runtime g) Operating system.  2) How does u create multiple inheritances in c# and .net? Multiple inheritances are created by using interfaces.  3) When web.config is called ? Web.config is an xml configuration file.this never gets called directly unless we need to retrieve the configuration setting.  4) How many weg.configs a application can have one.  5) How does u set language in weg.config a) set the â€˜defaultlanguageâ€™ attribute.  6) What does connection string consists of a) connection string consist of : server name, userid , password , database name.  7) Where do u store connection string a) connection string can stored in web.config file under configuration / connection string tab.  8) What is abstract class? Abstract class is a class which cannot be instantiated but inherited by derived classes. This class contains abstract as well as non-abstract methods and members.  9) What is diff b/w interface inheritance and class inheritance A class can have multiple interface inheritance, but only one. In interface inheritance : Inherited class must implement all the methods define in that interface. Class inheritance : inherited class may or may not implement all methods of that base class.  10) What are the collection classes? 1) Array list 2) Hash table 3) stack 4) Dictionary 5) Queue  12) What inheritance support vb.net? a) Single class inheritance and multiple interface inheritance.  13) What is runtime host? a) Runtime host is local environment where CLR is running.  14) OOPS CONCEPTS 1) Encapsulation : Hiding internal implementation of the objects and provide global interface access to object. 2) Inheritance : The ability of a class to reuse the members and member functions of its base class. 3) Polymorphism : The ability of the objects to be represented in multiple forms. This is possible with overriding and overloading. 4) Abstraction : Describing an object with its unique and relevant characteristics according to specific need.  Object-Oriented concepts? Class: The formal definition of an object. The class acts as the template from which an instance of an object is created at run time. The class defines the properties of the object and the methods used to control the object’s behaviour.  Object: An object is an instance of a class.  Encapsulation: hides detailed internal specification of an object, and publishes only its external interfaces. Thus, users of an object only need to adhere to these interfaces. By encapsulation, the internal data and methods of an object can be changed without changing the way of how to use the object.  Inheritance: A class that derives from another class - known as the base class - inherits the same methods and properties. This promotes reuse and maintainability.  Abstraction: the describing of objects by defining their unique and relevant characteristics (properties). Whilst an object may have 100s of properties normally only those properties of importance to the situation are described. (eg life policies premiums are normally important; whereas the time of day a policy was purchased is not usually of value).  Polymorphism: Allows objects to be represented in multiple forms. Even though classes are derived or inherited from the same parent class, each derived class will have its own behavior. (Overriding and hiding methods)  15) optimization technique description 1) Avoid unnecessary use of view state which lowers the performance. 2) Avoid the round trips to server. 3) Use connection pooling. 4) Use stored procedures.  16) Diff b/w application and session a) Application object maintains state on application basis whereas session object maintain the state of the client visited to the application.  17) What is web application virtual directory? a) Virtual directory is a physical location where actually application folder is situated.  18) Diff b/w Active.exe and Dll 1) Exe has an entry point. 2) If Dll is getting destroyed, exe also destroyed.  20) If cookies are disabled in client browser will session work a) No. Identities of client gets destroy.  23) The following code executes successfully response. Write (â€œvalue of i=â€+i) ; a) Yes.  25) What are a Process, Session and Cookie? 1) Process : Is a running thread of application. 2) Session : state used to maintain user state in application. 3) cookie : used to store user identification data on client machine.  29) How is Polymorphism supports in .net? Polymorphism supports to objects to be represent in different forms..  30) What r the 2 types of polymorphism support in .net? Overriding and overloading  35) ASP.NET OBJECTS? Request, Response, Server, Session, application,  38) What is side by side execution Asynchronous execution in which application keeps on running instead of waiting for the result of previous stage execution.  39) What serialization? Serialization is a process of conversion an objects into stream of bytes so that they can transfer through the channels.  40) About a class access specifiers and method access specifiers 1) Public : available throughout application. 2) Private : available for class and its inherited class. 3) Protected : restricted to that class only. 4) Internal : available throughout that assembly.  41) What diff b/w overloading and overriding? How can this be .net Overriding : derived classes follow the same base class method signatures. Overloading : Derived classes may have different method signature with different parameters. 42) About virtual function and then use Virtual function is that which is get override by the derived class to implement polymorphism.  How do u implement inheritance in .net? In c# : we use :  44)if I want to override a method 1 of class A and this class B then how do u declared answer : public virtual void method1(){ } ..In class A. public override void method1(){}â€¦â€¦â€¦â€¦..In class B.  45) About friend and protected friend Friend / internal : provides access throughout that particular assembly. Protected friend : provides access for that particular class and to its child classes.  46) About multiple and multilevel Inheritance how to a chive in .net? Multiple Inheritance: ex. Public void Employee : Persons, Iemployee. Means a class can be inherited by more than one interface OR inherited by one class and more than one interfaces. Multi level inheritance: ex. Public void Person () {}, Public void Customer : person {} , Public void employee : customer{}.  50) What is isPostback property? Is postback is a property of page to check weather the page is loaded first time or in response to the client callback. | | http://www.prepareinterview.com/PrepareInterview_files/spacer.gif | | [Job Seeker Login](http://www.prepareinterview.com/login.asp) | [Employer Login](http://www.prepareinterview.com/employer/emplogin.asp) | |  |  |  |  | | http://www.prepareinterview.com/PrepareInterview_files/spacer.gif |  |  |  |  | |
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The controls can bubble up their eventhandlers, allowing the main DataGrid event handler to take care of its constituents. 9. **Suppose you want a certain ASP.NET function executed on MouseOver for a certain button.  Where do you add an event handler?** Add an OnMouseOver attribute to the button.  Example: btnSubmit.Attributes.Add("onmouseover","someClientCodeHere();"); 10. **What data types do the RangeValidator control support?** Integer, String, and Date. 11. **Explain the differences between Server-side and Client-side code?** Server-side code executes on the server.  Client-side code executes in the client's browser. 12. **What type of code (server or client) is found in a Code-Behind class?** The answer is server-side code since code-behind is executed on the server.  However, during the code-behind's execution on the server, it can render client-side code such as JavaScript to be processed in the clients browser.  But just to be clear, code-behind executes on the server, thus making it server-side code. 13. **Should user input data validation occur server-side or client-side?  Why?** All user input data validation should occur on the server at a minimum.  Additionally, client-side validation can be performed where deemed appropriate and feasable to provide a richer, more responsive experience for the user. 14. **What is the difference between Server.Transfer and Response.Redirect?  Why would I choose one over the other?** Server.Transfer transfers page processing from one page directly to the next page without making a round-trip back to the client's browser.  This provides a faster response with a little less overhead on the server.  Server.Transfer does not update the clients url history list or current url.  Response.Redirect is used to redirect the user's browser to another page or site.  This performas a trip back to the client where the client's browser is redirected to the new page.  The user's browser history list is updated to reflect the new address. 15. **Can you explain the difference between an ADO.NET Dataset and an ADO Recordset?** Valid answers are: ·  A DataSet can represent an entire relational database in memory, complete with tables, relations, and views. ·  A DataSet is designed to work without any continuing connection to the original data source. ·  Data in a DataSet is bulk-loaded, rather than being loaded on demand. ·  There's no concept of cursor types in a DataSet. ·  DataSets have no current record pointer You can use For Each loops to move through the data. ·  You can store many edits in a DataSet, and write them to the original data source in a single operation. ·  Though the DataSet is universal, other objects in ADO.NET come in different versions for different data sources. 16. **What is the Global.asax used for?** The Global.asax (including the Global.asax.cs file) is used to implement application and session level events. 17. **What are the Application\_Start and Session\_Start subroutines used for?** This is where you can set the specific variables for the Application and Session objects. 18. **Can you explain what inheritance is and an example of when you might use it?** When you want to inherit (use the functionality of) another class.  Example: With a base class named Employee, a Manager class could be derived from the Employee base class. 19. **Whats an assembly?** Assemblies are the building blocks of the .NET framework. [Overview of assemblies from MSDN](http://msdn.microsoft.com/library/default.asp?url=/library/en-us/cpguide/html/cpconassembliesoverview.asp) 20. **Describe the difference between inline and code behind.** Inline code written along side the html in a page. Code-behind is code written in a separate file and referenced by the .aspx page. 21. **Explain what a diffgram is, and a good use for one?** The DiffGram is one of the two XML formats that you can use to render DataSet object contents to XML.  A good use is reading database data to an XML file to be sent to a Web Service. 22. **Whats MSIL, and why should my developers need an appreciation of it if at all?** MSIL is the Microsoft Intermediate Language. All .NET compatible languages will get converted to MSIL.  MSIL also allows the .NET Framework to JIT compile the assembly on the installed computer. 23. **Which method do you invoke on the DataAdapter control to load your generated dataset with data?** The Fill() method. 24. **Can you edit data in the Repeater control?** No, it just reads the information from its data source**.** 25. **Which template must you provide, in order to display data in a Repeater control?** ItemTemplate. 26. **How can you provide an alternating color scheme in a Repeater control?** Use the AlternatingItemTemplate**.** 27. **What property must you set, and what method must you call in your code, in order to bind the data from a data source to the Repeater control?** You must set the DataSource property and call the DataBind method. 28. **What base class do all Web Forms inherit from?** The Page class. 29. **Name two properties common in every validation control?** ControlToValidate property and Text property. 30. **Which property on a Combo Box do you set with a column name, prior to setting the DataSource, to display data in the combo box?** DataTextField property. 31. **Which control would you use if you needed to make sure the values in two different controls matched?** CompareValidator control. 32. **How many classes can a single .NET DLL contain?** It can contain many classes.   Web Service Questions   1. **What is the transport protocol you use to call a Web service?** SOAP (Simple Object Access Protocol) is the preferred protocol. 2. **True or False: A Web service can only be written in .NET?** False 3. **What does WSDL stand for?** Web Services Description Language. 4. **Where on the Internet would you look for Web services?** [http://www.uddi.org](http://www.uddi.org/) 5. **True or False: To test a Web service you must create a Windows application or Web application to consume this service?** False, the web service comes with a test page and it provides HTTP-GET method to test.   State Management Questions   1. **What is ViewState?** ViewState allows the state of objects (serializable) to be stored in a hidden field on the page.  ViewState is transported to the client and back to the server, and is not stored on the server or any other external source.  ViewState is used the retain the state of server-side objects between postabacks. 2. **What is the lifespan for items stored in ViewState?** Item stored in ViewState exist for the life of the current page.  This includes postbacks (to the same page). 3. **What does the "EnableViewState" property do?  Why would I want it on or off?** It allows the page to save the users input on a form across postbacks.  It saves the server-side values for a given control into ViewState, which is stored as a hidden value on the page before sending the page to the clients browser.  When the page is posted back to the server the server control is recreated with the state stored in viewstate. 4. **What are the different types of Session state management options available with ASP.NET?**  ASP.NET provides In-Process and Out-of-Process state management. In-Process stores the session in memory on the web server. This requires the a "sticky-server" (or no load-balancing) so that the user is always reconnected to the same web server. Out-of-Process Session state management stores data in an external data source. The external data source may be either a SQL Server or a State Server service. Out-of-Process state management requires that all objects stored in session are serializable. | |  | | Search & Find Your Own Job here.. its Fast & Specific | | 1. Enter the search keywords (eg. *fresher jobs hyderabad*) in the below box | | 2. Click the "Search" button | | 3. 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| 1. What are the differences between GET and POST methods in form submitting, give the case where we can use get and we can use post methods? |
| On the server side, the main difference between GET and POST is where the submitted is stored. The $\_GET array stores data submitted by the GET method. The $\_POST array stores data submitted by the POST method. |
|  |
| On the browser side, the difference is that data submitted by the GET method will be displayed in the browser’s address field. Data submitted by the POST method will not be displayed anywhere on the browser. |
|  |
| GET method is mostly used for submitting a small amount and less sensitive data. POST method is mostly used for submitting a large amount or sensitive data. |
|  |
| 2. Who is the father of php and explain the changes in php versions? |
| Rasmus Lerdorf for version changes go to http://php.net/ Marco Tabini is the founder and publisher of php|architect. |
|  |
| 3. How can we submit from without a submit button? |
| We can use a simple JavaScript code linked to an event trigger of any form field. In the JavaScript code, we can call the document.form.submit() function to submit the form. For example: |
|  |
| 4. How many ways we can retrieve the date in result set of mysql Using php? |
| As individual objects so single record or as a set or arrays. |
|  |
| 5. What is the difference between mysql\_fetch\_object and mysql\_fetch\_array? |
| MySQL fetch object will collect first single matching record where mysql\_fetch\_array will collect all matching records from the table in an array. |
|  |
| 6. What is the difference between $message and $$message? |
| They are both variables. But $message is a variable with a fixed name. $$message is a variable who’s name is stored in $message. For example, if $message contains "var", $$message is the same as $var. |
|  |
| 7. How can we extract string ‘abc.com ‘ from a string ‘http://info@a…’ using regular \_expression of php? |
| We can use the preg\_match() function with "/.\*@(.\*)$/" as the regular expression pattern. For example: preg\_match("/.\*@(.\*)$/","http://info@abc.com",$data); echo $data[1]; |
|  |
| 8. How can we create a database using php and mysql? |
| PHP: mysql\_create\_db() |
| Mysql: create database; |
|  |
| 9. What are the differences between require and include, include\_once? |
| File will not be included more than once. If we want to include a file once only and further calling of the file will be ignored then we have to use the PHP function include\_once(). This will prevent problems with function redefinitions, variable value reassignments, etc. |
|  |
| 10. Can we use include ("abc.php") two times in a php page "makeit.php"? |
| Yes we can include.. |
|  |
| 11. What are the different tables present in mysql, which type of table is generated when we are creating a table in the following |
| syntax: create table employee(eno int(2),ename varchar(10)) ? |
|  |
| Total 5 types of tables we can create |
| 1. MyISAM |
| 2. Heap |
| 3. Merge |
| 4. InnoDB |
| 5. ISAM |
| 6. BDB |
| MyISAM is the default storage engine as of MySQL 3.23. |
|  |
| 12. Functions in IMAP, POP3 AND LDAP? |
| Please visit: |
| http://fi2.php.net/imap |
| http://uk2.php.net/ldap |
|  |
| 13. How can I execute a php script using command line? |
| Just run the PHP CLI (Command Line Interface) program and provide the PHP script file name as the command line argument. For example, "php myScript.php", assuming "php" is the command to invoke the CLI program. |
| Be aware that if your PHP script was written for the Web CGI interface, it may not execute properly in command line environment. |
|  |
| 14. Suppose your ZEND engine supports the mode Then how can u configure your php ZEND engine to support mode ? |
| If you change the line: short\_open\_tag = off in php.ini file. Then your php ZEND engine support only mode. |
|  |
| 15. Shopping cart online validation i.e. how can we configure the paypals? |
| FRESHER OFF-CAMPUS & MEGA JOB FAIRS - 2012 |
| |  | | --- | | [Fresher MEGA Job Fair](http://www.prepareinterview.com/tips/jobscat.asp?cat=off) | |
| 16. What is meant by nl2br()? |
| nl2br — Inserts HTML line breaks before all newlines in a string string nl2br (string); Returns string with ” inserted before all newlines. For example: echo nl2br("god bless\n you") will output "god bless \n you" to your browser. |
|  |
| 17. Draw the architecture of ZEND engine? |
| 18. What are the current versions of apache, php, and mysql? |
| PHP: php5.1.2 |
| MySQL: MySQL 5.1 |
| Apache: Apache 2.1 |
|  |
| 19. What are the reasons for selecting lamp (Linux, apache, mysql, php) instead of combination of other software programs, servers and operating systems? |
| All of those are open source resource. Security of linux is very very more than windows. Apache is a better server that IIS both in functionality and security. Mysql is world most popular open source database. Php is more faster that asp or any other scripting language. |
|  |
| 20. How can we encrypt and decrypt a data present in a mysql table using mysql? |
| AES\_ENCRYPT () and AES\_DECRYPT () |
|  |
| 21. How can we encrypt the username and password using php? |
| You can encrypt a password with the following Mysql>SET PASSWORD=PASSWORD("Password"); |
| We can encode data using base64\_encode($string) and can decode using base64\_decode($string); |
|  |
| 22. How many ways I can redirect a php page? |
| Here are the possible ways of php page redirection. |
| Using Java script: |
| '; echo 'window.location.href="'.$filename.'";'; echo ''; echo ''; echo ''; echo ''; } } redirect('http://maosjb.com'); ?> |
| Using php function: |
| Header("Location:http://maosjb.com "); |
|  |
| 23. List out different arguments in php header function? |
| void header ( string string [, bool replace [, int http\_response\_code]]) |
|  |
| 24. What type of headers have to add in the mail function in which file a attached? |
| $boundary = '—–=' . md5( uniqid ( rand() ) ); |
| $headers = "From: \"Me\"\n"; |
| $headers .= "MIME-Version: 1.0\n"; |
| $headers .= "Content-Type: multipart/mixed; boundary=\"$boundary\""; |
|  |
| 25. What are the differences between public, private, protected, static, transient, final and volatile? |
| element Class Interface |
| Data field Method Constructor |
| modifier top level nested top level nested |
| (outer) (inner) (outer) (inner) |
| final yes yes no yes yes no no |
| private yes yes yes no yes no yes |
| protected yes yes yes no yes no yes |
| public yes yes yes yes yes yes yes |
| static yes yes no no yes no yes |
| transient yes no no no no no no |
| volatile yes no no no no no no |
|  |
| 26. What are the different types of errors in php? |
| Three are three types of errors: |
| 1. Notices: These are trivial, non-critical errors that PHP encounters while executing a script - for example, accessing a variable that has not yet been defined. By default, such errors are not displayed to the user at all - although, as you will see, you can change this default behaviour. |
|  |
| 2. Warnings: These are more serious errors - for example, attempting to include() a file which does not exist. By default, these errors are displayed to the user, but they do not result in script termination. |
|  |
| 3. Fatal errors: These are critical errors - for example, instantiating an object of a non-existent class, or calling a non-existent function. These errors cause the immediate termination of the script, and PHP's default behaviour is to display them to the user when they take place. |
|  |
| 27. What is the functionality of the function strstr and stristr? |
| strstr() returns part of a given string from the first occurrence of a given substring to the end of the string. For example: strstr("user@example.com","@") will return "@example.com". |
| stristr() is idential to strstr() except that it is case insensitive. |
|  |
| 28. What are the differences between PHP 3 and PHP 4 and PHP 5? |
| Go read the release notes at http://php.net. |
|  |
| 29. How can we convert asp pages to php pages? |
| You can download asp2php front-end application from the site http://asp2php.naken.cc. |
|  |
| 30. What is the functionality of the function htmlentities? Answer: htmlentities — Convert all applicable characters to HTML entities |
| This function is identical to htmlspecialchars() in all ways, except with htmlentities(), all characters which have HTML character entity equivalents are translated into these entities. |
|  |
| 31. How can we get second of the current time using date function? |
| $second = date("s"); |
|  |
| 32. How can we convert the time zones using php? |
| 33. What is meant by urlencode and urldocode? |
| urlencode() returns the URL encoded version of the given string. URL coding converts special characters into % signs followed by two hex digits. For example: urlencode("10.00%") will return "10%2E00%25?. URL encoded strings are safe to be used as part of URLs. |
| urldecode() returns the URL decoded version of the given string. |
|  |
| 34. What is the difference between the functions unlink and unset? |
| unlink() deletes the given file from the file system. |
| unset() makes a variable undefined. |
|  |
| 35. How can we register the variables into a session? |
| We can use the session\_register ($ur\_session\_var) function. |
|  |
| 36. How can we get the properties (size, type, width, height) of an image using php image functions? |
| To know the Image type use exif\_imagetype () function |
| To know the Image size use getimagesize () function |
| To know the image width use imagesx () function |
| To know the image height use imagesy() function |
|  |
| 37. How can we get the browser properties using php? |
| 38. What is the maximum size of a file that can be uploaded using php and how can we change this? |
| You can change maximum size of a file set upload\_max\_filesize variable in php.ini file |
|  |
| 39. How can we increase the execution time of a php script? |
| Set max\_execution\_time variable in php.ini file to your desired time in second. |
|  |
| 40. How can we take a backup of a mysql table and how can we restore it.? |
| Answer: Create a full backup of your database: shell> mysqldump –tab=/path/to/some/dir –opt db\_name Or: shell> mysqlhotcopy db\_name /path/to/some/dir |
| The full backup file is just a set of SQL statements, so restoring it is very easy: |
|  |
| shell> mysql "."Executed"; |
| mysql\_close($link2); |
|  |
| 53. List out the predefined classes in php? |
| Directory |
| stdClass |
| \_\_PHP\_Incomplete\_Class |
| exception |
| php\_user\_filter |
|  |
| 54. How can I make a script that can be bilanguage (supports Eglish, German)? |
| You can change charset variable in above line in the script to support bilanguage. |