

A-1153

Total Pages : 3

Roll No.

BCA (N)-EF

**Programming in C Sharp Using Net
Framework**

Examination February, 2026

Time : 2:00 Hrs.

Max. Marks : 70

Note :- This paper is of Seventy (70) marks divided into Two (02) Sections 'A' and 'B'. Attempt the questions contained in these Sections according to the detailed instructions given therein. ***Candidates should limit their answers to the questions on the given answer sheet. No additional (B) answer sheet will be issued.***

Section-A

Long Answer Type Questions (2×19=38)

Note :- Section 'A' contains Five (05) Long-answer type questions of Nineteen (19) marks each. Learners are required to answer any *two* (02) questions only.

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(1)

P.T.O.

1. Explain the basic features of C # language. Discuss C # basics, .NET framework architecture, and difference between C # and other OOP languages.
2. What are Control Statements in C # Explain branching, looping, and jumping statements with examples.
3. Discuss Structures and Arrays in C #. Explain nested structures, enumerations, 1-D, 2-D, and dynamic arrays with examples.
4. Explain Inheritance and Polymorphism in C #. Discuss different types of inheritance and abstract classes with examples.
5. What is Exception Handling in C # ? Explain try, catch, finally, throw, and types of exceptions with suitable examples.

Section–B

Short Answer Type Questions (4×8=32)

Note :- Section ‘B’ contains Eight (08) Short-answer type questions of Eight (08) marks each. Learners are required to answer any *four* (04) questions only.

1. Explain operators in C #. Discuss arithmetic, logical, bitwise and conditional operators.

2. What are Delegates ? Explain declaration, instantiation and use of delegates.
3. Write a short note on Method Overloading and Method Overriding.
4. What are Properties and Indexers ? Explain with examples.
5. Explain Assemblies and Attributes in C #. Discuss types of assemblies.
6. What are Preprocessor Directives ? Explain types of errors and debugging.
7. What is Threading in C # ? Explain thread creation and synchronization.
8. Explain Namespace, using alias, and .NET Base Class Library.
