

(Knowledge for Development)

# **KIBABII UNIVERSITY COLLEGE**

- A CONSTITUENT COLLEGE OF
- MASINDE MULIRO UNIVERSITY OF

#### SCIENCE AND TECHNOLOGY

## UNIVERSITY EXAMINATIONS

## 2014/2015 ACADEMIC YEAR

#### FOURTH YEAR SECOND SEMESTER

### MAIN EXAMINATION

# FOR THE DEGREE OF BSC COMPUTER SCIENCE

COURSE CODE: CSC 463E

COURSE TITLE: PROGRAMMING WITH C #

**DATE:** 4<sup>TH</sup> MAY, 2015

**TIME**: 3.00-5.00PM

#### **INSTRUCTIONS TO CANDIDATES**

Answer Question One in Section A and Any other TWO (2) Questions in Section B

TIME: 2 Hours

#### **INSTRUCTIONS**

#### Question one

a) b) c) d)	Define a data type giving examples Show how a method is declared in C# What is a variable scoping? Distinguish between <b>The is operator</b> and <b>The as operator</b>	[6 marks] [2 marks] [4 marks] [2 marks]	
e)	Give examples of Arrays useful properties and methods	[6 marks]	
f) g)	Write a C# code to demonstrate how to create a list Give two methods of C# for ensuring that variables are initialized before use	[4 marks]	
Section B (Answer any two questions)			
Question two			
a)	What are the rules governing implicit conversions as used in C#?	[3 marks]	
b)	b) A reference type contains a pointer to another memory location that holds the data. Give some		
	reference types	[4 marks]	
c)	What does the following do in C# in regard to file Input and output?	[8 marks]	
	i. Get Parent		
	ii. Move ii. GetCurrentDirectory		
_	v. SetCurrentDirectory		
Question three			
a)	What are the restrictions of GOTO statement as used in C#	[3 marks]	
b)	b) Write C# program to illustrate the difference between value and reference parameters		
		[12 marks]	
Question four			
a)	What are the characteristics of exceptions?	[8 marks]	
b)	Write a Generic Structure of C# Program	[7 marks]	
Question five			
a)	What is a function member as used in C#	[4 marks]	
b)	What are the advantages of constants in C#	[3 marks]	
c)	Describe what data members are as seen in class members	[8 marks]	