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End Term Examinations (April/May 2019)

School: School of Engineering

Course: Programming in C Sharp

Semester: II

Marks: 50

Program: BSc Gaming

Course Code: CSC116

Duration (mins): 90

Section A

Q1. Answer the following. (Any Five)

10 Marks

- What is a Class?
- Define Encapsulation.
- Define Variable & constant.
- Define Array. And list different types of it.
- What do you mean by decision making control statements?
- Define pointer with example.
- Define Player & Enemy.

Section B

Q2. Answer the following (Any Four)

20 Marks

- Compare 1D,2D and jagged array.
- Explain structure with the help of example.
- Explain constructor with the help of example.
- Explain control statement.
- Write a program for implementing "for each" loop?
- Define recursion and write a program to find factorial of a number using recursion.

Section C

Q3. Answer the following (Any Two)

20 Marks

- a) Explain jagged array with the help of example.
- b) Write a menu driven program to perform any four arithmetic operations
For e.g. (+, -, *, /) ?
- c) Explain Exception Handling.
- d) List and Explain different types of operators.

*******ALL THE BEST*******