## **Job Interview Questions**

### Question 1 (C#)

What is the console output of the following program?

```
interface I
  {
        int P { get; }
  }
  class A : I
         virtual public int P { get { return 0; } }
  }
  class B : A
         public override int P { get { return 1; } }
  class C : B, I
         public int P { get { return 2; } }
  }
  A = new A(), b = new B(), c = new C();
  I ia = new A(), ib = new B(), ic = new C();
  Console.WriteLine("{0}, {1}, {2}, {3}, {4}, {5}", a.P, b.P, c.P, ia.P, ib.P, ic.P);
Answers:
   1. 0, 1, 1, 0, 1, 1
   2. 0, 1, 1, 0, 1, 2
   3. 0, 1, 2, 0, 1, 1
   4. 0, 1, 2, 0, 1, 2
```

## Question 2 (Java)

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What is the console output of the following program?

```
public class LanguageTest12 {
Ò
      public static void main(String... args) {
          System.out.println(foo());
Φ
ġ
      private static int foo() {
          int a = 1, b = 2;
          try {
              return a + b;
          } finally {
              a = 10;
              b = 20;
              return a + b;
Θ
  }
Answers:
   1. 3
```

### Question 3 (Java)

What are the problems with this code?

```
class A {
    private int value;

A(int value) {
        this.value = value;
}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof A))
        return false;

    return value == ((A)obj).value;
}

□
}
```

```
Class B extends A{
    private int anotherValue;

    B(int value, int anotherValue) {
        super(value);
        this.anotherValue = anotherValue;

}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof B))
        return false;

    if (!super.equals(obj))
        return false;

    return anotherValue == ((B)obj).anotherValue;
}
```

#### Answers:

- 1. hashCode() is not overridden
- 2. Field value is not accessible from class B
- 3. **equals**() does not match *Symmteric relation* rule (x.equals(y) should return true if and only if y.equals(x) returns true)
- 4. Constructor A() is not visible from B. A() should be protected.

### Question 4 (C#)

What is the console output of the following program?

```
class A<T>
{
          public static int Value;
}
...
A<int>.Value = 5;
A<Int32>.Value = 10;
A<uint>.Value = 15;

Console.WriteLine(A<int>.Value);
Console.WriteLine(A<uint>.Value);
```

- 1. 5, 15
- 2. 10, 15
- 3. 15, 15
- 4. Compilation Error

## Question 5 (C#)

What is the console output of the following program?

#### Note:

- Enumerable.Range(0, 10) creates a sequence of 10 elements starting at 0.
- Enumerable.Select(Func<TSource, TResult>) maps each element of a sequence to a new sequence (with possibly different element type) by applying the given function.

- 1. 0
- 2. 10
- 3. Some value in [0, 10]
- 4. Exception at runtime

## **Question 6 (Java)**

What is the console output of the following program?

```
import java.util.ArrayList;
♠import java.util.List;
 public class CollectionTest2 {
     public static void main(String... args) {
         List<Integer> items = new ArrayList<Integer>();
         for (int i = 1; i <= 10; i++) {</pre>
             items.add(i);
         for (Integer item : items) {
             if (item % 2 == 0) {
                 items.remove(item);
             }
         }
         System.out.println(items);
     }
θ
}
```

- 1. 1,2,3,4,5,6,7,8,9,10
- 2. 1, 3, 5, 7, 9
- 3. Exception at runtime
- 4. Compilation error

### Question 7 (C#)

MyKey class is a custom dictionary key implementation with the following members:

```
private readonly string _code;
public string Code { get { return _code; } }

public MyKey(string code)
{
        If (code == null) throw new ArgumentNullException("code");
        _code = code;
}

public override int GetHashCode()
{
        return _code.GetHashCode();
}
```

What is the console output of the following program? (Note: **Dictionary** is a hash-table)

```
var myMap = new Dictionary<MyKey, string>();
var key = new MyKey("KeyA");
myMap.Add(key, "Value1");
key = new MyKey("KeyB");
myMap.Add(key, "Value2");
myMap[key] = "Value3";
key = new MyKey("KeyA");
myMap[key] = "Value3";
myMap.Remove(new MyKey("KeyB"));
Console.WriteLine("size = {0}", myMap.Count);
```

#### Answers:

- 1. size = 0
- 2. size = 1
- 3. size = 2
- 4. size = 3

### Question 8 (Java)

What combinations of methods are possible to run on the same object **simultaneously** in two different threads? Note: on one object, you cannot call >1 synchronized methods in parallel.

```
public class MyClass {
    public synchronized void methodA() { }
    public synchronized void methodB() { }
    public static synchronized void methodC() { }
    public static synchronized void methodD() { }
}
```

- methodA() and methodB()
- methodA() and methodC()
- methodC() and methodD()

# Question 9 (Java)

What is the console output of the following program? (Note: TreeSet is ordered)

```
public class CollectionTestl {
    public static void main(String ... args) {
        Set<0bject> s = new TreeSet<0bject>();
        s.add(new Object());
        s.add(new Object());
        System.out.println(s.size());
}
```

#### Answers:

- 1
- 2
- Exception at runtime
- Compilation error

## Question 10 (C#)

Will this code compile without errors?

- Yes
- Only starting from C# 4.0
- No