By OnlineInterviewQuestions.com

Silverlight Interview Questions

Silverlight is a very powerful development tool that has been used by many organizations in order to create engaging content for effective user experiences for both the web as well as mobile applications. It is a very popular web-based knowledge that was launched by Microsoft for individuals in the design world. It has also been considered as a competition to the famous Adobe's Flash. Some of the big organization using Silverlight include Yahoo!, NASA, Indian Premier League (IPL), Continental Airlines, etc. These organizations have been using Silverlight to enhance their business manifolds. Thus, many companies have recently started to incorporate Silverlight into their systems for effective and efficient handling of their business.

In lieu of which many organizations are looking for candidates that can provide adequate solutions to increase their market presence. Such organizations are looking for candidates with adequate theoretical knowledge in addition to good hands-on-training skills. This field also requires candidates to have excellent communication as well as presentation skills. Therefore, some basic, as well as advanced **Silverlight interview questions**, have been asked in order to scrutinize the perfect candidate that can make the cut.

Read below some of the frequently asked **Silverlight interview questions**, if you either a fresher or an experienced individual to gain insight on the topic or brush up your past knowledge to land your dream job!

Q1. What is the use of Silverlight?

Silverlight is an open – source development tool manufactured by Microsoft, which is essentially used to create and deploy interactive user experiences along with media and internet applications for various internet and mobile applications.

Q2. Can Silverlight be used along with different browsers and operating systems?

Yes, Silverlight can be used with different browsers, operating systems and electronic devices.

Q3. List the different components used in Silverlight

The four different components used in Silverlight include the following:

- Silverlight Plug – in
- Silverlight Host
- Silverlight application file
- Interface language

Q4. Differentiate between Silverlight and Windows Presentation Foundation (WPF)

Silverlight	Windows Presentation Foundation (WPF)
It is a subset of WPF.	All Silverlight features are also incorporated in WPF.
Silverlight is used for the development of premium browser-based internet applications.	WPF is utilized for the development of graphical applications for the development platform.

Q5. What is the methodology adopted to change the startup page of any particular Silverlight application?

In order to change the startup page of any particular Silverlight application, firstly open the App.xaml.cs file. Subsequently in the Application_Startup handler, set the RootVisual property to the particular Silverlight class. Consider the following example:

In order to find the file name: MainPage.xaml, there must exist a class known as MainPage with MainPage.xaml.cs

```
private void Application_Startup (object sender, StartupEventArgs)

{

this.RootVisual = new MainPage();

}
```

Q6. What do you understand by the term Silverlight Run Time?

Silverlight Run Time is a plugin utilized for different browsers in order to support various Silverlight enabled applications. In case the Silverlight Run Time is not installed then the browsers cannot run Silverlight elements from the browser. One can set up the Silverlight tag in such a manner that the browser will automatically notify the user to download and install the plugin required by Silverlight for the application to be launched and run smoothly by the browser.

Q7. Describe the term Silverlight plug-in.

The Silverlight plug-in is an extremely lightweight segment that is fundamental for clients to get to Silverlight applications. The plugin allows easy download and installation within only a couple of minutes and does not occupy much hard drive room. The Silverlight plug-in is chiefly in charge of getting the Silverlight object in the Web page, downloading and getting it to the XAP bundle, setting up the program condition, and starting the execution of the application. At a point when a Web page containing a Silverlight application is shown, the client ought to be given a connection to download the module from Microsoft if the plug - in has not already been installed.

Q8. List the steps involved in consuming the WCF services in Silverlight

The simple steps involved in consuming WCF in Silverlight include:

- Creation of WCF service
- Enabling the cross-domain required for WCF service
- Addition of WCF service reference
- Calling the service

Q9. Describe the different XAML files generated when a new project in Silverlight Visual Studio is created

The different XAML files generated when a new project in Silverlight Visual Studio is created include:

- App.xaml: A file that is utilized in order to declare shared resources such as brushes, different style objects, etc. and to handle various global application events at different levels. The following events are created when using the App.xaml.cs file:

Application_Startup

Application_Exit

Application_UnhandledException

ReportErrorToDOM

- MainPage.xaml / Page.xaml: This file is used as a default page by the Silverlight application especially when a Silverlight application is running.

Q10. Describe the different layout controls available with the use of Silverlight

The different layout controls available with the use of Silverlight are the following:

- Canvas: It allows the position of elements in x and y space
- Grid: It allows the position of elements in rows and columns
- StackPane1: It allows the position of elements close to one another in vertical as well as horizontal stacks.

Q11. List some of the benefits of using Silverlight

Some of the benefits of using Silverlight includes:

- It allows easy connection to data, services and servers

- It has cost-effective delivery facilities with high-quality media services
- It has a highly flexible programming model with a multitude of collaboration tools
- It provides a very user-friendly experience

Q12. Give an example of how an AppManifest.xml file looks like.

Consider the following example:

```
<Deployment xmlns="http://schemas.microsoft.com/client/2007/deployment"

xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"

EntryPointAssembly="SilverlightApplication1"

EntryPointType="SilverlightApplication1.App"

RuntimeVersion="2.0.30226.2">
<Deployment.Parts>
<AssemblyPart x:Name="SilverlightApplication1"

Source="SilverlightApplication1.dll" />
<AssemblyPart x:Name="System.Windows.Controls"

Source="System.Windows.Controls.dll" />
<AssemblyPart x:Name="System.Windows.Controls.Extended"

Source="System.Windows.Controls.Extended.dll" />
</Deployment.Parts>
</Deploymnt></pre>
```

The essential part of AppManifest.xaml includes the Deployment hub. This centre portrays the administration and encompasses the child AssemblyPart hubs. As ought to be evident the AssemblyPart hubs describe which assemblies (DLLs) are limited inside the .XAP record, and give each one a name. Directly, if one recalls up to as well as can be expected, obviously observe that the Deployment hub has an EntryPointAssembly as well as EntryPointType properties.

The EntryPointAssembly quality describes which gathering portrayed underneath as a child AssemblyPart hub is the principle assembly (DLL) aimed at all the accessible applications. Likewise, the EntryPointType attribute demonstrates the class delimited inside the get together (DLL), described in the EntryPointAssembly property is a major class that will be required to be instantiated to start the association. The Deployment hub furthermore has a RuntimeVersion trademark that decides the type of Silverlight the implication is worked for.

Q13. Give a brief description of the .XAP file

The .XAP file is a Silverlight developed application, which is formulated when the Silverlight project is initially built. It is compressed as an output file for Silverlight applications.

Q14. Differentiate between Silverlight 1.0 and Silverlight 2.

Silverlight 1.0	Silverlight 2
All the code has to be purely written in JavaScript and XAML.	There is no such specification for Silverlight 2.
The XAML code is directly referenced by the object embedded with the browser.	The embedded object is referenced using the XAP packages that essentially contains the XAP files, resources and assemblies

Q15. Describe Moonlight and list the goals of using Moonlight

Moonlight is a technical collaboration between Microsoft and Novell. It is an open source implementation of Silverlight that is principally used for Linux, Unix/11 and other operating systems with similar baselines. It provides users with the access of Microsoft's greatest test suits that are made available for Silverlight along the with the distribution benefits of various Media Packs by Linux users. The goals of using Moonlight include the following:

- Moonlight helps in running Silverlight applications for systems with Linux operating system
- In order to provide Linux SDK for building Silverlight applications, Moonlight is preferred
- For reusing Silverlight engines for desktop applications, Moonlight is used

Q16. Describe Silverlight SDK

Silverlight SDK is a set of instruments, documentation, tests, and layouts for web designers. It is mainly used to empower them to effectively create Silverlight enabled applications. The SDK is not generally obligatory to create Silverlight applications. However, the SDK will make an improvement in a very effective and efficient manner.