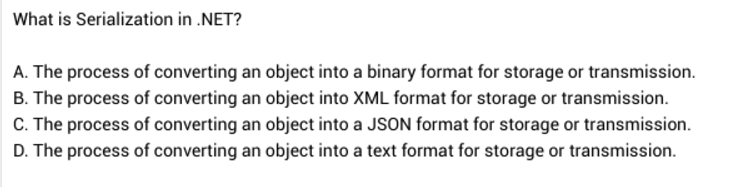
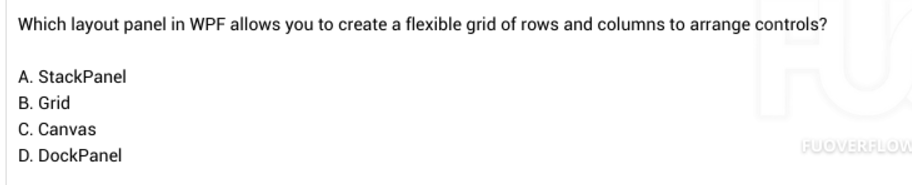


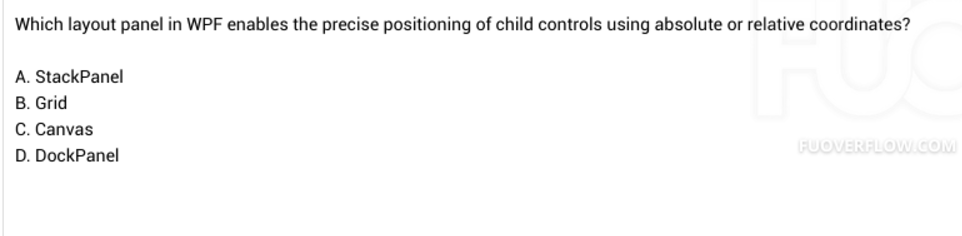
1. Serialization behaviour -> JsonFormatter



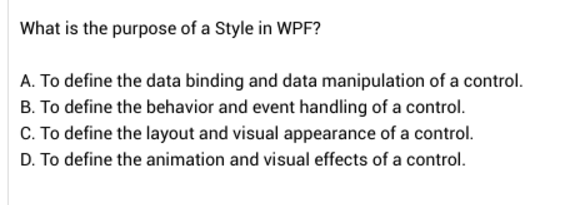
A



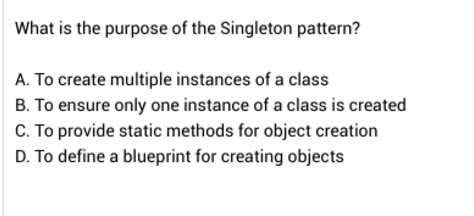
Flexible grid -> Grid



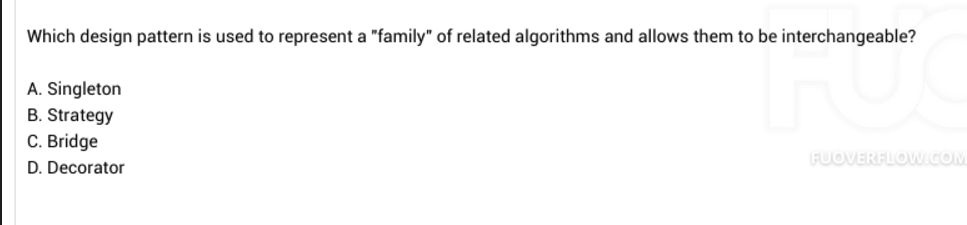
Absolute - relative : Canvas



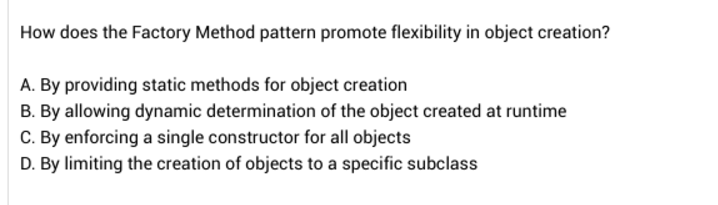
C



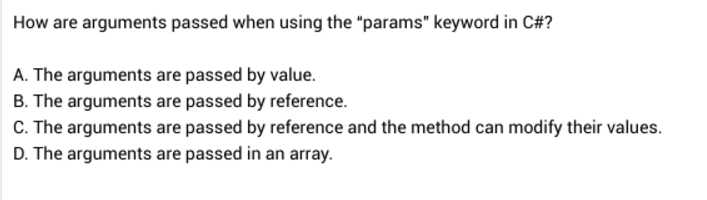
1. To ensure only one instance of a class is created



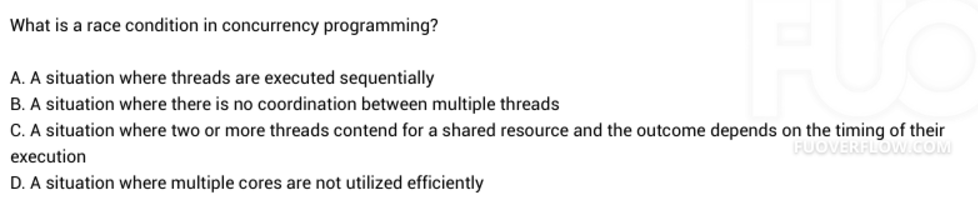
Family -> Strategy



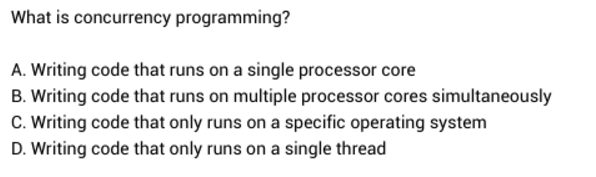
1. Factory Method: By allowing dynamic determination…



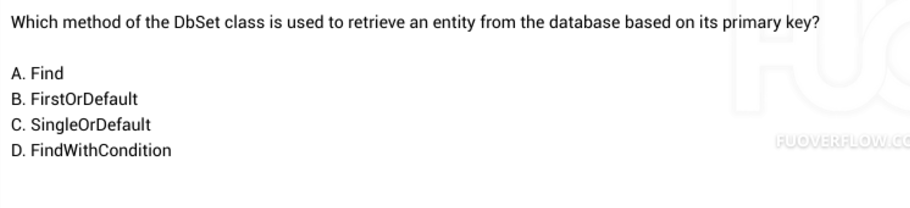
The arguments are passed in an array



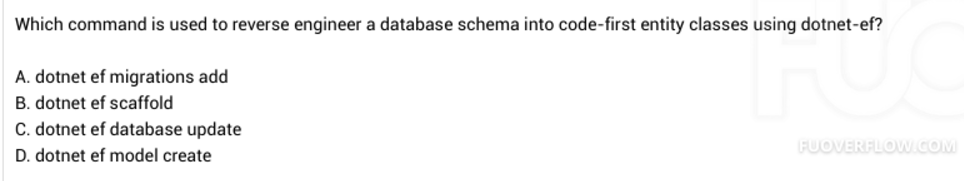
A situation where two or more threads contend…



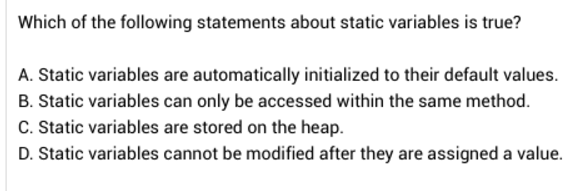
1. Writing code that rún on multiple processor



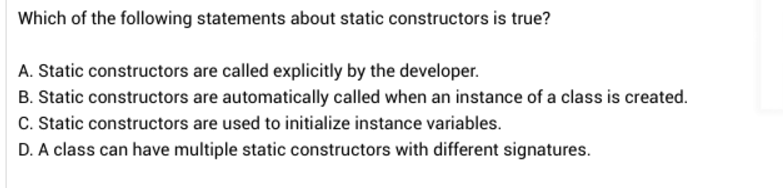
Primary key -> find



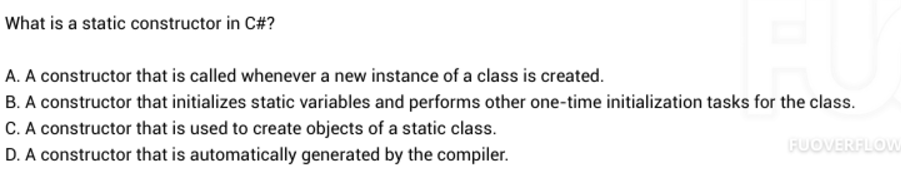
Reverse engineer -> dot net ef scaffold



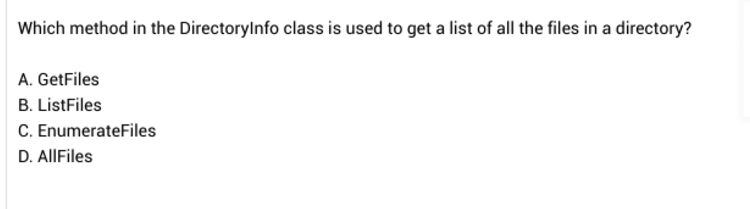
Static variables are automatically initialised to their default values



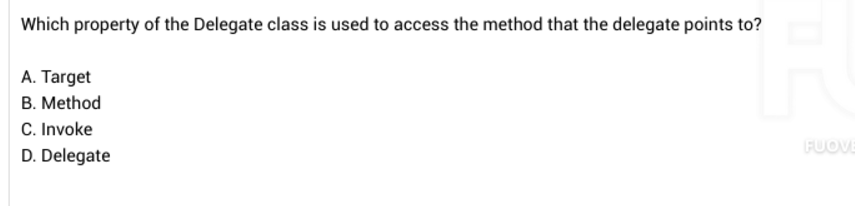
B



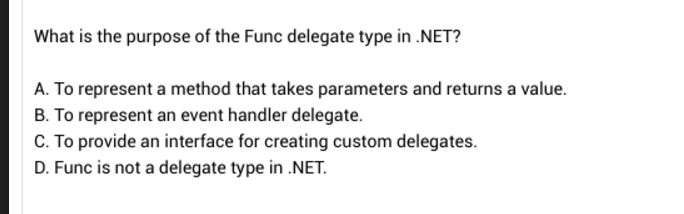
B



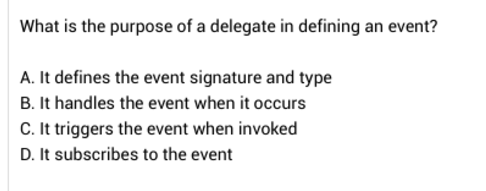
A



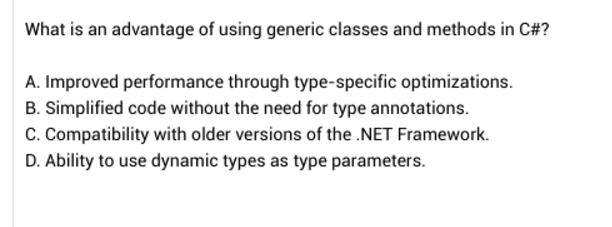
B



A.



A



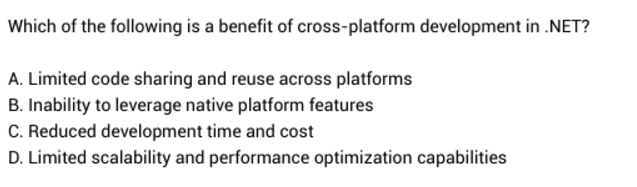
Improved performance through type-specific optimizations



1. To restrict the type argument to ben a reference type

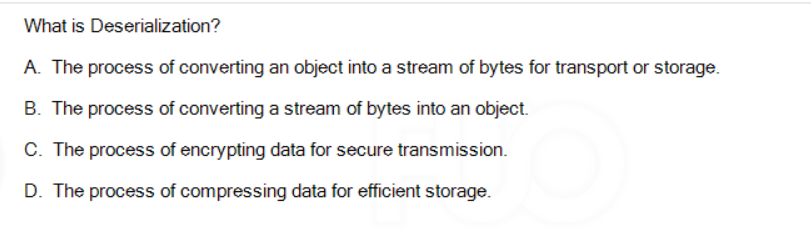


D.

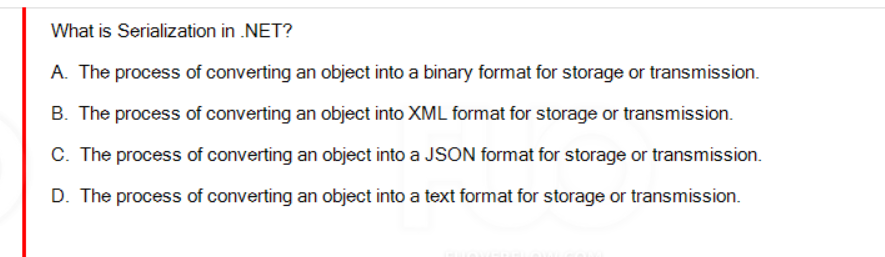


C

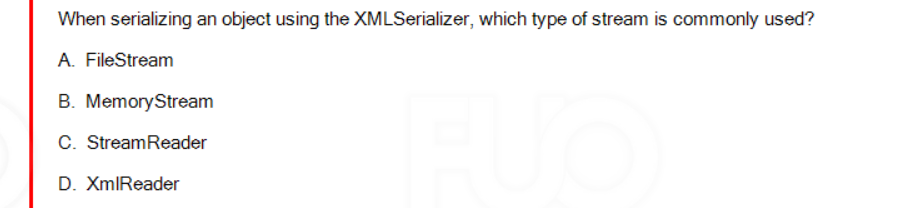
—-----



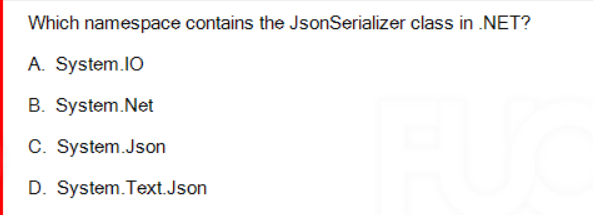
1. The process of converting a stream of bytes into an object



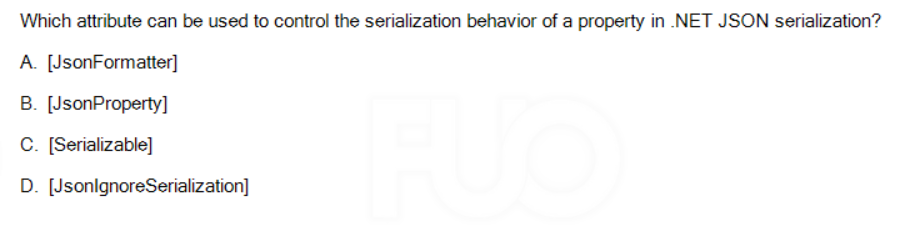
1. Converting an object into a binary



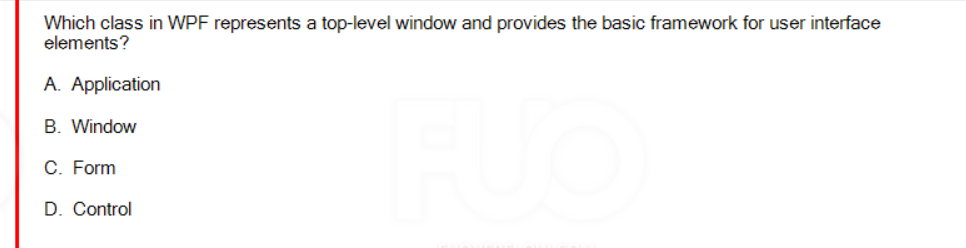
1. FileStream



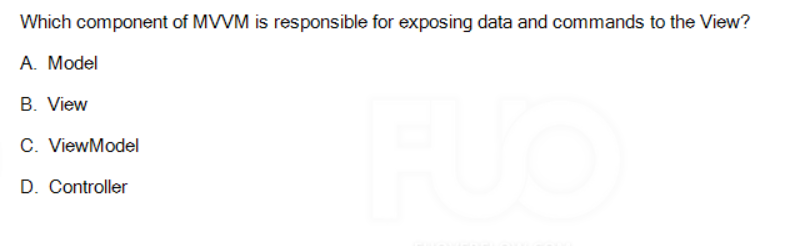
System.Text.Json



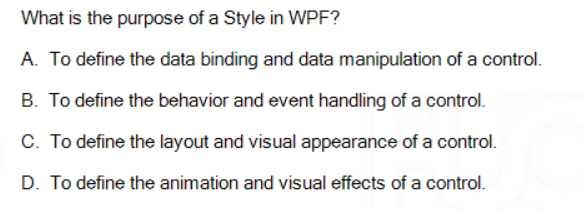
1. [JsonProperty]



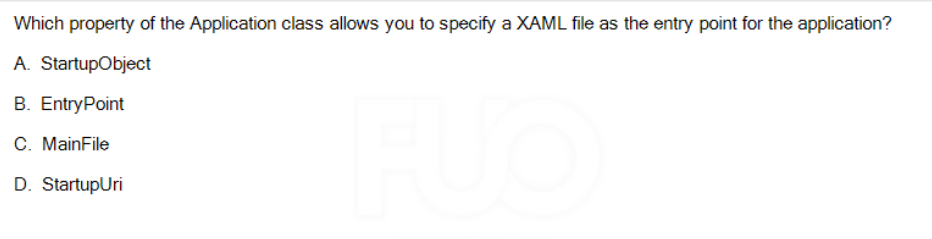
Interface elements -> Window



C ViewModel



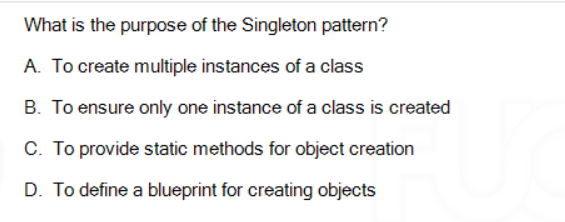
1. To define the layout and visual appearance of a control



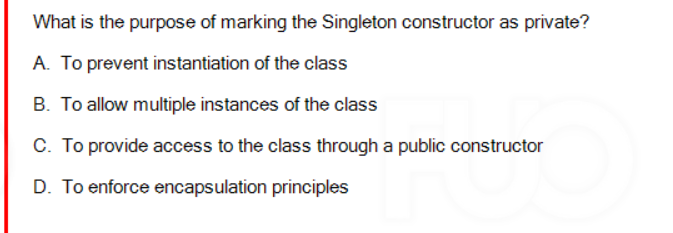
1. StartupUri



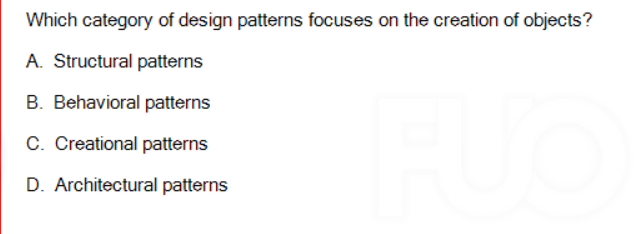
Flexible grid -> Grid



1. To ensure only one instance of a class created



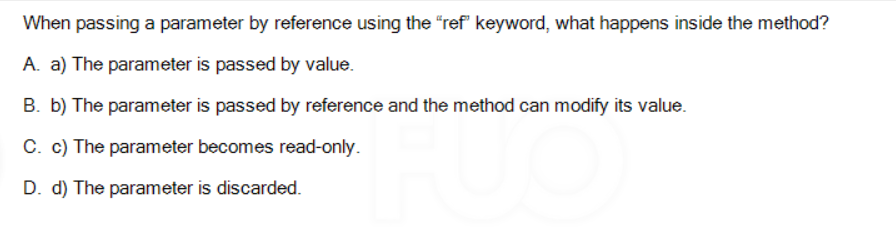
To prevent instantiation of the class



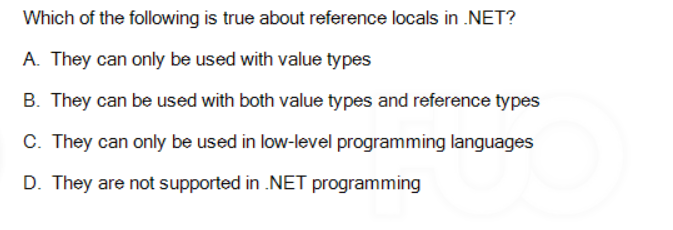
1. Creational patterns



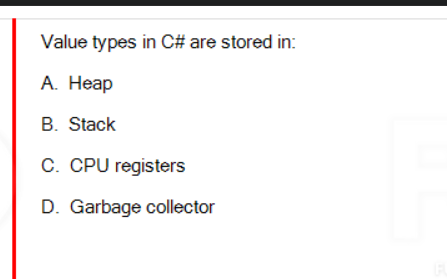
1. Passed by value



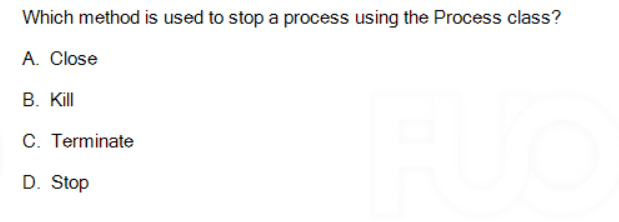
B



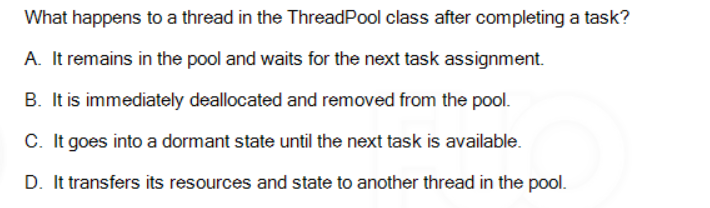
1. They can be used with both value types and reference types



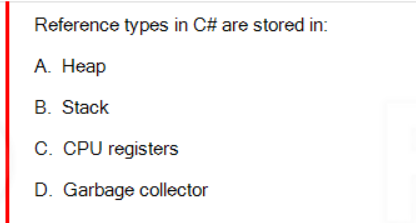
Stack



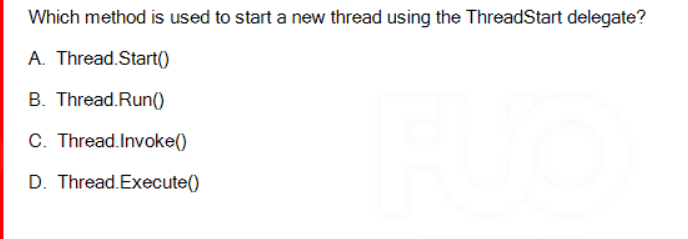
Kill



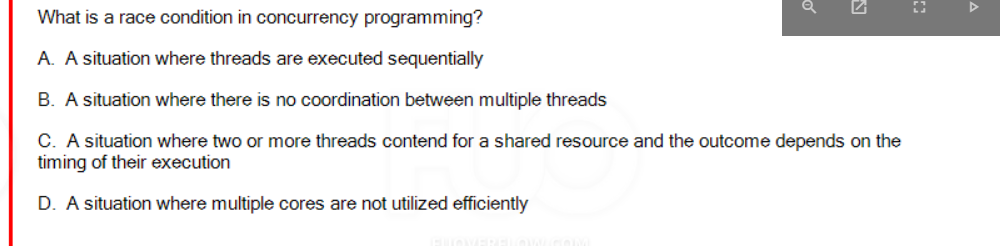
It remains



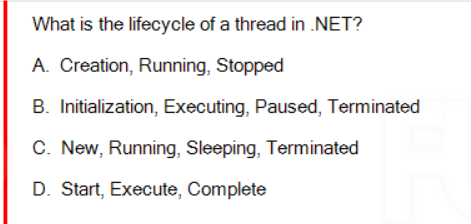
A



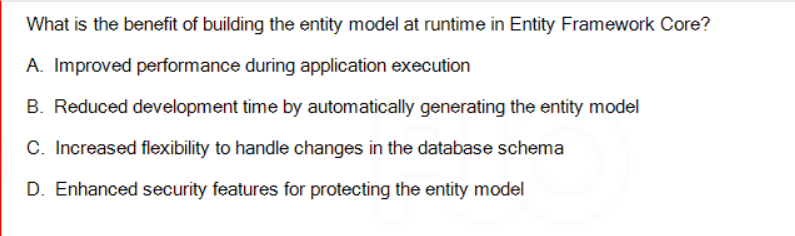
A



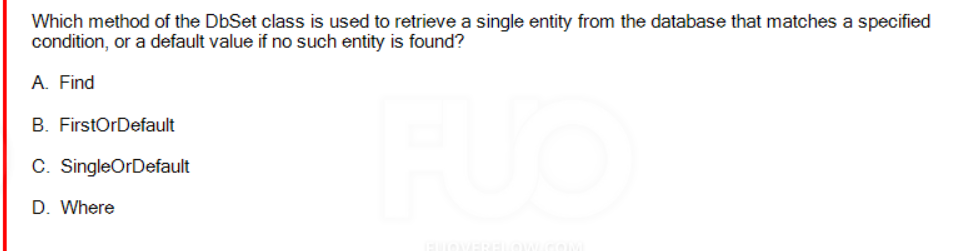
C . Two or more threads



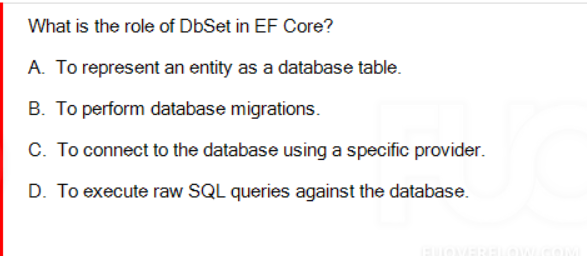
C. New Running Sleeping Terminated



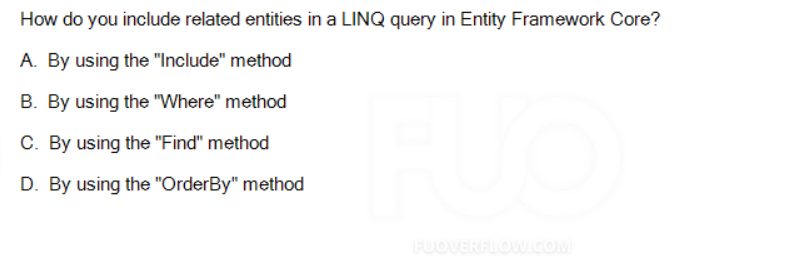
C



B



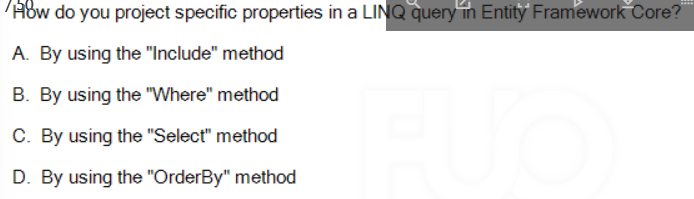
1. To represent an entity as a database table



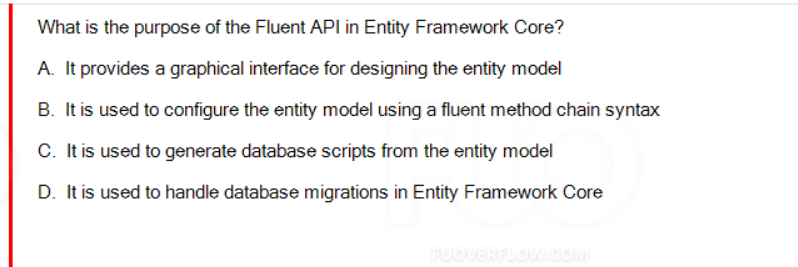
A

Include related -> A

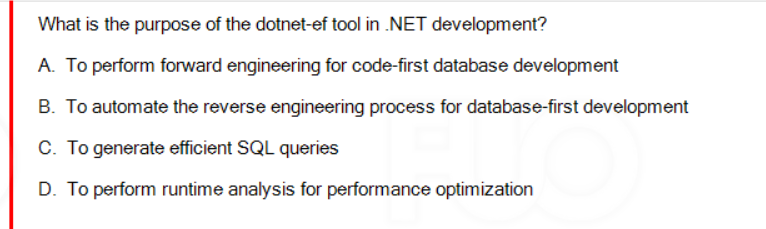
Project Specific -> C



C



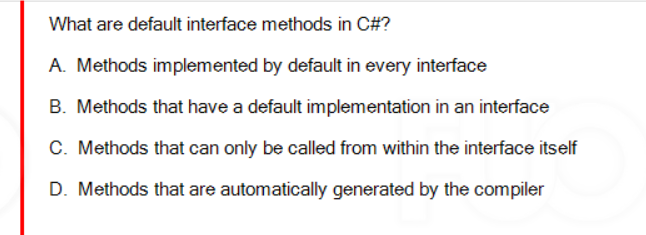
1. Nếu ae k dùng annotation trong code first thì có thể dùng fluent api



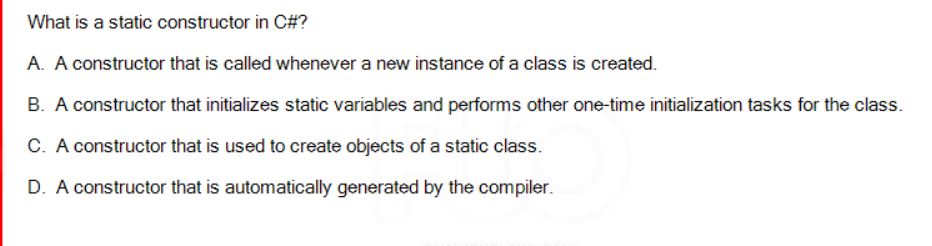
B To automate the reverse engineering process

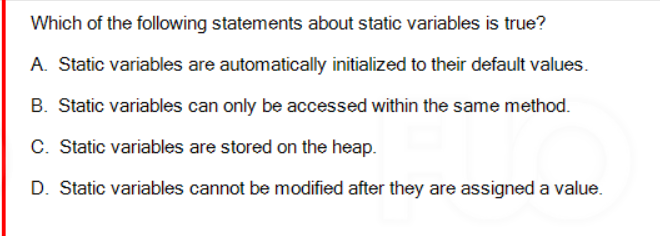


C

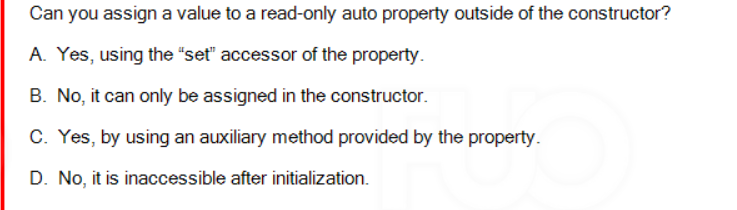


B. Method that have a default…

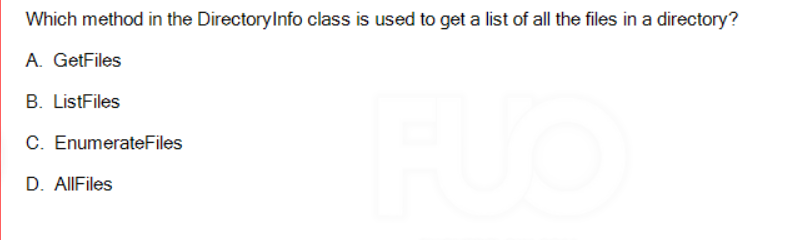
B. A constructor that intializes static variables

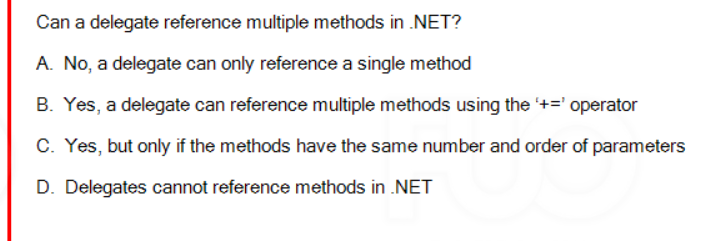


A

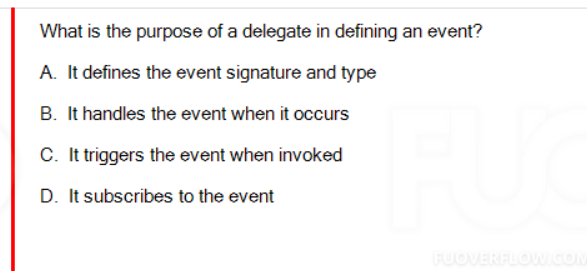


B. No , it can only be assigned in the constructor

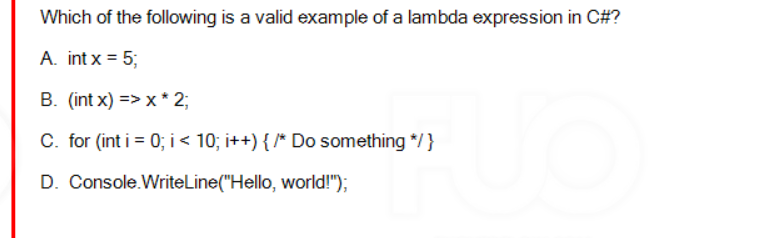
A -> Get a list là GetFiles



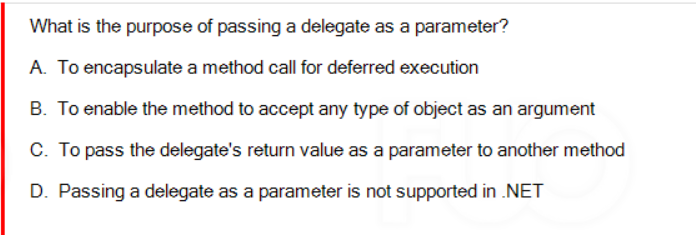
B. Yes, a delegate can reference multiple methods…



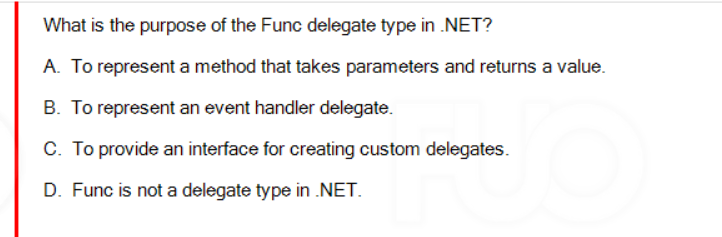
1. It defines the event signature



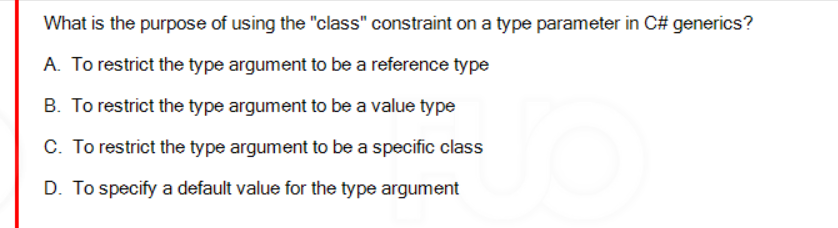
B Lambda nè



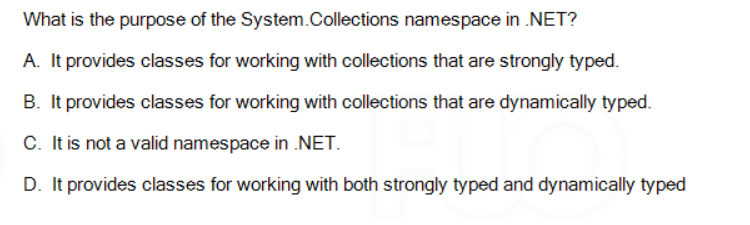
1. To encapsulate a method call for deferred execution



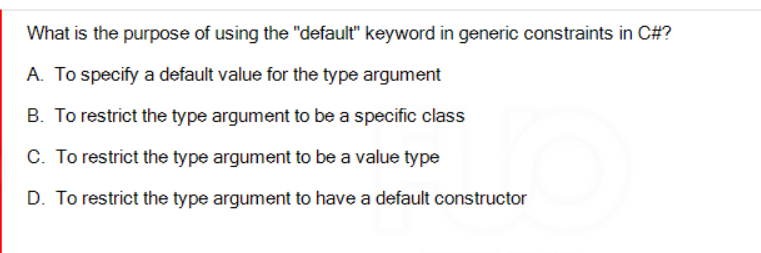
1. To represent a method that takes parameters and returns a value



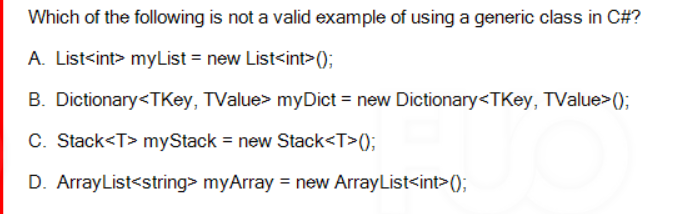
1. To restrict the type argument to be a reference type

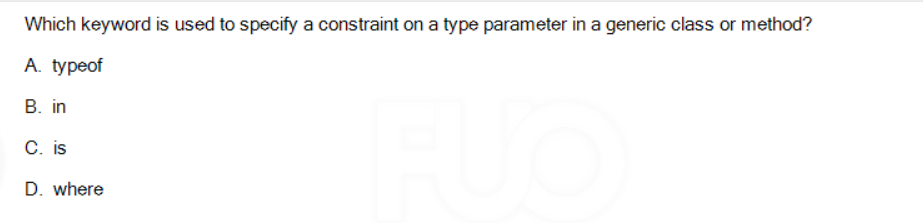


D

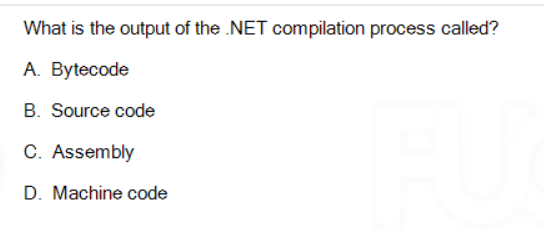


D, To restrict the type argument to have a default constructor

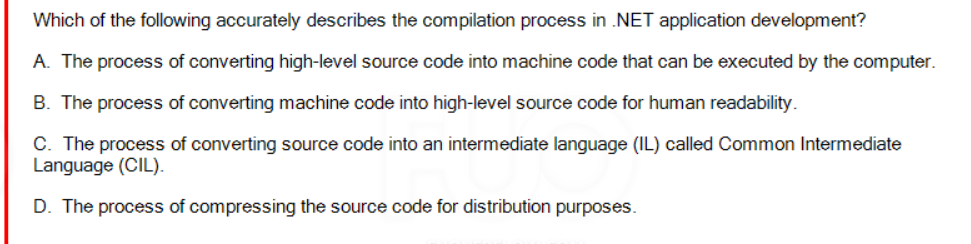
D



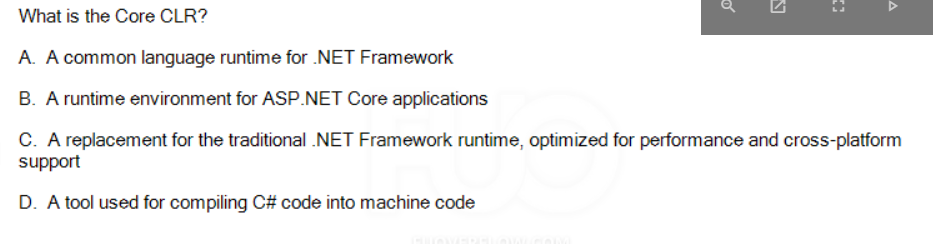
D. Where -> constraint on a type parameter



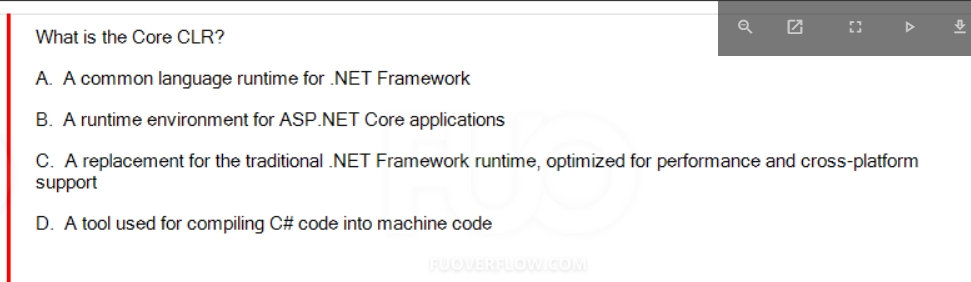
C



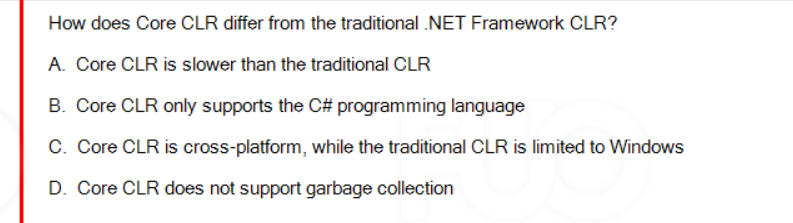
IL , CIL -> C

c

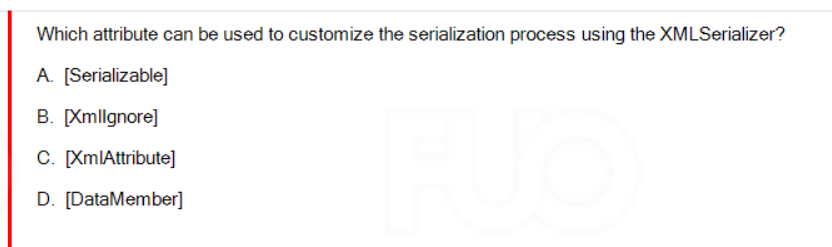
C



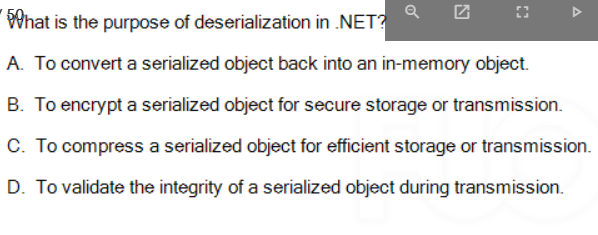
C



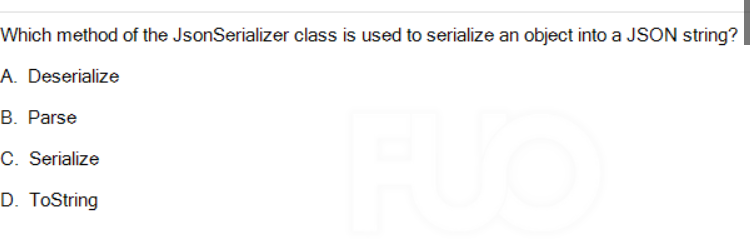
Cross-platform , limited to windows -> C



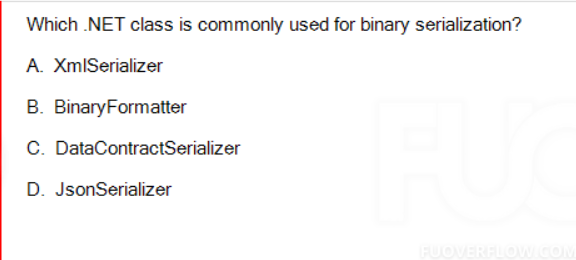
XmlAttribute



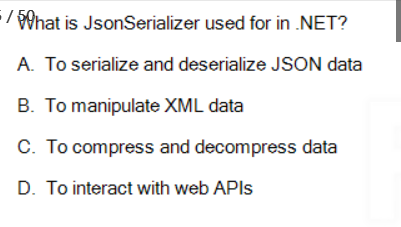
A



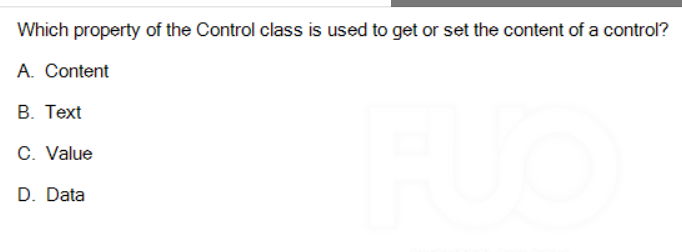
C



1. Binary serialization -> Binary formatter



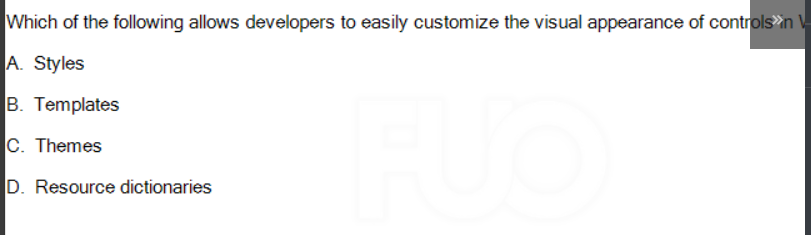
1. TO serialize and deserialize JSON data



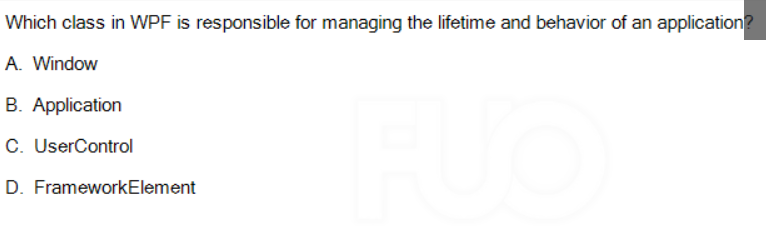
Content



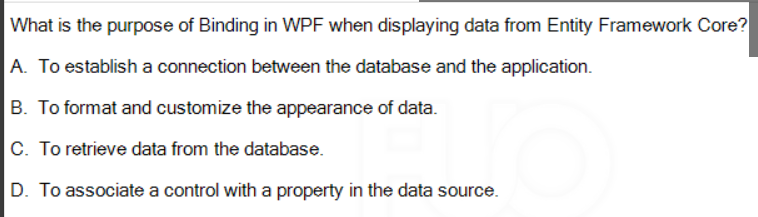
Layout Panel -> StackPanel



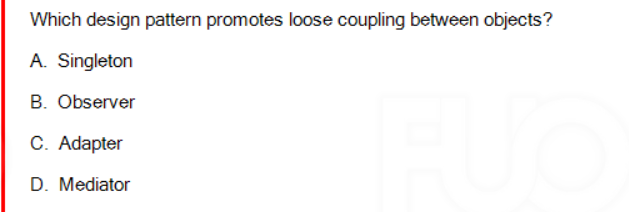
1. Templates



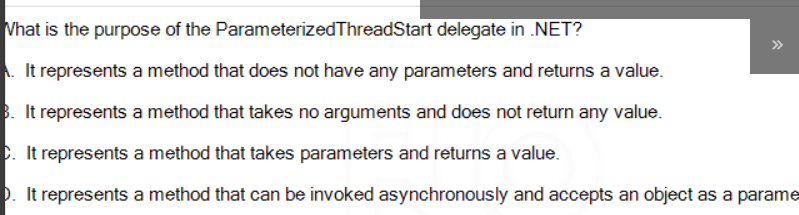
B. Responsible for managing the lifetimes and behavior of an apllicaqtion -> Application



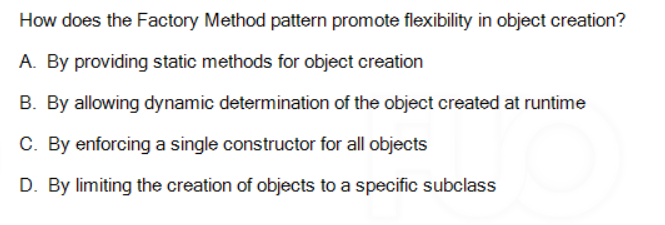
To associate a control with a property in the data source



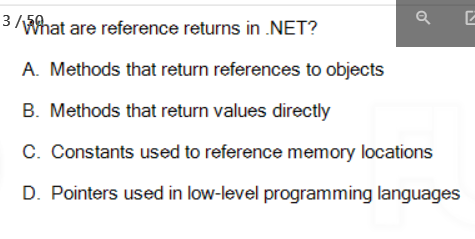
Mediator -> Loose coupling



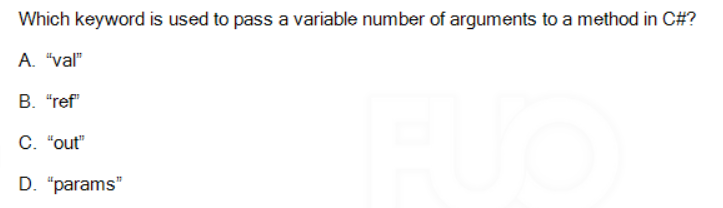
ParametedrizedThreadStart -> D. It represents a method that can be invouked



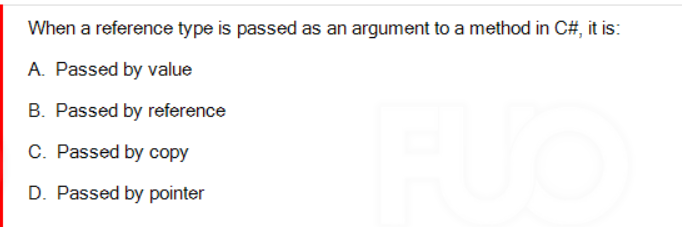
B. By allowing dynamic determination of the object created at runtime



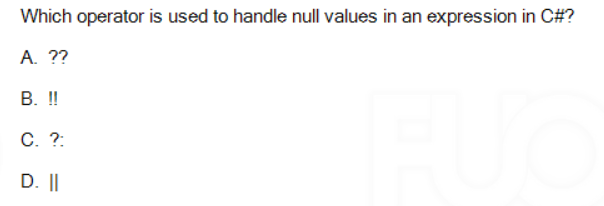
A



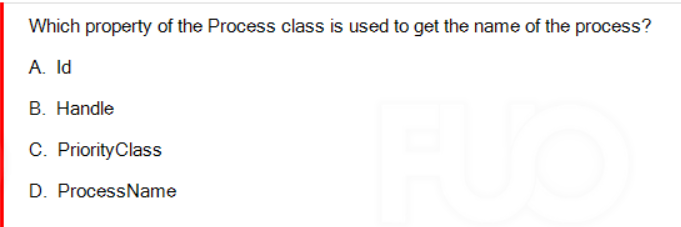
D. “param”



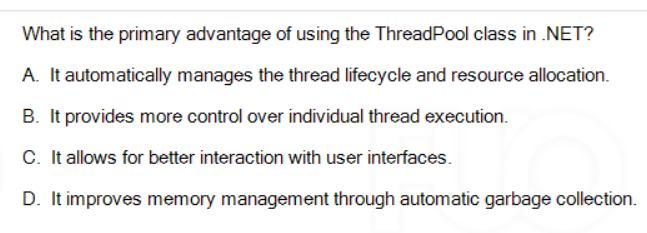
Passed by value



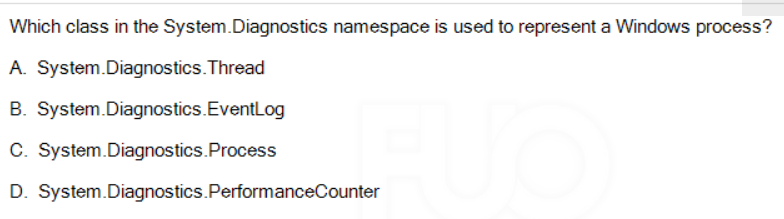
A



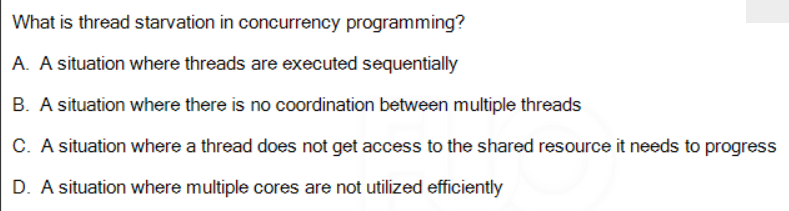
D, ProcessName



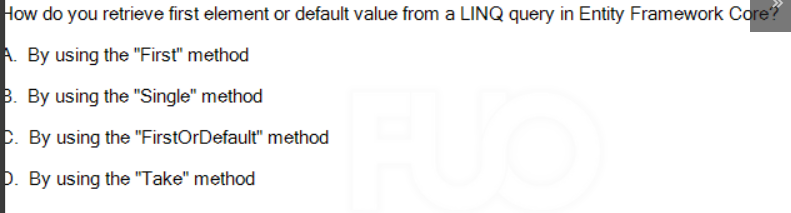
1. It automatically manage the threads lifecycle



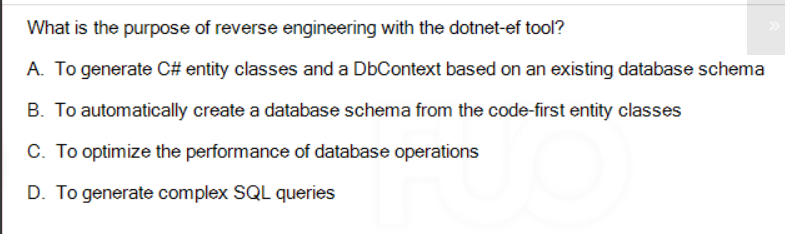
C



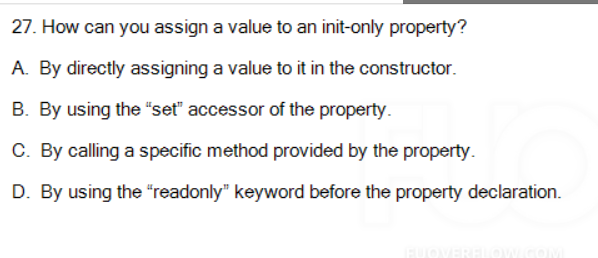
A situation where a thread does not get access to the shared resource it needs to progress



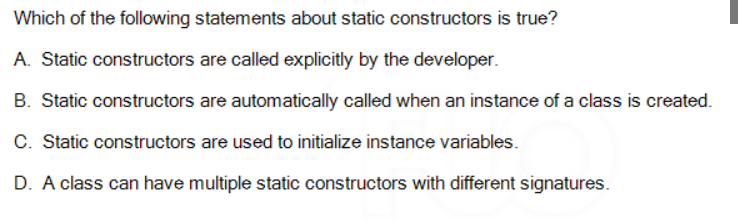
C



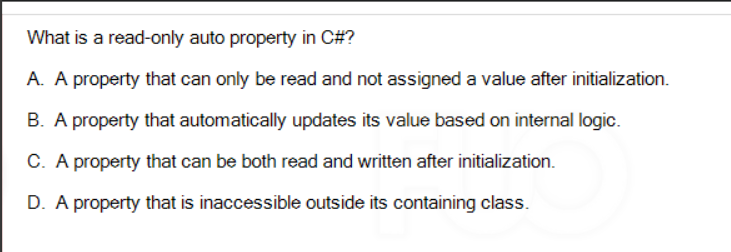
A



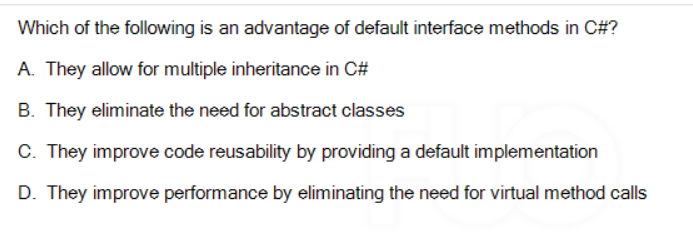
A



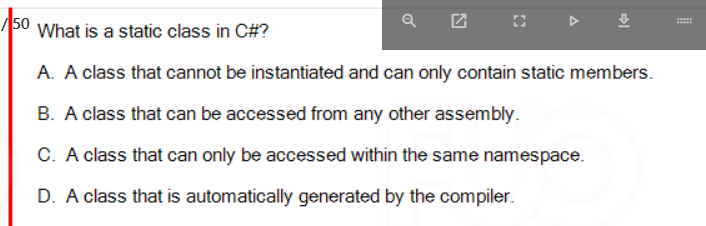
B



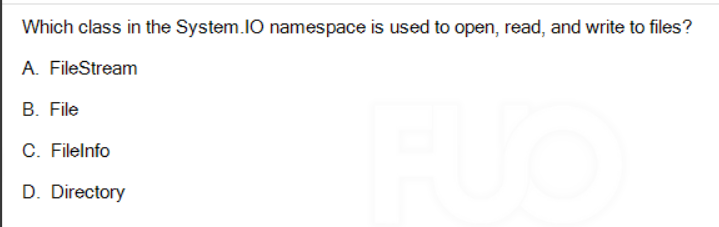
A



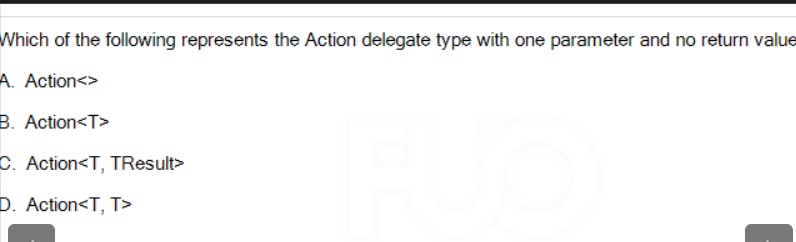
C. They improve code reusability



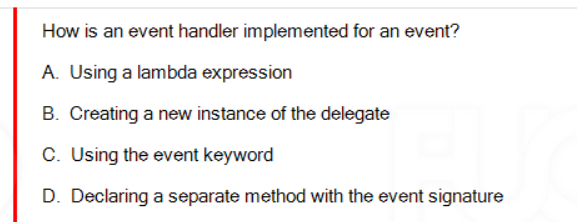
C. A class that can only be accessed within the same namespace



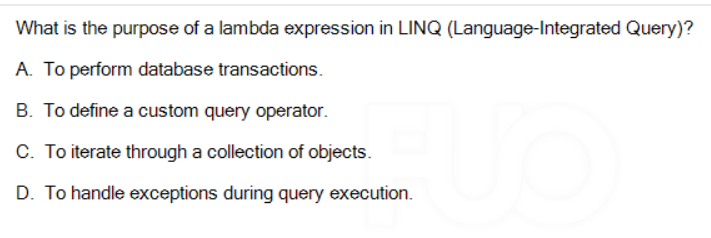
A



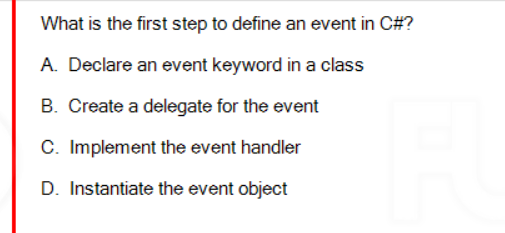
B



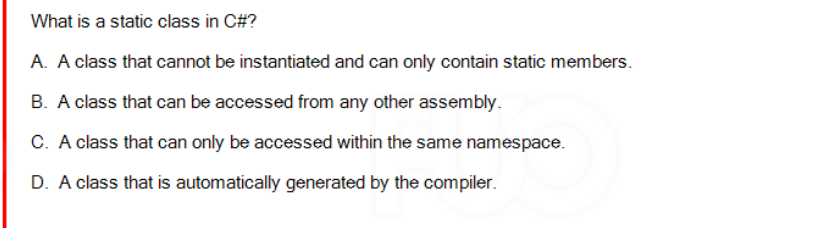
D. Declaring a separate method with the event signature



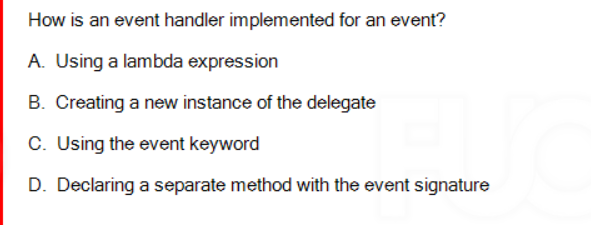
B, To define a custom query operator



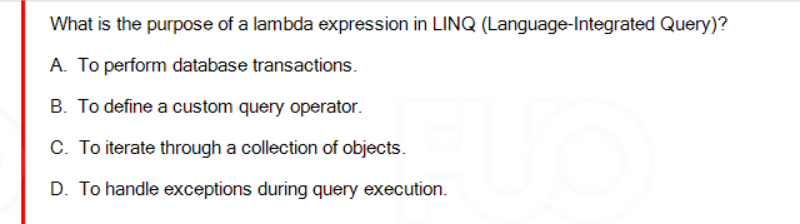
B



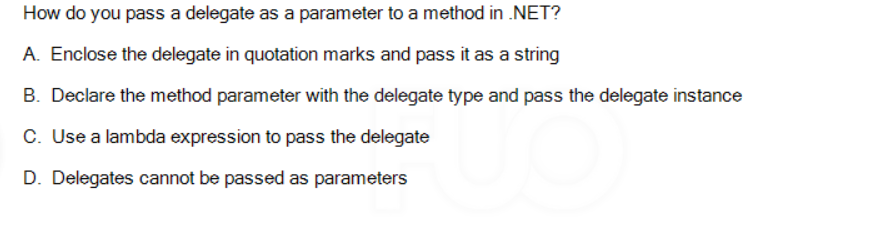
A class that cannot be instantiated and can only contain static members



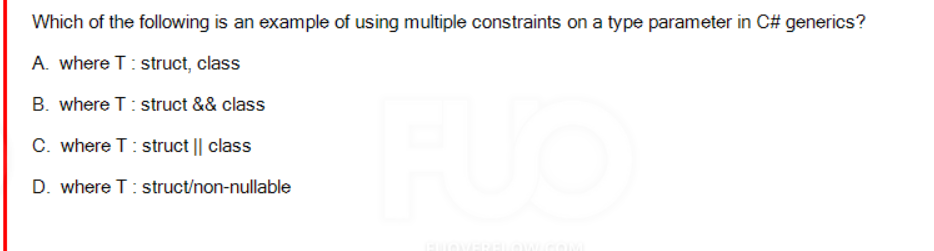
D Declaring a separate method with the event signature



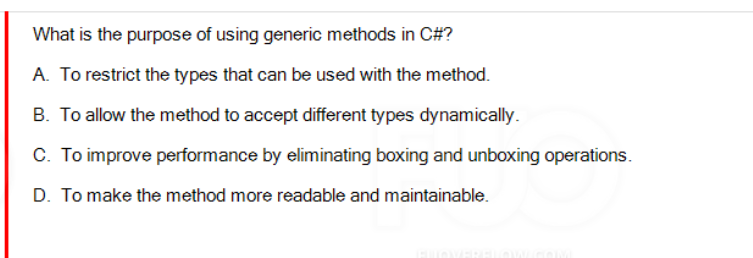
1. To define a custom query operator



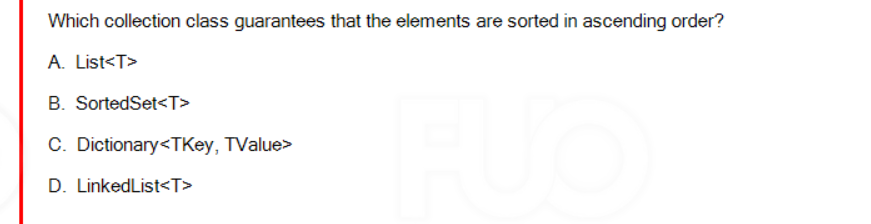
B. Declare the method parameter with the delegate type and pass the delegate instance



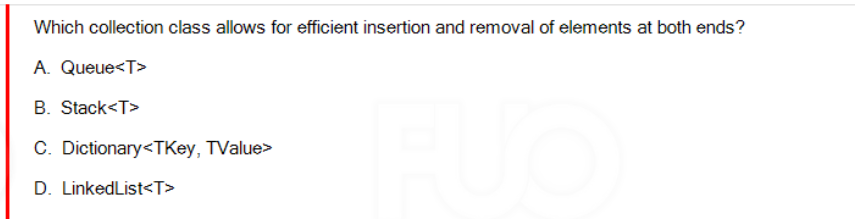
A



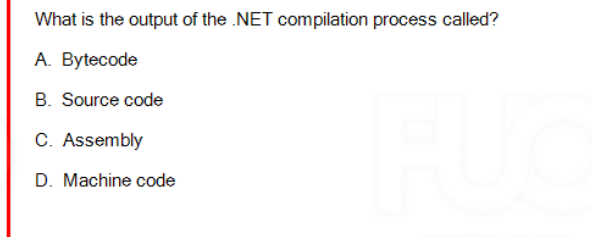
B to allow the method to accept different types dynamically



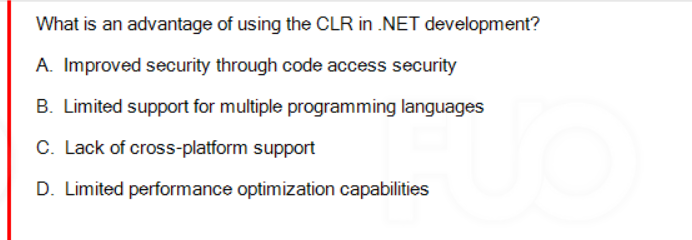
B



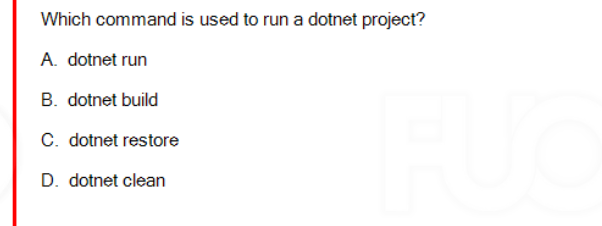
D



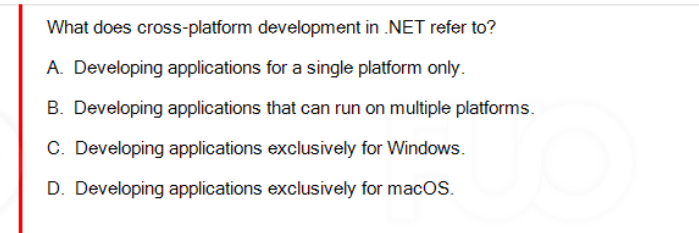
C



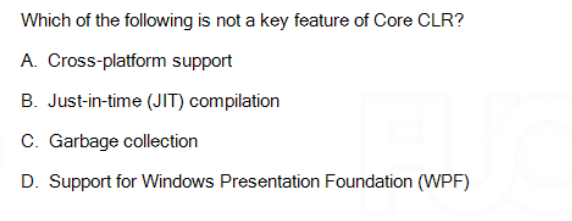
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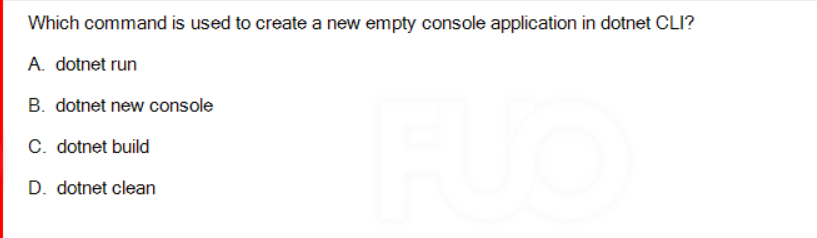
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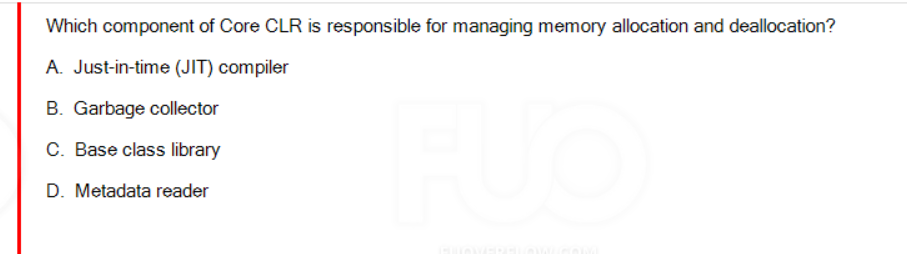
B



D Supporrt for windows presentation foundation



B



Allocation and deallocation -> Garbage collector