

Number: 70-483
Passing Score: 800
Time Limit: 120 min
File Version: 22.02

ActualTest



70-483

Programming in C#

- Added Explanations and Exhibits most of the questions.
- Finally, I got right questions for this exam and share with you guys. Best Wishes.
 - I only used these questions and got 480 marks with this. Perfect Show.
 - Fixed the Exhibit size and Drag drops/hot spot questions.
 - Still valid , Hurry up guys study and pass this one.

Exam A

QUESTION 1

You are developing a method named CreateCounters that will create performance counters for an application. The method includes the following code. (Line numbers are included for reference only.)

```
01 void CreateCounters()
02 {
03     if (!PerformanceCounterCategory.Exists("Contoso"))
04     {
05         var counters = new CounterCreationDataCollection();
06         var ccdCounter1 = new CounterCreationData
07         {
08             CounterName = "Counter1",
09             CounterType = PerformanceCounterType.AverageTimer32
10         };
11         counters.Add(ccdCounter1);
12         var ccdCounter2 = new CounterCreationData
13         {
14             CounterName = "Counter2",
15             CounterType = PerformanceCounterType.RawBase
16         };
17         counters.Add(ccdCounter2);
18         PerformanceCounterCategory.Create("Contoso", "Help string",
19             PerformanceCounterCategoryType.MultiInstance, counters);
20     }
21 }
22 }
```

You need to ensure that Counter2 is available for use in Windows Performance Monitor (PerfMon).

Which code segment should you insert at line 16?

- A. CounterType = PerformanceCounterType.RawBase
- B. CounterType = PerformanceCounterType.AverageBase
- C. CounterType = PerformanceCounterType.SampleBase
- D. CounterType = PerformanceCounterType.CounterMultiBase

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

PerformanceCounterType.AverageTimer32 - An average counter that measures the time it takes, on average, to complete a process or operation. Counters of this type display a ratio of the total elapsed time of the sample interval to the number of processes or operations completed during that time. This counter type measures time in ticks of the system clock. Formula: $((N_1 - N_0)/F)/(B_1 - B_0)$, where N_1 and N_0 are performance counter readings, B_1 and B_0 are their corresponding AverageBase values, and F is the number of ticks per second. The value of F is factored into the equation so that the result can be displayed in seconds.

Thus, the numerator represents the numbers of ticks counted during the last sample interval, F represents the frequency of the ticks, and the denominator represents the number of operations completed during the last sample interval. Counters of this type include PhysicalDisk\ Avg. Disk sec/ Transfer.

PerformanceCounterType.AverageBase - A base counter that is used in the calculation of time or count averages, such as AverageTimer32 and AverageCount64. Stores the denominator for calculating a counter to present "time per operation" or "count per operation" .. <http://msdn.microsoft.com/en-us/library/system.diagnostics.performancecountertype.aspx>

QUESTION 2

You are developing an application that will transmit large amounts of data between a client computer and a server. You need to ensure the validity of the data by using a cryptographic hashing algorithm. Which algorithm should you use?

- A. ECDsa
- B. RNGCryptoServiceProvider
- C. Rfc2898DeriveBytes
- D. HMACSHA512

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:**QUESTION 3**

You are developing an application by using C#.

The application includes an object that performs a long running process. You need to ensure that the garbage collector does not release the object's resources until the process completes.

Which garbage collector method should you use?

- A. WaitForFullGCComplete()
- B. SuppressFinalize()
- C. collect()
- D. RemoveMemoryPressure()

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 4

You are implementing a method named FloorTemperature that performs conversions between value types and reference types. The following code segment implements the method. (Line numbers are included for reference only.)

```
01 public static void FloorTemperature(float degrees)
02 {
03     object degreesRef = degrees;
04
05     Console.WriteLine(result);
06 }
```

You need to ensure that the application does not throw exceptions on invalid conversions.

Which code segment should you insert at line 04?

- A. int result = (int)degreesRef;
- B. int result = (int)(double)degreesRef;
- C. int result = degreesRef;
- D. int result = (int)(float)degreesRef;

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 5

You are developing an application by using C#.

The application includes an object that performs a long running process.

You need to ensure that the garbage collector does not release the object's resources until the process completes.

Which garbage collector method should you use?

- A. WaitForFullGCComplete()
- B. SuppressFinalize()
- C. WaitForFullGCAppearance()
- D. WaitForPendingFinalizers()

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

answer is corrected.

QUESTION 6

You are developing an application. The application calls a method that returns an array of integers named customerIds. You define an integer variable named customerIdToRemove and assign a value to it. You declare an array named filteredCustomerIds.

You have the following requirements.

Remove duplicate integers from the customerIds array. Sort the array in order from the highest value to the lowest value. Remove the integer value stored in the customerIdToRemove variable from the customerIds array.

You need to create a LINQ query to meet the requirements.

Which code segment should you use?

- A. `int[] filteredCustomerIds = customerIds.Distinct().OrderByDescending(x => x).ToArray();`
- B. `int[] filteredCustomerIds = customerIds.Where(value => value != customerIdToRemove).OrderByDescending(x => x).ToArray();`
- C. `int[] filteredCustomerIds = customerIds.Distinct().Where(value => value != customerIdToRemove).OrderByDescending(x => x).ToArray();`
- D. `int[] filteredCustomerIds = customerIds.Where(value => value != customerIdToRemove).OrderBy(x => x).ToArray();`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 7

You are developing an application that will transmit large amounts of data between a client computer and a server. You need to ensure the validity of the data by using a cryptographic hashing algorithm. Which algorithm should you use?

- A. DES
- B. HMACSHA512
- C. RNGCryptoServiceProvider
- D. ECDsa

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 8

You are developing a C# application that includes a class named Product. The following code segment defines the Product class:

```
public class Product
{
    public int Id { get; set; }
    public int CategoryId { get; set; }
    public string Name { get; set; }
    public bool IsValid { get; set; }
}
```



You implement System.ComponentModel.DataAnnotations.IValidateableObject interface to provide a way to validate the Product object.

The Product object has the following requirements:

The Id property must have a value greater than zero. The Name property must have a value other than empty or null.

You need to validate the Product object. Which code segment should you use?

```
A. public bool Validate()
{
    IsValid = Id > 0 || !string.IsNullOrEmpty(Name);
    return IsValid;
}

B. public IEnumerable<ValidationResult> Validate(ValidationContext validationContext)
{
    if (Id <= 0)
        yield return new ValidationResult("Product Id is required.", new[] { "Id" });
    if (string.IsNullOrEmpty(Name))
        yield return new ValidationResult("Product Name is required.", new[] { "Name" });
}

C. public bool Equals(Product productToValidate)
{
    productToValidate.IsValid = productToValidate.Id > 0 || !string.IsNullOrEmpty(productToValidate.Name);
    return productToValidate.IsValid;
}

D. public ValidationResult Validate()
{
    ValidationResult validationResult = null;
    if (Id <= 0)
    {
        validationResult = new ValidationResult("Product Id is required.");
    }
    if (string.IsNullOrEmpty(Name))
    {
        validationResult = new ValidationResult("Product Name is required.");
    }
    return validationResult;
}
```

- A. Option A
- B. Option B
- C. Option C

D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 9

You are creating a class named Game.

The Game class must meet the following requirements:

Include a member that represents the score for a Game instance. Allow external code to assign a value to the score member. Restrict the range of values that can be assigned to the score member.

You need to implement the score member to meet the requirements.

In which form should you implement the score member?

- A. protected field
- B. public static field
- C. public static property
- D. public property

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 10

You have a List object that is generated by executing the following code:

```
List<string> departments = new List<string>()
{
    "Accounting", "Marketing", "Sales", "Manufacturing", "Information Systems", "Training"
};
```

You have a method that contains the following code (line numbers are included for reference only):

```
01  private bool GetMatches(List<string> departments, string searchTerm)
02  {
03      var findDepartment = departments.Exists(delegate(string deptName)
04      {
05          return deptName.Equals(searchTerm);
06      }
07  ));
08  return findDepartment;
09 }
```

You need to alter the method to use a lambda statement.

How should you rewrite lines 03 through 06 of the method?

- A. var findDepartment = departments.First(x => x == searchTerm);
- B. var findDepartment = departments.Where(x => x == searchTerm);
- C. var findDepartment = departments.Exists(x => x.Equals(searchTerm));
- D. var findDepartment = departments.Where(x => x.Equals(searchTerm));

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 11

You are developing code for a class named Account. The Account class includes the following method:

```
public void Deposit(int dollars, int cents)
{
    int totalCents = cents + this.cents;
    int extraDollars = totalCents / 100;
    this.cents = totalCents - 100 * extraCents;
    this.dollars += dollars + extraDollars;
}
```

You need to ensure that overflow exceptions are thrown when there is an error.

Which type of block should you use?

- A. checked
- B. try
- C. using
- D. unchecked

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 12

You are developing an application that uses a .config file. The relevant portion of the .config file is shown as follows:

```
<system.diagnostics>
  <trace autoflush="false" indentsize="0">
    <listeners>
      <add name="appListener"
        type="System.Diagnostics.EventLogTraceListener"
        initializeData="TraceListenerLog" />
    </listeners>
  </trace>
</system.diagnostics>
```

You need to ensure that diagnostic data for the application writes to the event log by using the configuration specified in the .config file.

What should you include in the application code?

- A. `EventLog log = new EventLog();
log.WriteEntry("Trace data...");`
- B. `Debug.WriteLine("Trace data...");`
- C. `Console.SetOut(new StreamWriter("System.Diagnostics.EventLogTraceListener"));
Console.WriteLine("Trace data...");`
- D. `Trace.WriteLine("Trace data...");`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 13

You have the following code (line numbers are included for reference only):

```
01class Bar
02{
03    public string barColor { get; set; }
04    public string barName { get; set; }
05    private static IEnumerable<Bar> GetBars(string sqlConnectionString)
06    {
07        var bars = new List<Bar>();
08        SqlConnection fooSqlConn = new SqlConnection();
09        using (fooSqlConn)
10        {
11            SqlCommand fooSqlCmd = new SqlCommand
12                ("Select sqlName,sqlColor from Animals", fooSqlConn);
13            fooSqlConn.Open();
14            using (SqlDataReader fooSqlReader = fooSqlCmd.ExecuteReader())
15            {
16                while (fooSqlReader.Read())
17                {
18                    var bar = new Bar();
19                    bar.barName = (String)fooSqlReader["sqlName"];
20                    bar.barColor = (String)fooSqlReader["sqlColor"];
21                    bars.Add(bar);
22                }
23            }
24        return bars;
25    }
26}
```

You need to identify the missing line of code at line 15. Which line of code should you identify?

- A. `using (fooSqlConn.BeginTransaction())`
- B. `while (fooSqlReader.Read())`

- C. while (fooSqlReader.NextResult())
- D. while (fooSqlReader.GetBoolean(0))

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 14

You are creating a console application named App1.

App1 retrieves data from the Internet by using JavaScript Object Notation (JSON).

You are developing the following code segment (line numbers are included for reference only):

```
01 public bool ValidateJson(string json, Dictionary<string, object> result)
02 {
03
04     try
05     {
06         result = serializer.Deserialize<Dictionary<string, object>>(json);
07         return true;
08     }
09     catch
10     {
11         return false;
12     }
13 }
```

You need to ensure that the code validates the JSON string.

Which code should you insert at line 03?

- A. DataContractSerializer serializer = new DataContractSerializer();
- B. var serializer = new DataContractSerializer();
- C. XmlSerlalizer serializer = new XmlSerlalizer();
- D. var serializer = new JavaScriptSerializer();

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

The JavaScriptSerializer Class Provides serialization and deserialization functionality for AJAX- enabled applications.

The JavaScriptSerializer class is used internally by the asynchronous communication layer to serialize and deserialize the data that is passed between the browser and the Web server. You cannot access that instance of the serializer. However, this class exposes a public API. Therefore, you can use the class when you want to work with JavaScript Object Notation (JSON) in managed code.

QUESTION 15

You are developing an application that uses several objects. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private bool IsNull(object obj)
02 {
03
04     return false;
05 }
```

You need to evaluate whether an object is null.

Which code segment should you insert at line 03?

- A.

```
if (obj = null)
{
    return true;
}
```

- B.

```
if (null)
{
    return true;
}
```

- C.

```
if (obj == 0)
{
    return true;
}
```

- D.

```
if (obj == null)
{
    return true;
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Use the == operator to compare values and in this case also use the null literal.

Topic 2, Volume B

QUESTION 16

You are developing an application.

The application contains the following code segment (line numbers are included for reference only):

```
01 ArrayList array1 = new ArrayList();
02 int var1 = 10;
03 int var2;
04 array1.Add(var1);
05 var2 = array1[0];
```

When you run the code, you receive the following error message: "Cannot implicitly convert type 'object' to 'int'. An explicit conversion exists (are you missing a cast?)."

You need to ensure that the code can be compiled.

Which code should you use to replace line 05?

- A. var2 = array1[0] is int;
- B. var2 = ((List<int>)array1) [0];
- C. var2 = array1[0].Equals(typeof(int));
- D. var2 = (int) array1 [0];

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 17

You need to write a method that retrieves data from a Microsoft Access 2013 database.

The method must meet the following requirements:

Be read-only.

Be able to use the data before the entire data set is retrieved. Minimize the amount of system overhead and the amount of memory usage.

Which type of object should you use in the method?

- A. SqlDataAdapter
- B. DataContext
- C. DbDataAdapter

D. OleDbDataReader

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

OleDbDataReader Class

Provides a way of reading a forward-only stream of data rows from a data source.

Example:

```
OleDbConnection cn = new OleDbConnection();
OleDbCommand cmd = new OleDbCommand();
DataTable schemaTable;
OleDbDataReader myReader;
//Open a connection to the SQL Server Northwind database. cn.ConnectionString = "Provider=SQLOLEDB;Data Source=server;User ID=login;
Password=password;Initial Catalog=Northwind";
```

QUESTION 18

You have the following code:

```
List<Int32> items = new List<int>() {
    100,
    95,
    80,
    75,
    95
};
```

You need to retrieve all of the numbers from the items variable that are greater than 80.

Which code should you use?

- A. var result = from i in items
where i > 80
select i;

 - B. var result = items.Take(80);

 - C. var result = items.First(i => i > 80);

 - D. var result = items.Any(i => i > 80);
-
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 19

You are implementing a method named ProcessReports that performs a long-running task. The ProcessReports() method has the following method signature:

```
public void ProcessReports(List<decimal> values, CancellationTokenSource cts, CancellationToken ct)
```

If the calling code requests cancellation, the method must perform the following actions:

Cancel the long-running task.

Set the task status to TaskStatus.Canceled.

You need to ensure that the ProcessReports() method performs the required actions. Which code segment should you use in the method body?

- A. if (ct.IsCancellationRequested)
return;
- B. ct.ThrowIfCancellationRequested() ;
- C. cts.Cancel();
- D. throw new AggregateException();

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 20

You are developing an application that will be deployed to multiple computers. You set the assembly name.

You need to create a unique identity for the application assembly.

Which two assembly identity attributes should you include in the source code? (Each correct answer presents part of the solution. Choose two.)

- A. AssemblyTitleAttribute
- B. AssemblyCultureAttribute
- C. AssemblyVersionAttribute
- D. AssemblyKeyNameAttribute
- E. AssemblyFileVersion

Correct Answer: BC

Section: (none)

Explanation

Explanation/Reference:

The AssemblyName object contains information about an assembly, which you can use to bind to that assembly. An assembly's identity consists of the following:

- Simple name
- Version number
- Cryptographic key pair
- Supported culture

B: AssemblyCultureAttribute

Specifies which culture the assembly supports.

The attribute is used by compilers to distinguish between a main assembly and a satellite assembly. A main assembly contains code and the neutral

culture's resources. A satellite assembly contains only resources for a particular culture, as in [assembly:AssemblyCultureAttribute("de")]

C: AssemblyVersionAttribute

Specifies the version of the assembly being attributed. The assembly version number is part of an assembly's identity and plays a key part in binding to the assembly and in version policy.

QUESTION 21

You are developing an application.

You need to declare a delegate for a method that accepts an integer as a parameter, and then returns an integer.

Which type of delegate should you use?

- A. Action<int>
- B. Action<int,int>
- C. Func<int, int>
- D. Func<int>

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 22

You are writing the following method (line numbers are included for reference only):

```
01 public T CreateObject<T>()
02
03 {
04     T obj = new T();
05     return obj;
06 }
```

You need to ensure that CreateObject compiles successfully.

What should you do?

- A. Insert the following code at line 02:
where T : new()

- B. Replace line 01 with the following code:
public void CreateObject<T>()
- C. Replace line 01 with the following code:
public Object CreateObject<T>()
- D. Insert the following code at line 02:
where T : Object

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 23

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 public class ItemBase
02 {
03 }
04 public class Widget : ItemBase
05 {
06 }
07 class Worker
08 {
09     void DoWork(object obj)
10    {
11        Console.WriteLine("In DoWork(object)");
12    }
13    void DoWork(Widget widget)
14    {
15        Console.WriteLine("In DoWork(Widget)");
16    }
17    void DoWork(ItemBase itembase)
18    {
19        Console.WriteLine("In DoWork(ItemBase)");
20    }
21    private void Run()
22    {
23        object o = new Widget();
24        DoWork(o);
25    }
26 }
```

You need to ensure that the DoWork(Widget widget) method runs.

With which code segment should you replace line 24?

- A. DoWork((Widget)o);
- B. DoWork(new Widget(o));
- C. DoWork(o is Widget);
- D. DoWork((ItemBase)o);

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 24

An application uses X509 certificates for data encryption and decryption. The application stores certificates in the Personal certificates collection of the Current User store. On each computer, each certificate subject is unique.

The application includes a method named LoadCertificate. The LoadCertificate() method includes the following code. (Line numbers are included for reference only.)

```
01 X509Certificate2 LoadCertificate(string searchValue)
02 {
03     var store = new X509Store(StoreName.My, StoreLocation.CurrentUser);
04     store.Open(OpenFlags.ReadOnly | OpenFlags.OpenExistingOnly);
05     var certs = store.Certificates.Find(
06
07         searchValue, false);
08     ...
09 }
```

The LoadCertificate() method must load only certificates for which the subject exactly matches the searchValue parameter value.

You need to ensure that the LoadCertificate() method loads the correct certificates.

Which code segment should you insert at line 06?

- A. X509FindType.FindBySubjectName,
 - B. X509FindType.FindBySubjectKeyIdentifier,
 - C. X509FindType.FindByIssuerName,
 - D. X509FindType.FindBySubjectDistinguishedName,
-
- A. Option A
 - B. Option B

- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 25

You are developing a class named Scorecard. The following code implements the Scorecard class. (Line numbers are included for reference only.)

```
01 public class Scorecard
02 {
03     private Dictionary<string, int> players = new Dictionary<string, int>();
04     public void Add(string name, int score)
05     {
06         players.Add(name, score);
07     }
08
09 }
```

You create the following unit test method to test the Scorecard class implementation:

```
[TestMethod]
public void UnitTest1()
{
    Scorecard scorecard = new Scorecard();
    scorecard.Add("Player1", 10);
    scorecard.Add("Player2", 15);
    int expectedScore = 15;
    int actualScore = scorecard["Player2"];
    Assert.AreEqual(expectedScore, actualScore);
}
```

You need to ensure that the unit test will pass.

What should you do?

- A. Insert the following code segment at line 08:

```
public int this[string name]
{
    get
    {
        return players[name];
    }
}
```

- B. Insert the following code segment at line 08:

```
public Dictionary<string, int> Players
{
    get
    {
        return players;
    }
}
```

- C. Replace line 03 with the following code segment:

```
public Dictionary<string, int> Players = new Dictionary<string, int>();
```

- D. Insert the following code segment at line 08:

```
public int score(string name)
{
    return players[name];
}
```

- A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 26

You are developing an application that will parse a large amount of text. You need to parse the text into separate lines and minimize memory use while processing data.

Which object type should you use?

- A. DataContractSerializer
- B. StringBuilder
- C. StringReader
- D. JsonSerializer

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 27

You are developing code for an application that retrieves information about Microsoft .NET Framework assemblies.

The following code segment is part of the application (line numbers are included for reference only):

```
01 public void ViewMetadata(string filePath)
02 {
03     var bytes = File.ReadAllBytes(filePath);
04
05     ...
06 }
```

You need to insert code at line 04. The code must load the assembly. Once the assembly is loaded, the code must be able to read the assembly metadata, but the code must be denied access from executing code from the assembly.

Which code segment should you insert at line 04?

- A. Assembly.ReflectionOnlyLoadFrom(bytes);
- B. Assembly.ReflectionOnlyLoad(bytes);
- C. Assembly.Load(bytes);
- D. Assembly.LoadFrom(bytes);

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 28

You are developing a method named GenerateHash that will create the hash value for a file. The method includes the following code. (Line numbers are included for reference only.)

```
01 public byte[] GenerateHash(string filename, string hashAlgorithm)
02 {
03     var signatureAlgo = HashAlgorithm.Create(hashAlgorithm);
04     var fileBuffer = System.IO.File.ReadAllBytes(filename);
05
06 }
```

You need to return the cryptographic hash of the bytes contained in the fileBuffer variable.

Which code segment should you insert at line 05?

- A.

```
var outputBuffer = new byte[fileBuffer.Length];
signatureAlgo.TransformBlock(fileBuffer, 0, fileBuffer.Length, outputBuffer, 0);
signatureAlgo.TransformFinalBlock(fileBuffer, fileBuffer.Length - 1, fileBuffer.Length);
return outputBuffer;
```

 - B.

```
signatureAlgo.ComputeHash(fileBuffer);
return signatureAlgo.GetHashCode();
```

 - C.

```
var outputBuffer = new byte[fileBuffer.Length];
signatureAlgo.TransformBlock(fileBuffer, 0, fileBuffer.Length, outputBuffer, 0);
return outputBuffer;
```

 - D.

```
return signatureAlgo.ComputeHash(fileBuffer);
```
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 29

You are modifying an existing application that manages employee payroll. The application includes a class named PayrollProcessor. The PayrollProcessor class connects to a payroll database and processes batches of paychecks once a week.

You need to ensure that the PayrollProcessor class supports iteration and releases database connections after the batch processing completes. Which two interfaces should you implement? (Each correct answer presents part of the complete solution. Choose two.)

- A. IEquatable
- B. IEnumerable

- C. IDisposable
- D. IComparable

Correct Answer: BC

Section: (none)

Explanation

Explanation/Reference:

IEnumerable

IDisposable Interface

Exposes an enumerator, which supports a simple iteration over a non-generic collection.

Defines a method to release allocated resources.

The primary use of this interface is to release unmanaged resources.

QUESTION 30

You are developing an application that will read data from a text file and display the file contents.

You need to read data from the file, display it, and correctly release the file resources.

Which code segment should you use?

- A.

```
string inputLine;
using (StreamReader reader = new StreamReader("data.txt"))
{
    while ((inputLine = reader.ReadLine()) != null)
    {
        Console.WriteLine(inputLine);
    }
}
```
- B.

```
string inputLine;
StreamReader reader = null;
using (reader = new StreamReader("data.txt")) ;
while ((inputLine = reader.ReadLine()) != null)
{
    Console.WriteLine(inputLine);
}
```
- C.

```
string inputLine;
StreamReader reader = new StreamReader("data.txt");
while ((inputLine = reader.ReadLine()) != null)
{
    Console.WriteLine(inputLine);
}
```
- D.

```
string inputLine;
StreamReader reader = null;
try
{
    reader = new StreamReader("data.txt");
    while ((inputLine = reader.ReadLine()) != null)
    {
        Console.WriteLine(inputLine);
    }
    reader.Close();
    reader.Dispose();
}
finally
{
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 31

You need to create a method that can be called by using a varying number of parameters.

What should you use?

- A. Method overloading
- B. Interface
- C. Named parameters
- D. Lambda expressions

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Member overloading means creating two or more members on the same type that differ only in the number or type of parameters but have the same name. Overloading is one of the most important techniques for improving usability, productivity, and readability of reusable libraries. Overloading on the number of parameters makes it possible to provide simpler versions of constructors and methods. Overloading on the parameter type makes it possible to use the same member name for members performing identical operations on a selected set of different types.

QUESTION 32

You are developing an application.

The application contains the following code segment (line numbers are included for reference only):

```
01 ArrayList array1 = new ArrayList();
02 int var1 = 10;
03 int var2;
04 array1.Add(var1);
05 var2 = array1[0];
```

When you run the code, you receive the following error message: "Cannot implicitly convert type 'object' to 'int'. An explicit conversion exists (are you missing a cast?)."

You need to ensure that the code can be compiled.
Which code should you use to replace line 05?

- A. var2 = ((List<int>) array1) [0];
- B. var2 = array1[0].Equals(typeof(int));
- C. var2 = Convert.ToInt32(array1[0]);
- D. var2 = ((int[])array1)[0];

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Make a list of integers of the array with = ((List<int>)array1) then select the first item in the list with [0].

QUESTION 33

You have the following code (line numbers are included for reference only):

```
01 public class Program
02 {
03     private static System.Diagnostics.Stopwatch _execTimer =
04         new System.Diagnostics.Stopwatch();
05     public static void Delay(int delay)
06     {
07         Thread.Sleep(delay);
08     }
09     public static void LogLongExec(string msg)
10    {
11        if (_execTimer.Elapsed.Seconds >= 5)
12            throw new Exception(
13                string.Format("Execution is too long > {0} > {1}",
14                msg, _execTimer.Elapsed.TotalMilliseconds));
15    }
16    public static void Main()
17    {
18        _execTimer.Start();
19        try
20        {
21            Delay(10);
22            LogLongExec("Delay(10)");
23            Delay(5000);
24            LogLongExec("Delay(5000)");
25        }
26        catch (Exception ex)
27        {
28        }
29    }
30}
31}
```

You need to ensure that if an exception occurs, the exception will be logged.

Which code should you insert at line 28?

```
A. System.Diagnostics.TraceSource trace = new TraceSource("./Trace.log");
trace.TraceEvent(TraceEventType.Error, ex.HResult, ex.Message);

B. using (System.Diagnostics.XmlWriterTraceListener log1 =
new XmlWriterTraceListener("./Error.log"))
{
    log1.TraceEvent(
        new TraceEventCache(), ex.Message, TraceEventType.Error, ex.HResult);
    log1.Flush();
}

C. System.Diagnostics.EventInstance errorEvent =
    new System.Diagnostics.EventInstance(ex.HResult, 1, EventLogEntryType.Error);
System.Diagnostics.EventLog.WriteEvent("MyAppErrors", errorEvent, ex.Message);

D. EventLog logEntry = new EventLog();
logEntry.Source = "Application";
logEntry.WriteEntry(ex.Message, EventLogEntryType.Error);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

* XmlWriterTraceListener

Directs tracing or debugging output as XML-encoded data to a `TextWriter` or to a `Stream`, such as a `FileStream`.

* `TraceListener.TraceEvent` Method (`TraceEventCache`, `String`, `TraceEventType`, `Int32`) Writes trace and event information to the listener specific output.

Syntax:

```
[ComVisibleAttribute(false)]
public virtual void TraceEvent(
    TraceEventCache eventCache,
    string source,
    TraceEventType eventType,
    int id
)
```

QUESTION 34

You write the following method (line numbers are included for reference only):

```
01 public static List<string> TestIfWebSite(string url)
02 {
03     const string pattern = @"http://(www\.)?([^\.]+)\.com";
04     List<string> result = new List<string>();
05
06     MatchCollection myMatches = Regex.Matches(url, pattern);
07 ...
08     return result;
09 }
```

You need to ensure that the method extracts a list of URLs that match the following pattern:

@http://(www\.)?([^\.]+)\.com;

Which code should you insert at line 07?

- ```
A result = (List<string>) myMatches.SyncRoot;
```
- 
- ```
B.   result = (from System.Text.RegularExpressions.Match m in myMatches
            where m.Value.Contains(pattern)
            select m.Value).ToList<string>();
```
-
- ```
C. foreach (Match currentMatch in myMatches)
 result.Add(currentMatch.Groups.ToString());
```
- 
- ```
D.   foreach (Match currentMatch in myMatches)
            result.Add(currentMatch.Value);
```
-
- A. Option A
B. Option B
C. Option C
D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

* MatchCollection

Represents the set of successful matches found by iteratively applying a regular expression pattern to the input string.

The collection is immutable (read-only) and has no public constructor. The Regex.Matches method returns a MatchCollection object.

* List<T>.Add Method

Adds an object to the end of the List<T>.

Incorrect:

Not A: ICollection.SyncRoot Property

For collections whose underlying store is not publicly available, the expected implementation is to return the current instance. Note that the pointer to the current instance might not be sufficient for collections that wrap other collections; those should return the underlying collection's SyncRoot property.

QUESTION 35

You are creating a class library that will be used in a web application.

You need to ensure that the class library assembly is strongly named.

What should you do?

- A. Use the gacutil.exe command-line tool.
- B. Use the xsd.exe command-line tool.
- C. Use the aspnet_regiis.exe command-line tool.
- D. Use assembly attributes.

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

The Windows Software Development Kit (SDK) provides several ways to sign an assembly with a strong name:

- * Using the Assembly Linker (Al.exe) provided by the Windows SDK.
- * Using assembly attributes to insert the strong name information in your code. You can use either the AssemblyKeyFileAttribute or the AssemblyKeyNameAttribute, depending on where the key file to be used is located.
- * Using compiler options such /keyfile or /delaysign in C# and Visual Basic, or the /KEYFILE or /DELAYSIGN linker option in C++. (For information on delay signing, see Delay Signing an Assembly.)

Note:

* A strong name consists of the assembly's identity--its simple text name, version number, and culture information (if provided)--plus a public key and a digital signature. It is generated from an assembly file (the file that contains the assembly manifest, which in turn contains the names and hashes of all the files that make up the assembly), using the corresponding private key. Microsoft® Visual Studio® .NET and other development tools provided in the .NET Framework SDK can assign strong names to an assembly. Assemblies with the same strong name are expected to be identical.

QUESTION 36

You need to store the values in a collection.

The solution must meet the following requirements:

The values must be stored in the order that they were added to the collection. The values must be accessed in a first-in, first-out order.

Which type of collection should you use?

- A. SortedList
- B. Queue
- C. ArrayList
- D. Hashtable

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:**QUESTION 37**

An application is throwing unhandled NullReferenceException and FormatException errors. The stack trace shows that the exceptions occur in the GetWebResult() method.

The application includes the following code to parse XML data retrieved from a web service.
(Line numbers are included for reference only.)

```
01 int GetWebResult(XElement result)
02 {
03     return int.Parse(result.Element("response").Value);
04 }
```

You need to handle the exceptions without interfering with the existing error-handling infrastructure.

Which two actions should you perform? (Each correct answer presents part of the solution.
Choose two.)

- A. Replace line 03 with the following code segment:

```
int returnValue;
int.TryParse(result.Element("response").Value, out returnValue);
return returnValue;
```

- B. Replace line 03 with the following code segment:

```
return int.ParseOptions.Safe(result.Element("response").Value);
```

- C. Register an event handler with AppDomain.CurrentDomain.UnhandledException.

- D. Use a **try...catch** statement to handle the exceptions in the **GetWebResult()** method.

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: AC

Section: (none)

Explanation

Explanation/Reference:

A: The TryParse method is like the Parse method, except the TryParse method does not throw an exception if the conversion fails. It eliminates the need to use exception handling to test for a FormatException in the event that s is invalid and cannot be successfully parsed.

C: UnhandledException event handler

If the UnhandledException event is handled in the default application domain, it is raised there for any unhandled exception in any thread, no matter what application domain the thread started in. If the thread started in an application domain that has an event handler for UnhandledException, the event is raised in that application domain.

QUESTION 38

You are developing an application that retrieves patient data from a web service. The application stores the JSON messages returned from the web service in a string variable named PatientAsJson. The variable is encoded as UTF-8. The application includes a class named Patient that is defined by the following code:

```
public class Patient
{
    public bool IsActive { get; set; }
    public string Name { get; set; }
    public int Id { get; set; }
}
```

You need to populate the Patient class with the data returned from the web service.

Which code segment should you use?

- A.

```
DataContractJsonSerializer jsSerializer = new DataContractJsonSerializer(typeof(Patient));
using (MemoryStream stream = new MemoryStream(Encoding.UTF8.GetBytes(PatientAsJson)))
{
    Patient patientFromJson = (Patient)jsSerializer.ReadObject(stream);
}
```

- B.

```
XmlSerializer xmlSerializer = new XmlSerializer(typeof(Patient));
using (MemoryStream stream = new MemoryStream(Encoding.UTF8.GetBytes(PatientAsJson)))
{
    Patient patientFromJson = (Patient)xmlSerializer.Deserialize(stream);
}
```

- C.

```
DataContractJsonSerializer jsSerializer = new DataContractJsonSerializer(typeof(Patient));
using (MemoryStream stream = new MemoryStream(Encoding.UTF8.GetBytes(PatientAsJson)))
{
    Patient patientFromJson = new Patient();
    jsSerializer.WriteObject(stream, patientFromJson);
}
```

- D.

```
IFormatter formatter = new BinaryFormatter();
Stream stream = new FileStream(PatientAsJson, FileMode.Open, FileAccess.Read, FileShare.Read);
Patient patientFromJson = (Patient)formatter.Deserialize(stream);
stream.Close();
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 39

You are developing a game that allows players to collect from 0 through 1000 coins. You are creating a method that will be used in the game. The method includes the following code. (Line numbers are included for reference only.)

```
01 public string FormatCoins(string name, int coins) 02 {  
04 }
```

The method must meet the following requirements:

Return a string that includes the player name and the number of coins. Display the number of coins without leading zeros if the number is 1 or greater. Display the number of coins as a single 0 if the number is 0.

You need to ensure that the method meets the requirements.

Which code segment should you insert at line 03?

- A. `return String.Format("Player {0}, collected {1} coins", name, coins.ToString("###0"));`
 - B. `return String.Format("Player {0} collected {1:000#} coins.", name, coins);`
 - C. `return String.Format("Player {name} collected {coins.ToString('000')} coins");`
 - D. `return String.Format("Player {1} collected {2:D3} coins.", name, coins);`
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 40

You are creating a console application named Appl.

App1 retrieves data from the Internet by using JavaScript Object Notation (JSON). You are developing the following code segment (line numbers are included for reference only):

```
01 public bool ValidateJson(string json, Dictionary<string, object> result)
02 {
03
04     try
05     {
06         result = serializer.Deserialize<Dictionary<string, object>>(json);
07         return true;
08     }
09     catch
10     {
11         return false;
12     }
13 }
```

You need to ensure that the code validates the JSON string.

Which code should you insert at line 03?

- A. `DataContractSerializer serializer = new DataContractSerializer();`
 - B. `var serializer = new NetDataContractSerializer();`
 - C. `NetDataContractSerializer serializer = new NetDataContractSerializer();`
 - D. `JavaScriptSerializer serializer = new JavaScriptSerializer();`
-
- A. Option A
 - B. Option B

- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

The JavaScriptSerializer Class Provides serialization and deserialization functionality for AJAX- enabled applications.

The JavaScriptSerializer class is used internally by the asynchronous communication layer to serialize and deserialize the data that is passed between the browser and the Web server. You cannot access that instance of the serializer. However, this class exposes a public API. Therefore, you can use the class when you want to work with JavaScript Object Notation (JSON) in managed code.

QUESTION 41

You are evaluating a method that calculates loan interest- The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm)
02 {
03     decimal interestAmount;
04     decimal loanRate;
05     if (loanTerm > 0 && loanTerm < 5 && loanAmount < 5000m)
06     {
07         loanRate = 0.045m;
08     }
09     else if (loanTerm > 5 && loanAmount > 5000m)
10     {
11         loanRate = 0.085m;
12     }
13     else
14     {
15         loanRate = 0.055m;
16     }
17     interestAmount = loanAmount * loanRate * loanTerm;
18     return interestAmount;
19 }
```

When the loanTerm value is 3 and the loanAmount value is 9750, the loanRate must be set to 8.25 percent.

You need to adjust the loanRate value to meet the requirements.

What should you do?

- A. Replace line 04 with the following code segment:
decimal loanRate = 0.0325m;
- B. Replace line 17 with the following code segment:
interestAmount = loanAmount * 0.0825m * loanTerm;
- C. Replace line 15 with the following code segment:
loanRate = 0.0825m;
- D. Replace line 07 with the following code segment:
loanRate = 0.0825m;

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 42

You are implementing a new method named ProcessData. The ProcessData() method calls a third-party component that performs a long-running operation.

The third-party component uses the IAsyncResult pattern to signal completion of the long- running operation.

You need to ensure that the calling code handles the long-running operation as a System.Threading.Tasks.Task object.

Which two actions should you perform? (Each correct answer presents part of the solution.
Choose two.)

- A. Call the component by using the TaskFactory.FromAsync() method.
- B. Create a TaskCompletionSource<T> object.
- C. Apply the async modifier to the method signature.
- D. Apply the following attribute to the method signature:
[MethodImpl(MethodImplOptions.Synchronized)]

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

A: TaskFactory.FromAsync Method

Creates a Task that represents a pair of begin and end methods that conform to the Asynchronous Programming Model pattern. Overloaded.

Example:

TaskFactory.FromAsync Method (IAsyncResult, Action<IAsyncResult>) Creates a Task that executes an end method action when a specified IAsyncResult completes.

B: In many scenarios, it is useful to enable a Task<TResult> to represent an external asynchronous operation. TaskCompletionSource<TResult> is provided for this purpose. It enables the creation of a task that can be handed out to consumers, and those consumers can use the members of the task as they would any other. However, unlike most tasks, the state of a task created by a TaskCompletionSource is controlled explicitly by the methods on TaskCompletionSource. This enables the completion of the external asynchronous operation to be propagated to the underlying Task. The separation also ensures that consumers are not able to transition the state without access to the corresponding TaskCompletionSource.

Note:

* System.Threading.Tasks.Task

Represents an asynchronous operation.

QUESTION 43

You are developing an application for a bank. The application includes a method named ProcessLoan that processes loan applications. The ProcessLoan() method uses a method named CalculateInterest. The application includes the following code:

You need to declare a delegate to support the ProcessLoan() method.

Which code segment should you use?

- A. `public delegate decimal LoanProcessor(decimal loanAmount, decimal loanRate, int term);`

 - B. `public delegate int LoanProcessor(decimal loanAmount, decimal loanRate, int term);`

 - C. `public delegate decimal CalculateLoanInterest(decimal loanAmount, decimal loanRate, int term);`

 - D. `public delegate decimal ProcessLoan();`
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 44

You are modifying an application that processes loans. The following code defines the Loan class. (Line numbers are included for reference only.)

```
01 public class Loan
02 {
03
04     private int _term;
05     private const int MaximumTerm = 10;
06     private const decimal Rate = 0.034m;
07     public int Term
08     {
09         get
10         {
11             return _term;
12         }
13         set
14         {
15             if (value <= MaximumTerm)
16             {
17                 _term = value;
18             }
19             else
20             {
21
22             }
23         }
24     }
25 }
26 public delegate void MaximumTermReachedHandler(object source, EventArgs e);
```

Loans are restricted to a maximum term of 10 years. The application must send a notification message if a loan request exceeds 10 years.

You need to implement the notification mechanism.

Which two actions should you perform? (Each correct answer presents part of the solution.)

Choose two.)

- A. Insert the following code segment at line 03:

```
public string MaximumTermReachedEvent { get; set; }
```

- B. Insert the following code segment at line 21:

```
if (OnMaximumTermReached != null)
{
    OnMaximumTermReached(this, new EventArgs());
}
```

- C. Insert the following code segment at line 03:

```
private string MaximumTermReachedEvent;
```

- D. Insert the following code segment at line 03:

```
public event MaximumTermReachedHandler OnMaximumTermReached;
```

- E. Insert the following code segment at line 21:

```
value = MaximumTerm;
```

- F. Insert the following code segment at line 21:

```
value = 9;
```

- A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

QUESTION 45

An application contains code that measures reaction times. The code runs the timer on a thread separate from the user interface. The application includes the following code. (Line numbers are included for reference only.)

```
01 static int RunTimer(CancellationToken cancellationToken)
02 {
03     var time = 0;
04     while (!cancellationToken.IsCancellationRequested)
05         time++;
06     return time;
07 }
08 static void Main(string[] args)
09 {
10     var tokenSource = new CancellationTokenSource();
11     var task = Task.Factory.StartNew<int>(() => RunTimer(tokenSource.Token));
12     Console.WriteLine("Press [Enter] to stop the timer.");
13     Console.ReadLine();
14
15     Console.WriteLine("Timer stopped at {0}", task.GetAwaiter().GetResult());
16     Console.ReadLine();
17 }
```

You need to ensure that the application cancels the timer when the user presses the Enter key.

Which code segment should you insert at line 14?

- A. tokenSource.Token.Register(() => tokenSource.Cancel());
- B. tokenSource.Cancel();
- C. tokenSource.IsCancellationRequested = true;

D. tokenSource.Dispose();

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 46

You are developing an application that generates code. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public string GenerateCode(string className, string methodName)
02 {
03     ...
04     var ct = new CodeTypeDeclaration(className);
05
06     ...
07 }
```

You need to ensure that code generated by the GenerateCode() method represents a class that can be accessed by all objects in its application domain. Which two code segments can you insert at line 05 to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. ct.Attributes = MemberAttributes.Public;
 - B. ct.IsStruct = true;
ct.Attributes = MemberAttributes.Public;
 - C. ct.IsClass = true;
ct.Attributes = MemberAttributes.Public;
 - D. ct.IsClass = true;
ct.Attributes = MemberAttributes.Private;
-
- A. Option A
 - B. Option B

- C. Option C
- D. Option D

Correct Answer: AC

Section: (none)

Explanation

Explanation/Reference:

QUESTION 47

You are developing an application that will process personnel records.

The application must encrypt highly sensitive data.

You need to ensure that the application uses the strongest available encryption.

Which class should you use?

- A. System.Security.Cryptography.DES
- B. System.Security.Cryptography.Aes
- C. System.Security.Cryptography.TripleDES
- D. System.Security.Cryptography.RC2

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

answer is valid.

QUESTION 48

You are developing an application that uses a .config file. The relevant portion of the .config file is shown as follows:

```
<system.diagnostics>
  <trace autoflush="false" indentsize="0">
    <listeners>
      <add name="appListener"
        type="System.Diagnostics.EventLogTraceListener"
        initializeData="TraceListenerLog" />
    </listeners>
  </trace>
</system.diagnostics>
```

You need to ensure that diagnostic data for the application writes to the event log by using the configuration specified in the .config file.

What should you include in the application code?

- A. `Debug.WriteLine("Trace data...");`
- B. `Console.SetOut(new StreamWriter("System.Diagnostics.EventLogTraceListener"));
Console.WriteLine("Trace data...");`
- C. `Trace.WriteLine("Trace data...");`
- D. `EventLog log = new EventLog();
log.WriteEntry("Trace data...");`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation

Explanation:

<http://msdn.microsoft.com/en-us/library/vstudio/system.diagnostics.eventlogtracelistener> Public static void Main(string[] args) {

Create a trace listener for the event log.

EventLogTraceListener myTraceListener = new EventLogTraceListener("myEventLogSource"); Add the event log trace listener to the collection.

Trace.Listeners.Add(myTraceListener);

// Write output to the event log.

Trace.WriteLine("Test output");

}

QUESTION 49

You are developing an application that includes a class named Employee and a generic list of employees.

The following code segment declares the list of employees:

```
List<Employee> employeesList = new List<Employee>();
```

You populate the employeesList object with several hundred Employee objects.

The application must display the data for five Employee objects at a time.

You need to create a method that will return the correct number of Employee objects.

Which code segment should you use?

- A.

```
public static IEnumerable<int> Page(IEnumerable<int> source, int page, int pageSize)
{
    return source.Take((pageSize - 1) * page).Skip(pageSize);
}
```
- B.

```
public static IEnumerable<TSource> Page<TSource>(this IEnumerable<TSource> source, int page, int pageSize)
{
    return source.Skip((page - 1) * pageSize).Take(pageSize);
}
```
- C.

```
public static IEnumerable<int> Page(IEnumerable<int> source, int page, int pageSize)
{
    return source.Skip((pageSize - 1) * page).Take(pageSize);
}
```
- D.

```
public static IEnumerable<TSource> Page<TSource>(this IEnumerable<TSource> source, int page, int pageSize)
{
    return source.Take((page - 1) * pageSize).Skip(pageSize);
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 50

You are developing an application that uses multiple asynchronous tasks to optimize performance.

You need to retrieve the result of an asynchronous task.

Which code segment should you use?

- A.

```
protected async void StartTask()
{
    string result = await GetData();
    ...
}
public Task<string> GetData()
{
    ...
}
```
- B.

```
protected async void StartTask()
{
    string result = GetData();
    ...
}
public Task<string> GetData()
{
    ...
}
```
- C.

```
protected async void StartTask()
{
    string result = await GetData();
    ...
}
public async Task<string> GetData()
{
    ...
}
```
- D.

```
protected async void StartTask()
{
    string result = async GetData();
    ...
}
public await Task<string> GetData()
{
    ...
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 51

You are developing an application.

The application contains the following code:

```
class Program
{
    static void ProcessOrders (string orderRefNumber)
    {
        if (orderRefNumber == null)
        {
            throw new ArgumentNullException();
        }
        ...
    }

    static void Main()
    {
        try
        {
            string orderRefNumber = null;
            ProcessOrders(orderRefNumber);
        }
        catch (ArgumentNullException e)
        {
            Console.WriteLine("{0} An exception caught.", e);
        }

        catch (Exception e)
        {
            Console.WriteLine("{0} An exception caught.", e);
        }
    }
}
```

When you compile the code, you receive the following syntax error message: "A previous catch clause already catches all exceptions of this or a super type ('System.Exception')."

You need to ensure that the code can be compiled. What should you do?

- A. Catch the ArgumentException exception instead of the ArgumentNullException exception.
- B. Throw a new exception in the second catch block.
- C. Catch the ArgumentNullException exception first.
- D. Re-throw the exception caught by the second catch block.

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 52

You are developing an application that includes a method named SendMessage.

You need to ensure that the SendMessage() method is called with the required parameters.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: CD

Section: (none)

Explanation

Explanation/Reference:

D: ExpandoObject

Represents an object whose members can be dynamically added and removed at run time. / The ExpandoObject class enables you to add and delete members of its instances at run time and also to set and get values of these members. This class supports dynamic binding, which enables you to use standard syntax like sampleObject.sampleMember instead of more complex syntax like sampleObject.GetAttribute("sampleMember"). / You can pass instances of the ExpandoObject class as parameters. Note that these instances are treated as dynamic objects in C# and late-bound objects in Visual Basic. This means that you do not have IntelliSense for object members and you do not receive compiler errors when you call non-existent members. If you call a member that does not exist, an exception occurs.

Note:

* Visual C# 2010 introduces a new type, dynamic. The type is a static type, but an object of type dynamic bypasses static type checking. In most cases, it functions like it has type object. At compile time, an element that is typed as dynamic is assumed to support any operation. Therefore, you do not have to be concerned about whether the object gets its value from a COM API, from a dynamic language such as IronPython, from the HTML Document Object Model (DOM), from reflection, or from somewhere else in the program. However, if the code is not valid, errors are caught at run time.

QUESTION 53

You have an application that accesses a Web server named Server1.

You need to download an image named Image1.jpg from Server1 and store the image locally as File1.jpg.

Which code should you use?

- A.

```
WebRequest request = HttpWebRequest.Create("http://server1/image1.jpg");
StreamWriter writer = new StreamWriter(request.GetResponse().GetResponseStream());
writer.WriteLine("C:\\file1.jpg");
writer.Dispose();
```
- B.

```
WebClient client = new WebClient();
StreamWriter writer = new StreamWriter("C:\\\\file1.jpg");
writer.Write(client.DownloadData("http://server1/image1.jpg"));
writer.Dispose();
client.Dispose();
```
- C.

```
WebClient client = new WebClient();
client.DownloadFile("http://server1/image1.jpg", "C:\\\\file1.jpg");
client.Dispose();
```
- D.

```
WebRequest request = HttpWebRequest.Create("http://server1/image1.jpg");
StreamWriter writer = new StreamWriter(request.GetResponse().GetResponseStream());
writer.Write("C:\\\\file1.jpg");
writer.Dispose();
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 54

You are developing a C# application. The application references and calls a RESTful web service named EmployeeService. The EmployeeService web service includes a method named GetEmployee, which accepts an employee ID as a parameter. The web service returns the following JSON data from the method.

```
{"Id":1,"Name":"David Jones"}
```

The following code segment invokes the service and stores the result:

```
WebClient client = new WebClient();
byte[] employeeData = client.DownloadData("http://localhost:2588/EmployeeService.svc/GetEmployee/1");
```

You need to convert the returned JSON data to an Employee object for use in the application.

Which code segment should you use?

```
A. using (Stream stream = new MemoryStream(employeeData))
{
    XmlSerializer xmlSerializer = new XmlSerializer(typeof(Employee));
    Employee retrievedEmployee = xmlSerializer.Deserialize(stream) as Employee;
    ...
}

B. using (Stream stream = new MemoryStream(employeeData))
{
    DataContractSerializer dataContractSerializer = new DataContractSerializer(typeof(Employee));
    Employee retrievedEmployee = dataContractSerializer.ReadObject(stream) as Employee;
    ...
}

C. using (Stream stream = new MemoryStream(employeeData))
{
    DataContractJsonSerializer dataContractJsonSerializer = new DataContractJsonSerializer(typeof(Employee));
    Employee retrievedEmployee = dataContractJsonSerializer.ReadObject(stream) as Employee;
    ...
}

D. using (Stream stream = new MemoryStream(employeeData))
{
    NetDataContractSerializer netDataContractSerializer = new NetDataContractSerializer();
    Employee retrievedEmployee = netDataContractSerializer.ReadObject(stream) as Employee;
    ...
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:**QUESTION 55**

You are developing an assembly.

You plan to sign the assembly when the assembly is developed.

You need to reserve space in the assembly for the signature.

What should you do?

- A. Run the Assembly Linker tool from the Windows Software Development Kit (Windows SDK).
- B. Run the Strong Name tool from the Windows Software Development Kit (Windows SDK).
- C. Add the AssemblySignatureKeyAttribute attribute to the assembly.
- D. Add the AssemblyDelaySignAttribute attribute to the assembly.

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:**QUESTION 56**

You have the following code (line numbers are included for reference only):

```
01 public class Program
02 {
03     private static System.Diagnostics.Stopwatch _execTimer =
04         new System.Diagnostics.Stopwatch();
05     public static void Delay(int delay)
06     {
07         Thread.Sleep(delay);
08     }
09     public static void LogLongExec(string msg)
10     {
11         if (_execTimer.Elapsed.Seconds >= 5)
12             throw new Exception(
13                 string.Format("Execution is too long > {0} > {1}",
14                 msg, _execTimer.Elapsed.TotalMilliseconds));
15     }
16     public static void Main()
17     {
18         _execTimer.Start();
19         try
20         {
21             Delay(10);
22             LogLongExec("Delay(10)");
23             Delay(5000);
24             LogLongExec("Delay(5000)");
25         }
26         catch (Exception ex)
27         {
28
29     }
30     }
31 }
```

You need to ensure that if an exception occurs, the exception will be logged.

Which code should you insert at line 28?

- A.

```
System.Diagnostics.XmlWriterTraceListener listener =
    new XmlWriterTraceListener("./Error.log");
listener.WriteLine(ex.Message);
listener.Flush();
listener.Close();
```

- B.

```
System.Diagnostics.XmlWriterTraceListener loggingListener =
    new XmlWriterTraceListener("./Trace.log");
loggingListener.Flush();
loggingListener.Close();
```

- C.

```
System.Diagnostics.Trace.WriteLine(ex.Message, "Error.log");
```

- D.

```
System.Diagnostics.TraceSource trace = new TraceSource("./Trace.log");
trace.TraceEvent(TraceEventType.Error, ex.HResult, ex.Message);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

* `XmlWriterTraceListener`

Directs tracing or debugging output as XML-encoded data to a `TextWriter` or to a `Stream`, such as a `FileStream`.

QUESTION 57

You are troubleshooting an application that uses a class named `FullName`. The class is decorated with the `DataContractAttribute` attribute. The application includes the following code. (Line numbers are included for reference only.)

```
01 class Program
02 {
03     MemoryStream WriteName(Name name)
04     {
05         var ms = new MemoryStream();
06         var binary = XmlDictionaryWriter.CreateBinaryWriter(ms);
07         var ser = new DataContractSerializer(typeof(FullName));
08         ser.WriteObject(binary, name);
09
10         return ms;
11     }
12 }
```

You need to ensure that the entire FullName object is serialized to the memory stream object.

Which code segment should you insert at line 09?

- A. binary.WriteEndElement();
- B. binary.NriteEndDocument();
- C. ms.Close();
- D. binary.Flush();

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

* DataContractSerializer.WriteEndObject Method (XmlDictionaryWriter) Writes the closing XML element using an XmlDictionaryWriter.

* Note on line 07: DataContractSerializer.WriteObject Method Writes all the object data (starting XML element, content, and closing element) to an XML document or stream.

XmlDictionaryWriter

QUESTION 58

You write the following method (line numbers are included for reference only):

```
01 public static List<string> TestIfWebSite(string url)
02 {
03     const string pattern = @"http://(www\.)?([^\.]+)\.com";
04     List<string> result = new List<string>();
05
06     MatchCollection myMatches = Regex.Matches(url, pattern);
07 ...
08     return result;
09 }
```

You need to ensure that the method extracts a list of URLs that match the following pattern:

@http://(www\.)?([^\.]+)\.com;

Which code should you insert at line 07?

- A.

```
foreach (Match currentMatch in myMatches)
    result.Add(currentMatch.Groups.ToString());
```

- B.

```
result = (List<string>) myMatches.GetEnumerator();
```

- C.

```
foreach (Match currentMatch in myMatches)
    result.Add(currentMatch.Value);
```

- D.

```
result = (List<string>) myMatches.SyncRoot;
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

* MatchCollection

Represents the set of successful matches found by iteratively applying a regular expression pattern to the input string.

The collection is immutable (read-only) and has no public constructor. The Regex.Matches method returns a MatchCollection object.

* List<T>.Add Method

Adds an object to the end of the List<T>.

Incorrect:

Not D: ICollection.SyncRoot Property

For collections whose underlying store is not publicly available, the expected implementation is to return the current instance. Note that the pointer to the current instance might not be sufficient for collections that wrap other collections; those should return the underlying collection's SyncRoot property.

QUESTION 59

You have the following code:

```
List<Int32> items = new List<int>() {  
    100,  
    95,  
    80,  
    75,  
    95  
};
```

You need to retrieve all of the numbers from the items variable that are greater than 80.

Which code should you use?

- A. var result = items.First(i => i > 80);
- B. var result = items.Where(i => i > 80);
- C. var result = from i in items
groupby i into grouped
where grouped.Key > 80
select i;
- D. var result = items.Any(i => i > 80);

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Enumerable.Where<TSource> Method (IEnumerable<TSource>, Func<TSource, Boolean>) Filters a sequence of values based on a predicate.

Example:

```
List<string> fruits =  
new List<string> { "apple", "passionfruit", "banana", "mango", "orange", "blueberry", "grape", "strawberry" };
```

```
IEnumerable<string> query = fruits.Where(fruit => fruit.Length < 6);
```

```
foreach (string fruit in query)  
{  
Console.WriteLine(fruit);  
}  
/*
```

This code produces the following output:

apple

mango
grape
*/

QUESTION 60

You are developing an application that uses several objects. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private bool IsNull(object obj)
02 {
03
04     return false;
05 }
```

You need to evaluate whether an object is null.

Which code segment should you insert at line 03?

- A.

```
if (null = obj)
{
    return true;
}
```

- B.

```
if (null == obj)
{
    return true;
}
```

- C.

```
if (null)
{
    return true;
}
```

- D.

```
if (!obj)
{
    return true;
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Use the == operator to compare values and in this case also use the null literal.

QUESTION 61

You are developing an application in C#.

The application uses exception handling on a method that is used to execute mathematical calculations by using integer numbers.

You write the following catch blocks for the method (line numbers are included for reference only):

```
01  
02 catch(ArithmeticException e) {Console.WriteLine("Arithmetic error");}  
03  
04 catch(ArgumentException e) {Console.WriteLine("Bad Argument");}  
05  
06 catch(Exception e) {Console.WriteLine("General error");}  
07
```

You need to add the following code to the method:

```
catch(DivideByZeroException e) {Console.WriteLine("Divide by zero");}
```

At which line should you insert the code?

- A. 01
- B. 03
- C. 05
- D. 07

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 62

You are developing an application that uses multiple asynchronous tasks to optimize performance. The application will be deployed in a distributed environment.

You need to retrieve the result of an asynchronous task that retrieves data from a web service.

The data will later be parsed by a separate task.

Which code segment should you use?

- A.

```
protected async void StartTask()
{
    string result = await GetData();
    ...
}
public Task<string> GetData()
{
    ...
}
```
- B.

```
protected async void StartTask()
{
    string result = await GetData();
    ...
}
public async Task<string> GetData()
{
    ...
}
```
- C.

```
protected async void StartTask()
{
    string result = GetData();
    ...
}
public Task<string> GetData()
{
    ...
}
```
- D.

```
protected async void StartTask()
{
    string result = async GetData();
    ...
}
public await Task<string> GetData()
{
    ...
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 63

You are implementing a method named GetValidPhoneNumbers. The GetValidPhoneNumbers() method processes a list of string values that represent phone numbers.

The GetValidPhoneNumbers() method must return only phone numbers that are in a valid format.

You need to implement the GetValidPhoneNumbers() method.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validPhoneNumbers = new List<String>();
    foreach(Match match in matches)
    {
        if(match.Success)
        {
            validPhoneNumbers.Add(match.Value);
        }
    }
    return validPhoneNumbers;
}
```
- B.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Value).ToList();
}
```
- C.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Success.ToString()).ToList();
}
```
- D.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validPhoneNumbers = new List<String>();
    foreach(Match match in matches)
    {
        if(!match.Success)
        {
            validPhoneNumbers.Add(match.Value);
        }
    }
    return validPhoneNumbers;
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

* Regex.Matches

Searches an input string for all occurrences of a regular expression and returns all the matches.

* MatchCollection

Represents the set of successful matches found by iteratively applying a regular expression pattern to the input string.

The collection is immutable (read-only) and has no public constructor. The Regex.Matches method returns a MatchCollection object.

* List<T>.Add Method

Adds an object to the end of the List<T>.

QUESTION 64

You need to create a method that can be called by using a varying number of parameters.

What should you use?

- A. derived classes
- B. interface
- C. enumeration
- D. method overloading

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Member overloading means creating two or more members on the same type that differ only in the number or type of parameters but have the same name. Overloading is one of the most important techniques for improving usability, productivity, and readability of reusable libraries. Overloading on the number of parameters makes it possible to provide simpler versions of constructors and methods. Overloading on the parameter type makes it possible to use the same member name for members performing identical operations on a selected set of different types.

QUESTION 65

You are creating an application that reads from a database.

You need to use different databases during the development phase and the testing phase by using conditional compilation techniques.

What should you do?

- A. Configure the Define TRACE constant setting in Microsoft Visual Studio.
- B. Decorate the code by using the [DebuggerDisplay("Mydebug")] attribute.
- C. Configure the Define DEBUG constant setting in Microsoft Visual Studio.
- D. Disable the strong-name bypass feature of Microsoft .NET Framework in the registry.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Use one debug version to connect to the development database, and a standard version to connect to the live database.

QUESTION 66

You are creating a class named Loan.

The Loan class must meet the following requirements:

Include a member that represents the rate for a Loan instance. Allow external code to assign a value to the rate member. Restrict the range of values that can be assigned to the rate member.

You need to implement the rate member to meet the requirements.

In which form should you implement the rate member?

- A. public static property
- B. public property
- C. public static field
- D. protected field

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 67

You are creating a class library that will be used in a web application.

You need to ensure that the class library assembly is strongly named.

What should you do?

- A. Use the csc.exe /target:Library option when building the application.
- B. Use the AL.exe command-line tool.
- C. Use the aspnet_regiis.exe command-line tool.
- D. Use the EdmGen.exe command-line tool.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

The Windows Software Development Kit (SDK) provides several ways to sign an assembly with a strong name:

- * Using the Assembly Linker (AL.exe) provided by the Windows SDK.
- * Using assembly attributes to insert the strong name information in your code. You can use either the AssemblyKeyFileAttribute or the AssemblyKeyNameAttribute, depending on where the key file to be used is located.
- * Using compiler options such /keyfile or /delaysign in C# and Visual Basic, or the /KEYFILE or /DELAYSIGN linker option in C++. (For information on delay signing, see Delay Signing an Assembly.)

Note:

* A strong name consists of the assembly's identity--its simple text name, version number, and culture information (if provided)--plus a public key and a digital signature. It is generated from an assembly file (the file that contains the assembly manifest, which in turn contains the names and hashes of all the files that make up the assembly), using the corresponding private key. Microsoft® Visual Studio® .NET and other development tools provided in the .NET Framework SDK can assign strong names to an assembly. Assemblies with the same strong name are expected to be identical.

QUESTION 68

You are creating a console application named App1.

App1 retrieves data from the Internet by using JavaScript Object Notation (JSON).

You are developing the following code segment (line numbers are included for reference only):

```
01 public bool ValidateJson(string json, Dictionary<string, object> result)
02 {
03
04     try
05     {
06         result = serializer.Deserialize<Dictionary<string, object>>(json);
07         return true;
08     }
09     catch
10     {
11         return false;
12     }
13 }
```

You need to ensure that the code validates the JSON string.

Which code should you insert at line 03?

- A. var serializer = new DataContractSerializer();

 - B.DataContractSerializer serializer = new DataContractSerializer();

 - C. var serializer = new XmlSerializer();

 - D. var serializer = new JavaScriptSerializer();
-
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

The JavaScriptSerializer Class Provides serialization and deserialization functionality for AJAX- enabled applications.

The JavaScriptSerializer class is used internally by the asynchronous communication layer to serialize and deserialize the data that is passed between the browser and the Web server. You cannot access that instance of the serializer. However, this class exposes a public API. Therefore, you can use the class when you want to work with JavaScript Object Notation (JSON) in managed code.

QUESTION 69

You are developing an application that includes methods named EvaluateLoan, ProcessLoan, and FundLoan. The application defines build configurations named TRIAL, BASIC, and ADVANCED.

You have the following requirements:

The TRIAL build configuration must run only the EvaluateLoan() method. The BASIC build configuration must run all three methods. The ADVANCED build configuration must run only the EvaluateLoan() and ProcessLoan() methods.

You need to meet the requirements.

Which code segment should you use?

A. #if TRIAL
#warning EvaluateLoan();
#error ProcessLoan();
#error FundLoan();
#elif ADVANCED
#warning EvaluateLoan();
#warning ProcessLoan();
#warning FundLoan();
#else
#warning EvaluateLoan();
#warning ProcessLoan();
#error FundLoan();
#endif

B. #if TRIAL
 EvaluateLoan();
#elif ADVANCED
 EvaluateLoan();
 ProcessLoan();
 FundLoan();
#else
 EvaluateLoan();
 ProcessLoan();
#endif

C. #if TRIAL
 EvaluateLoan();
#elif BASIC
 EvaluateLoan();
 ProcessLoan();
 FundLoan();
#else
 EvaluateLoan();
 ProcessLoan();
#endif

D. #if TRIAL
 EvaluateLoan();
#elif BASIC
 EvaluateLoan();
 ProcessLoan();
#error FundLoan();
#else
 EvaluateLoan();
 ProcessLoan();

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 70

You are creating an application that processes a list of numbers.

The application must define a method that queries the list and displays a subset of the numbers to the user. The method must not update the list.

You need to create an extendable query by using LINQ.

What should you do?

- A. Create an in-memory array of numbers. Process the numbers in the array by using the following code segment:

```
int[] numbersList = new int[8] { 1, 3, 5, 7, 11, 13, 17, 19 };
var numbers = from p in numbersList where p > 10;
foreach (int p in numbers)
{
    ...
}
```

- B. Create an in-memory array of numbers. Process the numbers in the array by using the following code segment:

```
int[] numbersList = new int[8] { 1, 3, 5, 7, 11, 13, 17, 19 };
var numbers = new Query<int>(from p in numbersList where p > 10 select p);
foreach (int p in numbers)
{
    ...
}
```

- C. Create an in-memory array of numbers. Process the numbers in the array by using the following code segment:

```
int[] numbersList = new int[8] { 1, 3, 5, 7, 11, 13, 17, 19 };
var numbers = from p in numbersList where p > 10 select p;
foreach (int p in numbers)
{
    ...
}
```

- D. Create a query to return data from a SQL database table named **Numbers**. Process the returned data by using the following code segment:

```
var numbers = "select p from Numbers where p > 10";
foreach (int p in numbers)
{
    ...
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 71

You are developing an application that will be deployed to multiple computers. You set the assembly name.

You need to create a unique identity for the application assembly. Which two assembly identity attributes should you include in the source code? (Each correct answer presents part of the solution. Choose two.)

- A. AssemblyDelaySignAttribute
- B. AssemblyCompanyAttribute
- C. AssemblyProductAttribute
- D. AssemblyCultureAttribute
- E. AssemblyVersionAttribute

Correct Answer: DE

Section: (none)

Explanation

Explanation/Reference:

The AssemblyName object contains information about an assembly, which you can use to bind to that assembly. An assembly's identity consists of the following:

Simple name.

Version number.

Cryptographic key pair.

Supported culture.

D: AssemblyCultureAttribute

Specifies which culture the assembly supports.

The attribute is used by compilers to distinguish between a main assembly and a satellite assembly. A main assembly contains code and the neutral culture's resources. A satellite assembly contains only resources for a particular culture, as in [assembly:AssemblyCultureAttribute("de")]

E: AssemblyVersionAttribute

Specifies the version of the assembly being attributed. The assembly version number is part of an assembly's identity and plays a key part in binding to the assembly and in version policy.

QUESTION 72

You are developing an application that contains a class named `TheaterCustomer` and a method named `ProcessTheaterCustomer`. The `ProcessTheaterCustomer()` method accepts a `TheaterCustomer` object as the input parameter.

You have the following requirements:

Store the `TheaterCustomer` objects in a collection.

Ensure that the `ProcessTheaterCustomer()` method processes the `TheaterCustomer` objects in the order in which they are placed into the collection.

You need to meet the requirements.

What should you do?

- A. Create a `System.Collections.Stack` collection. Use the `Push()` method to add `TheaterCustomer` objects to the collection. Use the `Peek()` method to pass the objects to the `ProcessTheaterCustomer()` method.
- B. Create a `System.Collections.Queue` collection. Use the `Enqueue()` method to add `TheaterCustomer` objects to the collection. Use the `Dequeue()` method to pass the objects to the `ProcessTheaterCustomer()` method.
- C. Create a `System.Collections.SortedList` collection. Use the `Add()` method to add `TheaterCustomer` objects to the collection. Use the `Remove()` method to pass the objects to the `ProcessTheaterCustomer()` method.
- D. Create a `System.Collections.ArrayList` collection. Use the `Insert()` method to add `TheaterCustomer` objects to the collection. Use the `Remove()` method to pass the objects to the `ProcessTheaterCustomer()` method.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 73

You are debugging a 64-bit C# application.

Users report `System.OutOfMemoryException` exceptions. The system is attempting to use arrays larger than 2 GB in size.

You need to ensure that the application can use arrays larger than 2 GB.

What should you do?

- A. Add the `/3GB` switch to the `boot.ini` file for the operating system.

- B. Set the IMAGE_FILE_LARGE_ADDRESS_AWARE flag in the image header for the application executable file.
- C. Set the value of the gcAllowVeryLargeObjects property to true in the application configuration file.
- D. Set the value of the user-mode virtual address space setting for the operating system to MAX.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 74

You develop an application by using C#. The application counts the number of times a specific word appears within a set of text files. The application includes the following code. (Line numbers are included for reference only.)

```
01 class Counter
02 {
03     System.Collections.Concurrent.ConcurrentDictionary<string, int> _wordCounts =
04         new System.Collections.Concurrent.ConcurrentDictionary<string, int>();
05     public Action< DirectoryInfo > ProcessDirectory()
06     {
07         return (dirInfo =>
08         {
09             var files = dirInfo.GetFiles("*.cs").AsParallel<FileInfo>();
10             files.ForAll<FileInfo>(
11                 fileInfo =>
12                 {
13                     var fileContent = File.ReadAllText(fileInfo.FullName);
14                     var sb = new StringBuilder();
15                     foreach (var val in fileContent)
16                     {
17                         sb.Append(char.IsLetter(val) ? val.ToString().ToLowerInvariant() : " ");
18                     }
19                     string[] wordsInFile = sb.ToString().Split(new []{' '},
20                         StringSplitOptions.RemoveEmptyEntries);
21                     foreach (var word in wordsInFile)
22                     {
23
24                     }
25                 });
26             var directories = dirInfo.GetDirectories().AsParallel< DirectoryInfo >();
27             directories.ForAll< DirectoryInfo >(ProcessDirectory());
28         });
29     }
30 }
```

You have the following requirements:

Populate the `_wordCounts` object with a list of words and the number of occurrences of each word.

Ensure that updates to the `ConcurrentDictionary` object can happen in parallel.

You need to complete the relevant code.

Which code segment should you insert at line 23?

A. `_wordCounts.AddOrUpdate(word, 1, (s, n) => n + 1);`

B. `int value;
if (_wordCounts.TryGetValue(word, out value))
{
 _wordCounts[word] = value++;
}
else
{
 _wordCounts[word] = 1;
}`

C. `var value = _wordCounts.GetOrAdd(word, 0);
_wordCounts[word] = value++;`

D. `var value = _wordCounts.GetOrAdd(word, 0);
_wordCounts.TryUpdate(word, value + 1, value);`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 75

You are evaluating a method that calculates loan interest. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm)
02 {
03     decimal interestAmount;
04     decimal loanRate;
05     if (loanTerm > 0 && loanTerm < 5 && loanAmount < 5000m)
06     {
07         loanRate = 0.045m;
08     }
09     else if (loanTerm > 5 && loanAmount > 5000m)
10     {
11         loanRate = 0.085m;
12     }
13     else
14     {
15         loanRate = 0.055m;
16     }
17     interestAmount = loanAmount * loanRate * loanTerm;
18     return interestAmount;
19 }
```

When the loanTerm value is 5 and the loanAmount value is 4500, the loanRate must be set to 6.5 percent.

You need to adjust the loanRate value to meet the requirements.

What should you do?

- A. Replace line 15 with the following code segment:
loanRate = 0.065m;
- B. Replace line 07 with the following code segment:
loanRate = 0.065m;
- C. Replace line 17 with the following code segment:
interestAmount = loanAmount * 0.065m * loanTerm;
- D. Replace line 04 with the following code segment:
decimal loanRate = 0.065m;

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 76

You are developing an application that includes a class named Customer and a generic list of customers. The following code segment declares the list of customers:

```
List<Customer> customersList = new List<Customer> () ;
```

You populate the customersList object with several hundred Customer objects. The application must display the data for five Customer objects at a time.

You need to create a method that will return the correct number of Customer objects.

Which code segment should you use?

- A. var manager = new UseResources();
((IFile)manager).Open();
((IDbConnection)manager).Open();
- B. class UseResources : IFile, IDbConnection
{
 public void IFile.Open()
 {
 ...
 }
 public void IDbConnection.Open()
 {
 ...
 }
}
- C. var manager = new UseResources();
manager.Open(IFile);
manager.Open(IDbConnection);
- D. class UseResources : IFile, IDbConnection
{
 void IFile.Open()
 {
 ...
 }
 void IDbConnection.Open()
 {
 ...
 }
}

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 77

You are developing an application that will use multiple asynchronous tasks to optimize performance.

You create three tasks by using the following code segment. (Line numbers are included for reference only.)

```
01 protected void ProcessTasks()
02 {
03     Task[] tasks = new Task[3]
04     {
05         Task.Factory.StartNew(() => MethodA()),
06         Task.Factory.StartNew(() => MethodB()),
07         Task.Factory.StartNew(() => MethodC())
08     };
09
10 ...
11 }
```

You need to ensure that the ProcessTasks() method waits until all three tasks complete before continuing.

Which code segment should you insert at line 09?

- A. Task.WaitFor(3);
- B. tasks.Yield();
- C. tasks.WaitForCompletion();
- D. Task.WaitAll(tasks);

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 78

You are developing a C# application. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 class Beam
02 {
03     public string Description { get; set; }
04     public int Weight { get; set; }
05     public int Id { get; set; }
06     public decimal Length { get; set; }
07 }
08 Dictionary<int, Beam> beams = new Dictionary<int, Beam>
09 {
10     { 111, new Beam { Description = "Iron", Weight = 4297, Id = 211, Length = 22.23m } },
11     { 112, new Beam { Description = "Copper", Weight = 6822, Id = 317, Length = 11.13m } },
12     { 113, new Beam { Description = "Steel", Weight = 88021, Id = 198, Length = 7.91m } },
13     { 114, new Beam { Description = "Titanium", Weight = 14014, Id = 192, Length = 17.13m } },
14     { 115, new Beam { Description = "Aluminum", Weight = 3263, Id = 196, Length = 8.45m } }
15 };
16
17 beams.Add(115, new Beam { Description = "Brass", Weight = 24331, Id = 214, Length = 28.15m });
18
```

The application fails at line 17 with the following error message: "An item with the same key has already been added."

You need to resolve the error.

Which code segment should you insert at line 16?

- A. if (!beams.ContainsKey(115))

 - B. foreach (Beam beam in beams.Values.Where(t => t.Id != 115))

 - C. foreach (KeyValuePair<int, Beam> key in beams.Where(t => t.Key != 115))

 - D. foreach (int key in beams.Keys.Where(k => k != 115))
- A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 79

You are developing an application by using C#. The application includes a method named SendMessage. The SendMessage() method requires a string input.

You need to replace "Hello" with "Goodbye" in the parameter that is passed to the SendMessage() method.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `var message = "Hello World";
SendMessage(message.Replace("Goodbye", "Hello"));`
- B. `var message = "Hello World";
SendMessage(message.Replace("Hello", "Goodbye"));`
- C. `var message = "Hello World";
message = message.Replace("Hello", "Goodbye");
SendMessage(message);`
- D. `var message = "Hello World";
message.Replace("Goodbye", "Hello");
SendMessage(message);`

- A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: BC

Section: (none)

Explanation

Explanation/Reference:

* The first parameter should be Hello.

* String.Replace Method (String, String)

Returns a new string in which all occurrences of a specified string in the current instance are replaced with another specified string.

This method does not modify the value of the current instance. Instead, it returns a new string in which all occurrences of oldValue are replaced by newValue.

QUESTION 80

You are developing an application that includes the following code segment:

```
interface IHome
{
    void Start();
}
interface IOOffice
{
    void Start();
}
```

You need to implement both Start() methods in a derived class named UseStart that uses the Start() method of each interface.

Which two code segments should you use? (Each correct answer presents part of the solution.
Choose two.)

A. `var starter = new UseStart();
((IHome, IOffice)starter).Start();`

B. `class UseStart : IHome, IOffice
{
 public void IHome.Start()
 {
 ...
 }
 public void IOffice.Start()
 {
 ...
 }
}`

C. `class UseStart : IHome, IOffice
{
 void IHome.Start()
 {
 ...
 }
 void IOffice.Start()
 {
 ...
 }
}`

D. `var starter = new UseStart();
((IHome)starter).Start();
((IOffice)starter).Start();`

E. `var starter = new UseStart();
starter.Start(IHome);
starter.Start(IOffice);`

F. `var starter = new UseStart();
starter.Start();`

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E
- F. Option F

Correct Answer: BE

Section: (none)

Explanation

Explanation/Reference:

B:

* Implementing Multiple Interfaces

A class can implement multiple interfaces using the following syntax:

C#

```
public class CDAndDVDComboPlayer : ICDPlayer, IDVDPlayer
```

If a class implements more than one interface where there is ambiguity in the names of members, it is resolved using the full qualifier for the property or method name. In other words, the derived class can resolve the conflict by using the fully qualified name for the method to indicate to which interface it belongs

* In C#, both inheritance and interface implementation are defined by the : operator, equivalent to extends and implements in Java. The base class should always be leftmost in the class declaration.

QUESTION 81

You need to write a console application that meets the following requirements:

If the application is compiled in Debug mode, the console output must display Entering debug mode.

If the application is compiled in Release mode, the console output must display Entering release mode.

Which code should you use?

- C A.

```
#define DEBUG
    Console.WriteLine("Entering debug mode");
#define RELEASE
    Console.WriteLine("Entering release mode");
```
- C B.

```
if(System.Reflection.Assembly.GetExecutingAssembly().IsDefined
    (typeof(System.Diagnostics.Debugger), false))
    Console.WriteLine("Entering debug mode");
else
    Console.WriteLine("Entering release mode");
```
- C C.

```
#region DEBUG
    Console.WriteLine("Entering debug mode");
#endregion
#region RELEASE
    Console.WriteLine("Entering release mode");
#endregion
```
- C D.

```
#if (DEBUG)
    Console.WriteLine("Entering debug mode");
#elif (RELEASE)
    Console.WriteLine("Entering release mode ");
#endif
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

#elif lets you create a compound conditional directive. The #elif expression will be evaluated if neither the preceding #if (C# Reference) nor any

preceding, optional, #elif directive expressions evaluate to true. If a #elif expression evaluates to true, the compiler evaluates all the code between the #elif and the next conditional directive. For example:

```
#define VC7
//...
#if debug
Console.Writeline("Debug build");
#elif VC7
Console.Writeline("Visual Studio 7");
#endif
```

Incorrect:

Not B:

* System.Reflection.Assembly.GetExecutingAssembly Method Gets the assembly that contains the code that is currently executing.

* Assembly.IsDefined Method

Indicates whether or not a specified attribute has been applied to the assembly.

* System.Diagnostics.Debugger Class

Enables communication with a debugger.

Property: IsAttached

Gets a value that indicates whether a debugger is attached to the process.

QUESTION 82

You are developing an application by using C#. The application will write events to an event log.

You plan to deploy the application to a server.

You create an event source named AppSource and a custom log named AppLog on the server.

You need to write events to the custom log.

Which code segment should you use?

C A. `public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)`
 {
 EventLog eventLog = new EventLog() { Source = "AppSource", EnableRaisingEvents = true };
 eventLog.WriteEntry(message, eventLogEntryType);
 }

C B. `public void WriteToEventLog(string message)`
 {
 EventLog eventLog = new EventLog() { Source = "AppLog", EnableRaisingEvents = true };
 EventInstance eventInstance = new EventInstance(0, 1);
 eventLog.WriteEvent(eventInstance, message);
 }

C C. `public void WriteToEventLog(string message)`
 {
 EventLog eventLog = new EventLog() { Source = "Application" };
 eventLog.WriteEntry(message);
 }

C D. `public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)`
 {
 EventLog eventLog = new EventLog() { Source = "AppLog" };
 eventLog.WriteEntry(message, eventLogEntryType);
 }

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Source should be AppSource:

* New-EventLog

Creates a new event log and a new event source on a local or remote computer.

Parameters include:

-Source<String[]>

Specifies the names of the event log sources, such as application programs that write to the event log. This parameter is required.

QUESTION 83

You are implementing a method named ProcessFile that retrieves data files from web servers and FTP servers. The ProcessFile () method has the following method signature:

```
Public void ProcessFile(Guid dataFileId, string dataFileUri)
```

Each time the ProcessFile() method is called, it must retrieve a unique data file and then save the data file to disk.

You need to complete the implementation of the ProcessFile() method. Which code segment should you use?

- C A. `WebResponse response;
StreamReader reader;
WebRequest request = WebRequest.Create(dataFileUri);
using (response = request.GetResponse())
{
 reader = new StreamReader(response.GetResponseStream());
 response.Close();
}
using (StreamWriter writer = new StreamWriter(dataFileDialog + ".dat"))
{
 writer.Write(reader.ReadToEnd());
}`
- C B. `FileWebRequest request = FileWebRequest.Create(dataFileUri) as FileWebRequest;
using (FileWebResponse response = request.GetResponse() as FileWebResponse)
using (StreamReader reader = new StreamReader(response.GetResponseStream()))
using (StreamWriter writer = new StreamWriter(dataFileDialog + ".dat"))
{
 writer.Write(reader.ReadToEnd());
}`
- C C. `WebRequest request = WebRequest.Create(dataFileUri);
using (WebResponse response = request.GetResponse())
using (Stream responseStream = response.GetResponseStream())
{
 StreamWriter writer = new StreamWriter(responseStream);
 writer.Write(dataFileDialog + ".dat");
}`
- C D. `WebRequest request = WebRequest.Create(dataFileUri);
using (WebResponse response = request.GetResponse())
using (StreamReader reader = new StreamReader(response.GetResponseStream()))
using (StreamWriter writer = new StreamWriter(dataFileDialog + ".dat"))
{
 writer.Write(reader.ReadToEnd());
}`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

* WebRequest.Create Method (Uri)

Initializes a new WebRequest instance for the specified URI scheme.

* Example:

1. To request data from a host server

Create a WebRequest instance by calling Create with the URI of the resource.

C#

```
WebRequest request = WebRequest.Create("http://www.contoso.com/");
```

2. Set any property values that you need in the WebRequest. For example, to enable authentication, set the Credentials property to an instance of the NetworkCredential class.

C#

```
request.Credentials = CredentialCache.DefaultCredentials;
```

3. To send the request to the server, call GetResponse. The actual type of the returned WebResponse object is determined by the scheme of the requested URI.

C#

```
WebResponse response = request.GetResponse();
```

4. To get the stream containing response data sent by the server, use the GetResponseStream method of the WebResponse.

C#

```
Stream dataStream = response.GetResponseStream();
```

QUESTION 84

You are creating a class library that will be used in a web application.

You need to ensure that the class library assembly is strongly named.

What should you do?

- A. Use assembly attributes.

- B. Use the csc.exe /target:Library option when building the application.
- C. Use the xsd.exe command-line tool.
- D. Use the EdmGen.exe command-line tool.

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

The Windows Software Development Kit (SDK) provides several ways to sign an assembly with a strong name:

* (A) Using assembly attributes to insert the strong name information in your code. You can use either the AssemblyKeyFileAttribute or the AssemblyKeyNameAttribute, depending on where the key file to be used is located.

* Using the Assembly Linker (Al.exe) provided by the Windows SDK.

* Using compiler options such /keyfile or /delaysign in C# and Visual Basic, or the /KEYFILE or /DELAYSIGN linker option in C++. (For information on delay signing, see Delay Signing an Assembly.)

QUESTION 85

You are developing an application that will manage customer records. The application includes a method named FindCustomer.

Users must be able to locate customer records by using the customer identifier or customer name. You need to implement the FindCustomer() method to meet the requirement.

Which two sets of method signatures can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A.

```
public static Customer FindCustomer(int id)
public static Customer FindCustomer(string id)
public static void FindCustomer(int id)
```
- B.

```
public static Customer FindCustomer(int id)
public static Customer FindCustomer(string id)
public static Customer FindCustomer(int id, string name)
```
- C.

```
public static Customer FindCustomer(int id)
public static Customer FindCustomer(string id)
public static Customer FindCustomer(Int32 id)
```
- D.

```
public static Customer FindCustomer(int id)
public static Customer FindCustomer(string id)
public static Customer FindCustomer(int? id)
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

QUESTION 86

You need to write a method that combines an unknown number of strings. The solution must minimize the amount of memory used by the method when the method executes.

What should you include in the code?

- A. The String.Concat method
- B. The StringBuilder.Append method
- C. The + operator
- D. The += operator

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

A: String.Concat Method

Concatenates one or more instances of String, or the String representations of the values of one or more instances of Object.

QUESTION 87

You are modifying an existing application.

The application includes a Loan class and a Customer class. The following code segment defines the classes.

```
class Loan
{
    public Loan(decimal amount, int term, decimal rate)
    {
        Term = term;
        Amount = amount;
        Rate = rate;
    }
    public decimal Amount { get; set; }
    public decimal Rate { get; set; }
    public int Term { get; set; }
}

class Customer
{
    public Customer(string firstName, string lastName, Collection<Loan> loans)
    {
        FirstName = firstName;
        LastName = lastName;
        LoanCollection = loans;
    }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public Collection<Loan> LoanCollection { get; set; }
}
```

You populate a collection named customerCollection with Customer and Loan objects by using the following code segment:

```
Collection<Customer> customerCollection = new Collection<Customer>();
Collection<Loan> customerLoans = new Collection<Loan>();
customerLoans.Add(new Loan(1000m, 2, 0.025m));
customerLoans.Add(new Loan(3000m, 4, 0.045m));
customerLoans.Add(new Loan(5000m, 6, 0.045m));
customerCollection.Add(new Customer("Steve", "Jones", customerLoans));
```

You create a largeCustomerLoans collection to store the Loan objects by using the following code segment:

```
Collection<Loan> largeCustomerLoans = new Collection<Loan>();
```

All loans with an Amount value greater than or equal to 4000 must be tracked.



You need to populate the `largeCustomerLoans` collection with `Loan` objects.

Which code segment should you use?

- C A.

```
foreach (Customer customer in customerCollection)
{
    foreach (Loan loan in customer.LoanCollection)
    {
        if (loan.Amount >= 4000m)
        {
            customer.LoanCollection.Add(loan);
        }
    }
}
```
- C B.

```
foreach (Loan customer in customerCollection)
{
    foreach (Loan loan in largeCustomerLoans)
    {
        if (loan.Amount >= 4000m)
        {
            largeCustomerLoans.Add(loan);
        }
    }
}
```
- C C.

```
foreach (Loan loan in largeCustomerLoans)
{
    foreach (Customer customer in customerCollection)
    {
        if (loan.Amount >= 4000m)
        {
            customer.LoanCollection.Add(loan);
        }
    }
}
```
- C D.

```
foreach (Customer customer in customerCollection)
{
    foreach (Loan loan in customer.LoanCollection)
    {
        if (loan.Amount >= 4000m)
        {
            largeCustomerLoans.Add(loan);
        }
    }
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Must add to the largeCustomerLoans collection, not the customerLoanCollection.

We iterate through each customer in customerCollection and check each loan belonging to this customer.

QUESTION 88

You are developing a custom collection named LoanCollection for a class named Loan class.

You need to ensure that you can process each Loan object in the LoanCollection collection by using a foreach loop.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
: IComparable  
: IEnumerable  
: IDisposable  
public IEnumerator GetEnumerator()  
public int CompareTo(object obj)  
public void Dispose()  
_loanCollection[0].Amount++;  
return obj == null ? 1 : _loanCollection.Length;  
return _loanCollection.GetEnumerator();
```

```
public class LoanCollection  
{  
    private readonly Loan[] _loanCollection;  
    public LoanCollection(Loan[] loanArray)  
    {  
        _loanCollection = new Loan[loanArray.Length];  
  
        for (int i = 0; i < loanArray.Length; i++)  
        {  
            _loanCollection[i] = loanArray[i];  
        }  
    }  
      
    {  
    }  
}
```

Correct Answer:

```
: IComparable  
  
: IDisposable  
  
public int CompareTo(object obj)  
public void Dispose()  
_loanCollection[0].Amount++;  
return obj == null ? 1 : _loanCollection.Length;
```

```
public class LoanCollection : IEnumerable  
{  
    private readonly Loan[] _loanCollection;  
    public LoanCollection(Loan[] loanArray)  
    {  
        _loanCollection = new Loan[loanArray.Length];  
  
        for (int i = 0; i < loanArray.Length; i++)  
        {  
            _loanCollection[i] = loanArray[i];  
        }  
    }  
  
    public IEnumerator GetEnumerator()  
    {  
        return _loanCollection.GetEnumerator();  
    }  
}
```

Section: (none)
Explanation

Explanation/Reference:

QUESTION 89

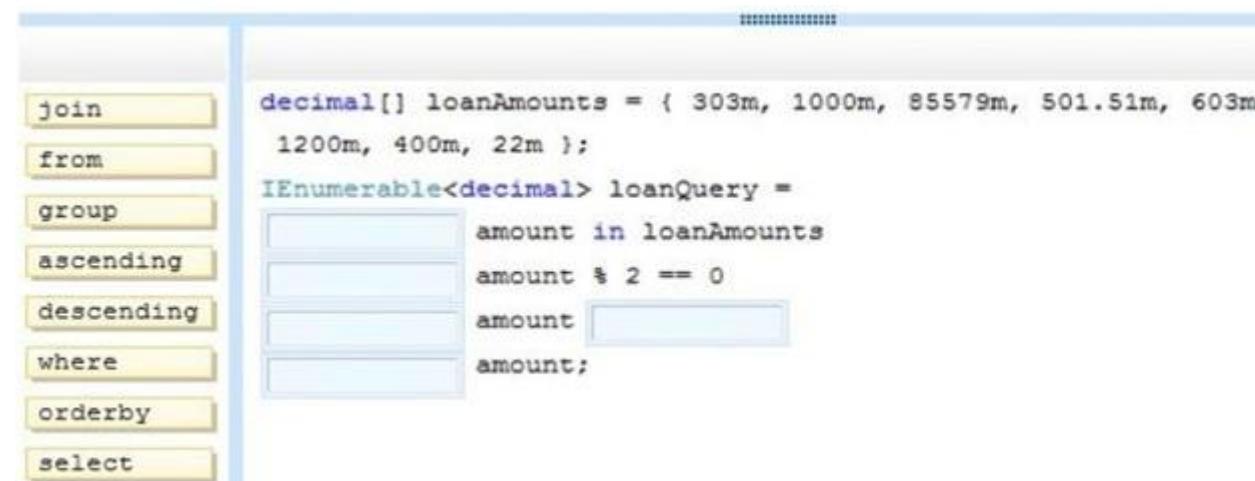
You are developing an application by using C#. The application includes an array of decimal values named loanAmounts. You are developing a LINQ query to return the values from the array.

The query must return decimal values that are evenly divisible by two. The values must be sorted from the lowest value to the highest value.

You need to ensure that the query correctly returns the decimal values.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:



The screenshot shows a code editor with a split interface. On the left, a vertical list of LINQ query keywords is displayed in yellow boxes: join, from, group, ascending, descending, where, orderby, and select. On the right, a code snippet is being built. It starts with a declaration of an array of decimal values:

```
decimal[] loanAmounts = { 303m, 1000m, 85579m, 501.51m, 603m  
1200m, 400m, 22m };
```

Below this, an LINQ query is being constructed using the 'from' keyword:

```
IEnumerable<decimal> loanQuery =  
    from amount in loanAmounts
```

The 'where' clause is being completed with the condition that the amount is even:

```
    where amount % 2 == 0
```

The 'orderby' clause is being completed with the 'ascending' keyword:

```
    orderby amount ascending
```

The 'select' clause is being completed with the variable 'amount':

```
    select amount;
```

Correct Answer:

```
join  
group  
descending  
ascending  
  
decimal[] loanAmounts = { 303m, 1000m, 85579m, 501.51m, 603m  
1200m, 400m, 22m };  
IQueryable<decimal> loanQuery =  
from amount in loanAmounts  
where amount % 2 == 0  
orderby amount select  
amount;
```

Section: (none)**Explanation****Explanation/Reference:**

Note: In a query expression, the **orderby** clause causes the returned sequence or subsequence (group) to be sorted in either ascending or descending order.

Examples:

```
// Query for ascending sort.  
IQueryable<string> sortAscendingQuery =  
from fruit in fruits  
orderby fruit //"ascending" is default  
select fruit;
```

```
// Query for descending sort.
```

```
IQueryable<string> sortDescendingQuery =  
from w in fruits  
orderby w descending  
select w;
```

QUESTION 90

An application serializes and deserializes XML from streams. The XML streams are in the following format:

The application reads the XML streams by using a `DataContractSerializer` object that is declared by the following code segment:

```
var ser = new DataContractSerializer(typeof(Name));
```

You need to ensure that the application preserves the element ordering as provided in the XML stream.

How should you complete the relevant code? (To answer, drag the appropriate attributes to the correct locations in the answer area-Each attribute may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

[`DataContract(Namespace="http://www.contoso.com/2012/06")`]

[`DataMember(Order=10)`]

[`DataMember`]

[`DataContract(Name="http://www.contoso.com/2012/06")`]

[`DataMember(Name="http://www.contoso.com/2012/06", Order=10)`]

[`DataContract`]

[`DataMember(Name="http://www.contoso.com/2012/06")`]

```
class Name
```

```
{
```

```
    public string FirstName { get; set; }
```

```
    public string LastName { get; set; }
```

```
}
```

Correct Answer:

```
[DataContract(Name="http://www.contoso.com/2012/06")]
[DataMember(Name="http://www.contoso.com/2012/06", Order=10)]
[DataContract]
[DataMember(Name="http://www.contoso.com/2012/06")]
```

```
[DataContract(Namespace="http://www.contoso.com/2012/06")]
class Name
{
    [DataMember(Order=10)]
    public string FirstName { get; set; }

    [DataMember]
    public string LastName { get; set; }
}
```

Section: (none)

Explanation

Explanation/Reference:

DataContractAttribute - Specifies that the type defines or implements a data contract and is serializable by a serializer, such as the DataContractSerializer. To make their type serializable, type authors must define a data contract for their type.

<http://msdn.microsoft.com/en-us/library/system.runtime.serialization.datacontractattribute.aspx>

DataMemberAttribute - When applied to the member of a type, specifies that the member is part of a data contract and is serializable by the DataContractSerializer.

<http://msdn.microsoft.com/en-us/library/ms574795.aspx>

QUESTION 91

You are developing a class named ExtensionMethods

You need to ensure that the ExtensionMethods class implements the IsEmail() method on string objects.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
public static class ExtensionMethods
{
    public class ExtensionMethods
    {
        this String str
        String str
        protected static class ExtensionMethods
        {
            public static bool IsUrl(
            {
                var regex = new Regex(
                    "(https?://)?([A-Za-z0-9-]*\\.)?([A-Za-z0-9-]*)" +
                    "\\.[A-Za-z0-9]*/??.*");
                return regex.IsMatch(str);
            }
        }
    }
}
```

Correct Answer:

```
public class ExtensionMethods
{
    this String str

protected static class ExtensionMethods
{
    public static class ExtensionMethods
    {
        public static bool IsUrl(
            String str
        )
        {
            var regex = new Regex(
                "(https?://)?([A-Za-z0-9-]*\\.)?([A-Za-z0-9-]*)" +
                "\\.[A-Za-z0-9]*/??.*");
            return regex.IsMatch(str);
        }
    }
}
```

Section: (none)**Explanation****Explanation/Reference:**

QUESTION 92

You are implementing a library method that accepts a character parameter and returns a string. If the lookup succeeds, the method must return the corresponding string value. If the lookup fails, the method must return the value "invalid choice."

You need to implement the lookup algorithm.

How should you complete the relevant code? (To answer, select the correct keyword in each drop-down list in the answer area.)

Work Area

```
public string GetResponse(char letter)
{
    string response;
    [ ](letter)
    {
        [ ] 'a':
        response = "animal";
        break;
        [ ] 'm':
        response = "mineral";
        break;
        [ ]:
        response = "invalid choice";
        break;
    }
    return response;
}
```

Hot Area:

Work Area

```
public string GetResponse(char letter)
{
    string response;
    switch (letter)
    {
        case 'a':
            response = "animal";
            break;
        case 'm':
            response = "mineral";
            break;
        default:
            response = "invalid choice";
            break;
    }
    return response;
}
```



Correct Answer:

Work Area

```
public string GetResponse(char letter)
{
    string response;
    switch (letter)
    {
        case 'a':
            response = "animal";
            break;
        case 'm':
            response = "mineral";
            break;
        default:
            response = "invalid choice";
            break;
    }
    return response;
}
```

Section: (none)**Explanation****Explanation/Reference:**

[http://msdn.microsoft.com/en-us/library/06tc147t\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/06tc147t(v=vs.110).aspx)

QUESTION 93

You develop an application that displays information from log files when errors occur. The application will prompt the user to create an error report that sends details about the error and the session to the administrator.

When a user opens a log file by using the application, the application throws an exception and closes.

The application must preserve the original stack trace information when an exception occurs during this process.

You need to implement the method that reads the log files.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
using (StringReader sr = new StringReader("log.txt"))
using (StreamReader sr = new StreamReader("log.txt"))
throw new FileNotFoundException();
throw;
::::::::::
{
    try
    {
        string line;
        while ((line = sr.ReadLine()) != null)
        {
            Console.WriteLine(line);
        }
    }
    catch (FileNotFoundException e)
    {
        Console.WriteLine(e.ToString());
    }
}
else
{
    response = "invalid choice";
    break;
}
return response;
}
```



Correct Answer:

```
using (StringReader sr = new StringReader("log.txt"))
{
    throw new FileNotFoundException();
}

using (StreamReader sr = new StreamReader("log.txt"))
{
    try
    {
        string line;
        while ((line = sr.ReadLine()) != null)
        {
            Console.WriteLine(line);
        }
    }
    catch (FileNotFoundException e)
    {
        Console.WriteLine(e.ToString());
        throw;
    }
}
else if
{
    response = "invalid choice";
    break;
}
return response;
}
```

Section: (none)**Explanation****Explanation/Reference:**

StringReader - Implements a TextReader that reads from a string.

[http://msdn.microsoft.com/en-us/library/system.io.stringreader\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.io.stringreader(v=vs.110).aspx)

StreamReader - Implements a TextReader that reads characters from a byte stream in a particular encoding.

[http://msdn.microsoft.com/en-us/library/system.io.streamreader\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.io.streamreader(v=vs.110).aspx)

Once an exception is thrown, part of the information it carries is the stack trace. The stack trace is a list of the method call hierarchy that starts with the method that throws the exception and ends with the method that catches the exception. If an exception is re-thrown by specifying the exception in the throw statement, the stack trace is restarted at the current method and the list of method calls between the original method that threw the exception and the current method is lost. To keep the original stack trace information with the exception, use the throw statement without specifying the exception.

[http://msdn.microsoft.com/en-us/library/ms182363\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/ms182363(v=vs.110).aspx)

QUESTION 94

You are developing an application that includes a class named Kiosk. The Kiosk class includes a static property named Catalog. The Kiosk class is defined by the following code segment. (Line numbers are included for reference only.)

```
01 public class Kiosk
02 {
03     static Catalog _catalog = null;
04     static object _lock = new object();
05     public static Catalog Catalog
06     {
07         get
08         {
09
10             return _catalog;
11         }
12     }
13 }
```

You have the following requirements:

Initialize the _catalog field to a Catalog instance.

Initialize the _catalog field only once.

Ensure that the application code acquires a lock only when the _catalog object must be instantiated.

You need to meet the requirements.

Which three code segments should you insert in sequence at line 09? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

Select and Place:

```
lock (_lock)  
  
if (_catalog != null) _catalog = new Catalog()  
  
if (_catalog != null)  
  
if (_catalog == null) _catalog = new Catalog()  
  
if (_catalog == null)
```

Correct Answer:

```
if (_catalog != null) _catalog = new Catalog()  
  
lock (_lock)  
  
if (_catalog == null) _catalog = new Catalog()  
  
if (_catalog == null)
```

Section: (none)**Explanation****Explanation/Reference:**

After taking a lock you must check once again the `_catalog` field to be sure that other threads didn't instantiated it in the meantime.

QUESTION 95

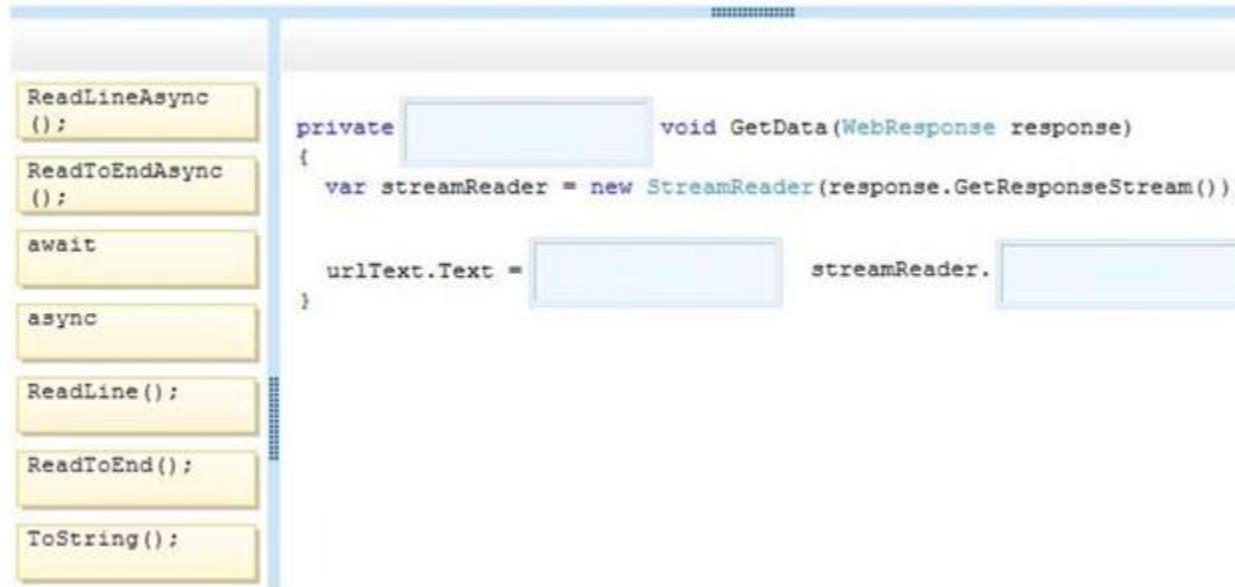
You are developing an application that will include a method named `GetData`. The `GetData()` method will retrieve several lines of data from a web service by using a `System.IO.StreamReader` object.

You have the following requirements:

The `GetData()` method must return a string value that contains the first line of the response from the web service.
The application must remain responsive while the `GetData()` method runs.

You need to implement the `GetData()` method.

How should you complete the relevant code? (To answer, drag the appropriate objects to the correct locations in the answer area. Each object may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

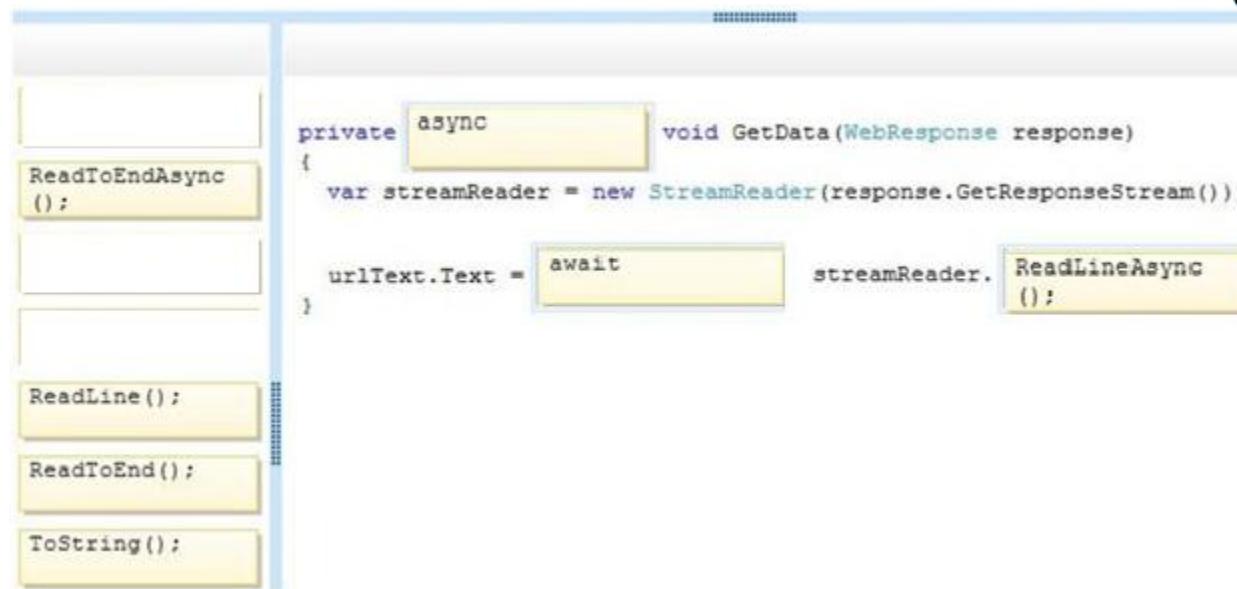
The image shows a software interface for code completion. On the left, there is a vertical list of method names in yellow boxes: `ReadLineAsync()`, `ReadToEndAsync()`, `await`, `async`, `ReadLine();`, `ReadToEnd();`, and `ToString();`. On the right, there is a code editor window containing the following C# code:

```
private void GetDataWebResponse response)
{
    var streamReader = new StreamReader(response.GetResponseStream());

    urlText.Text =
        streamReader.
}
```

The code editor has three empty blue rectangular boxes for dragging code snippets. The first box is positioned after `GetData`, the second after `urlText.Text =`, and the third after `streamReader.`.

Correct Answer:



Section: (none)
Explanation

Explanation/Reference:

QUESTION 96

You are developing an application that implements a set of custom exception types. You declare the custom exception types by using the following code segments:

The application includes a function named DoWork that throws .NET Framework exceptions and custom exceptions.

The application contains only the following logging methods:

The application must meet the following requirements:

When AdventureWorksValidationException exceptions are caught, log the information by using the static void Log(AdventureWorksValidationException ex) method.

When AdventureWorksDbException or other AdventureWorksException exceptions are caught, log the information by using the static void Log

(AdventureWorksException ex) method.

You need to meet the requirements.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

(AdventureWorksValidationException ex)
(AdventureWorksException ex)
(Exception ex)
(ContosoDbException ex)

```
try
{
    DoWork();
}
catch [ ] // Placeholder
{
    Log(ex);
}
catch [ ] // Placeholder
{
    Log(ex);
}
catch [ ] // Placeholder
{
    Log(ex);
}
```

Correct Answer:

```
try
{
    DoWork();
}
catch (ContosoDbException ex)
{
    Log(ex);
}
catch (AdventureWorksValidationException ex)
{
    Log(ex);
}
catch (AdventureWorksException ex)
{
    Log(ex);
}
catch (Exception ex)
{
    Log(ex);
}
```

Section: (none)**Explanation****Explanation/Reference:****QUESTION 97**

You are testing an application. The application includes methods named CalculateInterest and LogLine. The CalculateInterest() method calculates loan interest. The LogLine() method sends diagnostic messages to a console window.

You have the following requirements:

The CalculateInterest() method must run for all build configurations.

The LogLine() method must be called only for debug builds.

You need to ensure that the methods run correctly.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

[Conditional("DEBUG")]
[Conditional("RELEASE")]
#if DEBUG
#region DEBUG
#endif
#endregion

```
private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
{
    decimal interestAmount = loanAmount * loanRate * loanTerm;
    LogLine("Interest Amount : ", interestAmount.ToString("c"));
    return interestAmount;
}
public static void LogLine(string message, string detail)
{
    Console.WriteLine("Log: {0} = {1}", message, detail);
}
```

Correct Answer:

[Conditional("DEBUG")]
[Conditional("RELEASE")]
#region DEBUG
#endregion

```
private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
{
    decimal interestAmount = loanAmount * loanRate * loanTerm;
    #if DEBUG
        LogLine("Interest Amount : ", interestAmount.ToString("c"));
    #endif
    return interestAmount;
}
public static void LogLine(string message, string detail)
{
    Console.WriteLine("Log: {0} = {1}", message, detail);
}
```

Section: (none)
Explanation

Explanation/Reference:

QUESTION 98

You are developing an application by using C#. The application will process several objects per second.

You need to create a performance counter to analyze the object processing.

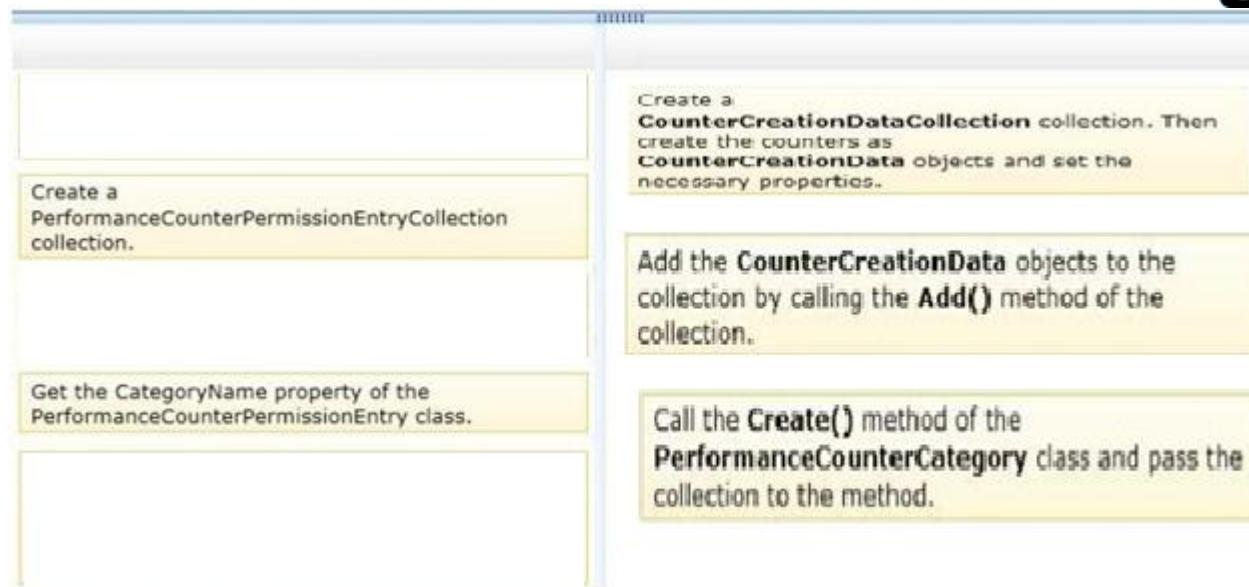
Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Select and Place:



- Add the **CounterCreationData** objects to the collection by calling the **Add()** method of the collection.
- Create a **PerformanceCounterPermissionEntryCollection** collection.
- Call the **Create()** method of the **PerformanceCounterCategory** class and pass the collection to the method.
- Get the **CategoryName** property of the **PerformanceCounterPermissionEntry** class.
- Create a **CounterCreationDataCollection** collection. Then create the counters as **CounterCreationData** objects and set the necessary properties.

Correct Answer:



Section: (none)
Explanation

Explanation/Reference:

```
CounterCreationDataCollection counterDataCollection = new CounterCreationDataCollection(); // Box1
// Add the counter. Box 1
CounterCreationData averageCount64 = new CounterCreationData();
averageCount64.CounterType = PerformanceCounterType.AverageCount64;
averageCount64.CounterName = "AverageCounter64Sample";
counterDataCollection.Add(averageCount64);
// Add the base counter.
CounterCreationData averageCount64Base = new CounterCreationData();
averageCount64Base.CounterType = PerformanceCounterType.AverageBase;
averageCount64Base.CounterName = "AverageCounter64SampleBase";
counterDataCollection.Add(averageCount64Base); // Box 2
// Create the category. Box 3
PerformanceCounterCategory.Create("AverageCounter64SampleCategory",
"Demonstrates usage of the AverageCounter64 performance counter type.",
PerformanceCounterCategoryType.SingleInstance, counterDataCollection);
```

QUESTION 99

You are developing an application that includes a class named Warehouse. The Warehouse class includes a static property named Inventory- The Warehouse class is defined by the following code segment. (Line numbers are included for reference only.)

```
01 public class Warehouse
02 {
03     static Inventory _inventory = null;
04     static object _lock = new object();
05     public static Inventory Inventory
06     {
07         get
08         {
09             return _inventory;
10         }
11     }
12 }
13 }
```

You have the following requirements:

Initialize the `_inventory` field to an `Inventory` instance.

Initialize the `_inventory` field only once.

Ensure that the application code acquires a lock only when the `_inventory` object must be instantiated.

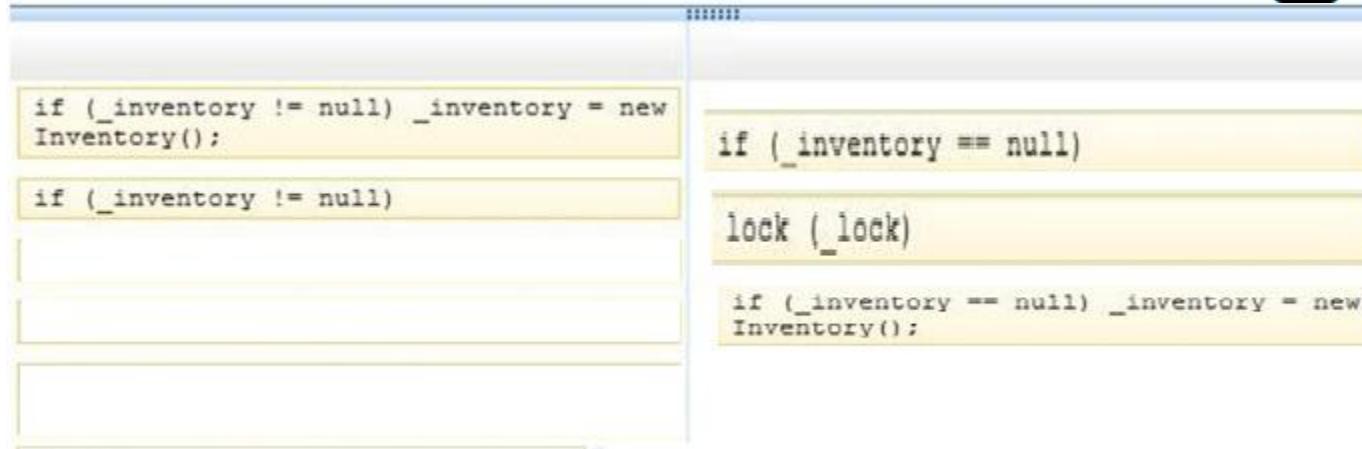
You need to meet the requirements.

Which three code segments should you insert in sequence at line 09? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

Select and Place:

if (_inventory != null) _inventory = new Inventory();
if (_inventory != null)
lock (_lock)
if (_inventory == null)
if (_inventory == null) _inventory = new Inventory();

Correct Answer:



```
if (_inventory != null) _inventory = new Inventory();
if (_inventory != null)

if (_inventory == null)
lock (_lock)
if (_inventory == null) _inventory = new Inventory();
```

Section: (none)

Explanation

Explanation/Reference:

After taking a lock you must check once again the `_inventory` field to be sure that other threads didn't instantiated it in the meantime.

QUESTION 100

You are implementing a method that creates an instance of a class named User. The User class contains a public event named Renamed. The following code segment defines the Renamed event:

```
Public event EventHandler<RenameEventArgs> Renamed;
```

You need to create an event handler for the Renamed event by using a lambda expression.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
user.Renamed -= delegate(object sender, RenamedEventArgs e)
user.Renamed -= (sender, e) =>
user.Renamed += delegate(object sender, RenamedEventArgs e)
user.Renamed += (sender, e) =>
users[0] = user;
users.Add(user);
users.Insert(user);

List<User> users = new List<User>();

public void AddUser(string name)
{
    User user = new User(name);
    [REDACTED]
    {
        Log("User {0} was renamed to {1}", e.OldName, e.Name);
    };
    [REDACTED]
}
```

Correct Answer:

```
user.Renamed -= delegate(object sender, RenamedEventArgs e)
user.Renamed -= (sender, e) =>
user.Renamed += delegate(object sender, RenamedEventArgs e)

users[0] = user;

users.Insert(user);

List<User> users = new List<User>();

public void AddUser(string name)
{
    User user = new User(name);
    user.Renamed += (sender, e) =>
    {
        Log("User {0} was renamed to {1}", e.OldName, e.Name);
    };
    users.Add(user);
}
```

Section: (none)**Explanation****Explanation/Reference:****QUESTION 101**

You are developing an application by using C#. The application will output the text string "First Line" followed by the text string "Second Line".

You need to ensure that an empty line separates the text strings.

Which four code segments should you use in sequence? (To answer, move the appropriate code segments to the answer area and arrange them in the correct order.)

Select and Place:

```
sb.Append("\l");
var sb = new StringBuilder();
sb.Append("First Line");
sb.Append("\t");
sb.AppendLine();
sb.Append(String.Empty);
sb.Append("Second Line");
```

Correct Answer:

```
sb.Append("\l");
var sb = new StringBuilder();
sb.Append("First Line");
sb.AppendLine();
sb.Append("Second Line");
sb.Append(String.Empty);
```

Section: (none)
Explanation

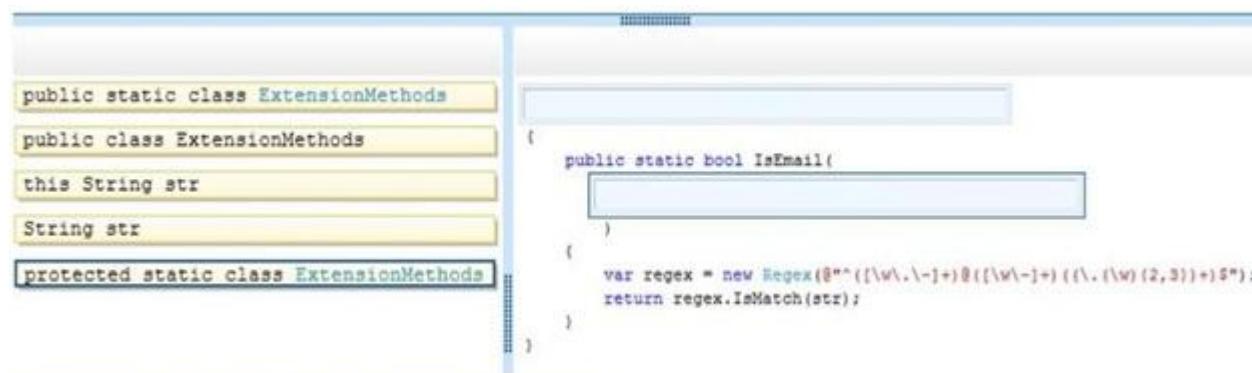
Explanation/Reference:

QUESTION 102

You are developing a class named ExtensionMethods.

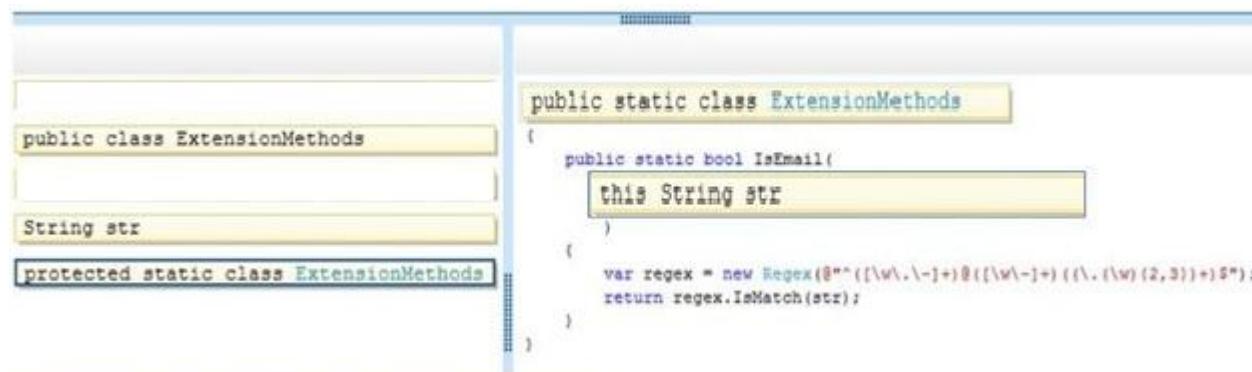
You need to ensure that the ExtensionMethods class implements the IsEmail() extension method on string objects.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
public static class ExtensionMethods
{
    public class ExtensionMethods
    {
        this String str
        String str
        protected static class ExtensionMethods
    }
}

public static bool IsEmail(
)
{
    var regex = new Regex(@"^([\w\.-]+@([\w\.-]+)(([\.\.\w]{2,3})+)$");
    return regex.IsMatch(str);
}
```

Correct Answer:

```
public static class ExtensionMethods
{
    public class ExtensionMethods
    {
        this String str
        String str
        protected static class ExtensionMethods
    }
}

public static bool IsEmail(
    this String str
)
{
    var regex = new Regex(@"^([\w\.-]+@([\w\.-]+)(([\.\.\w]{2,3})+)$");
    return regex.IsMatch(str);
}
```

Section: (none)**Explanation****Explanation/Reference:**

QUESTION 103

You are developing an application that includes a class named Customer.

The application will output the Customer class as a structured XML document by using the following code segment:

You need to ensure that the Customer class will serialize to XML.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
[XmlAttribute("CustomerId")]
[XmlElement("CustomerId")]
[XmlAttribute("ProspectId")]
[XmlElement("ProspectId")]
[XmlAttribute("Identifier")]
[XmlAttribute("Ignore")]
[XmlAttribute("ArrayItem")]
[XmlElement("FullName")]
```

```
public class Customer
{
    public Guid Id { get; set; }

    public string Name { get; set; }
    public DateTime DateOfBirth { get; set; }

    public int Tin { get; set; }
}
```

Correct Answer:

```
[XmlRoot("Customer", Namespace = "http://customer")]
```

```
[XmlElement("ProspectId")]
```

```
[XmlChoiceIdentifier]
```

```
[XmlArrayItem]
```

```
[XmlRoot("Prospect", Namespace = "http://prospect")]
```

```
public class Customer
```

```
{
```

```
    [XmlAttribute("ProspectId")]
```

```
    public Guid Id { get; set; }
```

```
    [XmlElement ("FullName")]
```

```
    public string Name { get; set; }
```

```
    public DateTime DateOfBirth { get; set; }
```

```
    [XmlAttribute]
```

```
    public int Tin { get; set; }
```

```
}
```

Section: (none)**Explanation**

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/3dkta8ya.aspx>

QUESTION 104

You are developing an application that implements a set of custom exception types. You declare the custom exception types by using the following code segments:

The application includes a function named DoWork that throws .NET Framework exceptions and custom exceptions. The application contains only the following logging methods:

The application must meet the following requirements:

When ContosoValidationException exceptions are caught, log the information by using the static void Log (ContosoValidationException ex) method.

When ContosoDbException or other ContosoException exceptions are caught, log the information by using the static void Log(ContosoException ex) method.

You need to meet the requirements.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

(ContosoValidationException ex)
(ContosoException ex)
(Exception ex)
(ContosoDbException ex)

```
try
{
    DoWork();
}
catch [REDACTED]
{
    Log(ex);
}
catch [REDACTED]
{
    Log(ex);
}
catch [REDACTED]
{
    Log(ex);
}
```

Correct Answer:

```
try
{
    DoWork();
}
catch (ContosoDbException ex)
{
    Log(ex);
}
catch (ContosoValidationException ex)
{
    Log(ex);
}
catch (ContosoException ex)
{
    Log(ex);
}
catch (Exception ex)
{
    Log(ex);
}
```

Section: (none)

Explanation

Explanation/Reference:

QUESTION 105

You are developing an application that will populate an extensive XML tree from a Microsoft SQL Server 2008 R2 database table named Contacts.

You are creating the XML tree. The solution must meet the following requirements:

Minimize memory requirements.

Maximize data processing speed.

You open the database connection. You need to create the XML tree.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
XElement root = new XElement  
    ("{ContactList}contacts", "content");  
  
XNamespace ew = "ContactList";  
 XElement root = new XElement(ew + "Root");  
  
XAttribute contacts =  
    new XAttribute("contacts",  
  
 XElement contacts =  
    new XElement("contacts",
```

```
Console.WriteLine(root);
```

```
from c in db.Contacts  
orderby c.ContactId  
select new XElement("contact",  
    new XAttribute("contactId", c.ContactId)  
    new XElement("firstName", c.FirstName),  
    new XElement("lastName", c.LastName))  
);
```

Correct Answer:

```
XElement root = new XElement  
    ("{ContactList}contacts", "content");
```

```
XNamespace ew = "ContactList";  
 XElement root = new XElement(ew + "Root");
```

```
Console.WriteLine(root);
```

```
XAttribute contacts =  
    new XAttribute("contacts",  
  
 XElement contacts =  
    new XElement("contacts",
```

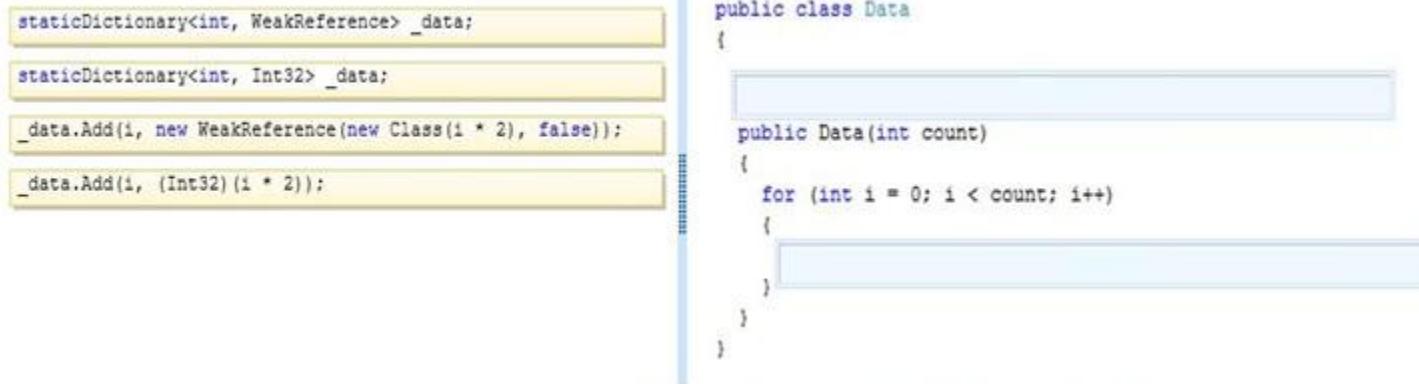
```
from c in db.Contacts  
orderby c.ContactId  
select new XElement("contact",  
    new XAttribute("contactId", c.ContactId)  
    new XElement("firstName", c.FirstName),  
    new XElement("lastName", c.LastName))  
);
```

Section: (none)

Explanation**Explanation/Reference:****QUESTION 106**

You are creating a class named Data that includes a dictionary object named _data.
You need to allow the garbage collection process to collect the references of the _data object.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

The image shows a code completion interface. On the left, there are four code snippets highlighted in yellow boxes:

- staticDictionary<int, WeakReference> _data;
- staticDictionary<int, Int32> _data;
- _data.Add(i, new WeakReference(new Class(i * 2), false));
- _data.Add(i, (Int32)(i * 2));

On the right, there is a main code pane containing the following C# code:

```
public class Data
{
    public Data(int count)
    {
        for (int i = 0; i < count; i++)
        {
        }
    }
}
```

Correct Answer:



```
staticDictionary<int, Int32> _data;
_data.Add(i, (Int32)(i * 2));

public class Data
{
    staticDictionary<int, WeakReference> _data;

    public Data(int count)
    {
        for (int i = 0; i < count; i++)
        {
            _data.Add(i, new WeakReference(new Class(i * 2), false));
        }
    }
}
```

Section: (none)

Explanation

Explanation/Reference:

QUESTION 107

You are creating a method that will split a single input file into two smaller output files.

The method must perform the following actions:

Create a file named header.dat that contains the first 20 bytes of the input file.

Create a file named body.dat that contains the remainder of the input file.

You need to create the method.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
fsSource.Seek(20, SeekOrigin.Current);  
byte[] body = new byte[fsSource.Length];  
byte[] body = new byte[fsSource.Length - 20];  
fsHeader.Write(header, 0, header.Length);  
fsHeader.Write(header, 20, header.Length);  
fsBody.Write(body, 0, body.Length);  
fsBody.Write(body, 20, body.Length);
```

```
using (FileStream fsSource = File.OpenRead(SourceFilePath))  
using (FileStream fsHeader = File.OpenWrite(HeaderFilePath))  
using (FileStream fsBody = File.OpenWrite(BodyFilePath))  
{  
    byte[] header = new byte[20];  
    [ ]  
    fsSource.Read(header, 0, header.Length);  
    [ ]  
    fsSource.Read(body, 0, body.Length);  
    [ ]  
}
```

Correct Answer:

```
    fsSource.Seek(20, SeekOrigin.Current);
    byte[] body = new byte[fsSource.Length];
    ...
    fsHeader.Write(header, 20, header.Length);
    ...
    fsBody.Write(body, 20, body.Length);

using (FileStream fsSource = File.OpenRead(SourceFilePath))
using (FileStream fsHeader = File.OpenWrite(HeaderFilePath))
using (FileStream fsBody = File.OpenWrite(BodyFilePath))
{
    byte[] header = new byte[20];
    byte[] body = new byte[fsSource.Length - 20];
    fsSource.Read(header, 0, header.Length);
    fsHeader.Write(header, 0, header.Length);
    fsSource.Read(body, 0, body.Length);
    fsBody.Write(body, 0, body.Length);
}
```

Section: (none)**Explanation****Explanation/Reference:****QUESTION 108**

You are adding a function to a membership tracking application- The function uses an integer named memberCode as an input parameter and returns the membership type as a string.

The function must meet the following requirements:

Return "Non-Member" if the memberCode is 0.

Return "Member" if the memberCode is 1.

Return "Invalid" if the memberCode is any value other than 0 or 1.

You need to implement the function to meet the requirements.

How should you complete the relevant code? (To answer, drag the appropriate statements to the correct locations in the answer area. Each statement may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

default
switch
break
case

```
private string GetMemberType(int memberCode)
{
    string memberType;
    switch(memberCode)
    {
        case 0:
            memberType = "Non-Member";
        case 1:
            memberType = "Member";
        default:
            memberType = "Invalid";
    }
    return memberType;
}
```

Correct Answer:

```
default  
switch  
break  
case  
  
private string GetMemberType(int memberCode)  
{  
    string memberType;  
    switch (memberCode)  
    {  
        case 0:  
            memberType = "Non-Member";  
            break;  
        case 1:  
            memberType = "Member";  
            break;  
        default:  
            memberType = "Invalid";  
            break;  
    }  
    return memberType;  
}
```

Section: (none)

Explanation

Explanation/Reference:

QUESTION 109

You are developing the following classes named:

Class1

Class2

Class3

All of the classes will be part of a single assembly named Assembly.dll. Assembly.dll will be used by multiple applications.

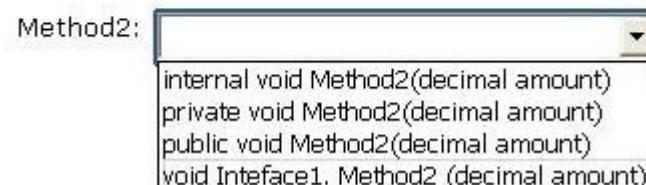
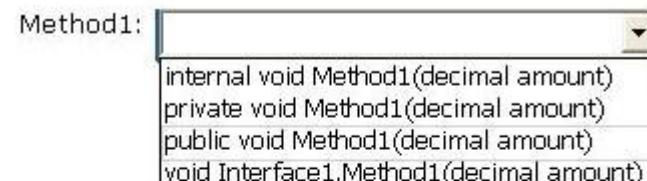
All of the classes will implement the following interface, which is also part of Assembly.dll:

```
public interface Interface1
{
void Method1(decimal amount);
void Method2(decimal amount);
}
```

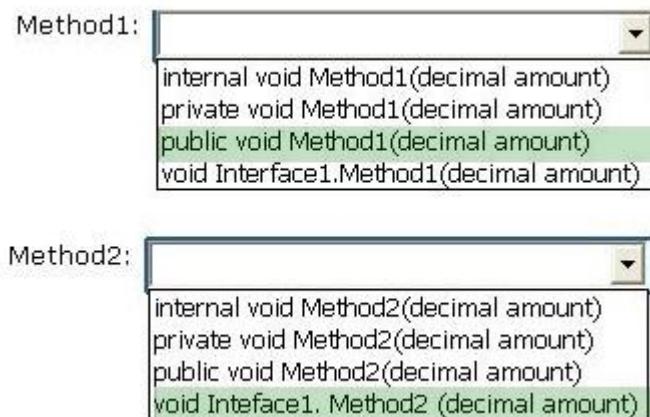
You need to ensure that the Method2 method for the Class3 class can be executed only when instances of the class are accessed through the Interface1 interface. The solution must ensure that calls to the Method1 method can be made either through the interface or through an instance of the class.

Which signature should you use for each method? (To answer, select the appropriate signature for each method in the answer area.)

Hot Area:



Correct Answer:



Section: (none)

Explanation

Explanation/Reference:

QUESTION 110

You are creating a method that saves information to a database.

You have a static class named LogHelper. LogHelper has a method named Log to log the exception.

You need to use the LogHelper Log method to log the exception raised by the database server. The solution must ensure that the exception can be caught by the calling method, while preserving the original stack trace.

How should you write the catch block? (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

Select and Place:

```
catch {  
    catch (SqlException ex) {  
        catch (FileNotFoundException ex) {  
            throw;  
        }  
        throw new FileNotFoundException();  
        throw ex;  
        LogHelper.Log(ex);  
        throw new SqlException();  
    }  
}
```

Correct Answer:

```
catch {  
  
    catch (FileNotFoundException ex) {  
  
        throw new FileNotFoundException();  
  
        throw ex;  
  
        throw new SQLException();  
    }  
}
```

```
catch (SQLException ex) {  
  
    LogHelper.Log(ex);  
  
    throw;  
  
}
```

Section: (none)**Explanation****Explanation/Reference:**

Note:

Catch the database exception, log it, and then rethrow it.

* SQLException

An exception that provides information on a database access error or other errors.

QUESTION 111

You have the following code:

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Yes	No
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

If there are no subscribers to the SendMessage event, the Execute method on the Alert class will throw an exception.

When the application runs, "First" will always appear before "Second".

When the application runs, "Third" will be displayed once.

Correct Answer:

Yes	No
<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input checked="" type="radio"/>
<input type="radio"/>	<input checked="" type="radio"/>

If there are no subscribers to the SendMessage event, the Execute method on the Alert class will throw an exception.

When the application runs, "First" will always appear before "Second".

When the application runs, "Third" will be displayed once.

Section: (none)
Explanation

Explanation/Reference:**QUESTION 112**

You are building a data access layer in an application that contains the following code:

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Yes	No
<input type="radio"/>	<input type="checkbox"/>
<input type="radio"/>	<input type="checkbox"/>
<input type="radio"/>	<input type="checkbox"/>

If dbDataType is DateTime, today's date is returned.

If dbDatatype is Int64, Null is returned.

If dbDatatype is Double, 0 is returned.

Correct Answer:

Yes	No
<input type="radio"/>	<input checked="" type="checkbox"/>
<input checked="" type="radio"/>	<input type="checkbox"/>
<input type="radio"/>	<input checked="" type="checkbox"/>

If dbDataType is DateTime, today's date is returned.

If dbDatatype is Int64, Null is returned.

If dbDatatype is Double, 0 is returned.

Section: (none)**Explanation****Explanation/Reference:****QUESTION 113**

You have the following code:

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

	Yes	No
All of the objects derived from MyCustomerClass have CustomerID as a property.	<input type="radio"/>	<input type="radio"/>
All of the objects derived from MyCustomerClass have CompanyName as a property.	<input type="radio"/>	<input type="radio"/>
All of the objects derived from MyCustomerClass have State as a property.	<input type="radio"/>	<input type="radio"/>

Correct Answer:

	Yes	No
All of the objects derived from MyCustomerClass have CustomerID as a property.	<input type="radio"/>	<input checked="" type="radio"/>
All of the objects derived from MyCustomerClass have CompanyName as a property.	<input checked="" type="radio"/>	<input type="radio"/>
All of the objects derived from MyCustomerClass have State as a property.	<input checked="" type="radio"/>	<input type="radio"/>

Section: (none)

Explanation

Explanation/Reference:

Note:

- * CustomerID is declared private.
- * CompanyName is declared protected.
- * State is declared protected.

The protected keyword is a member access modifier. A protected member is accessible from within the class in which it is declared, and from within any class derived from the class that declared this member.

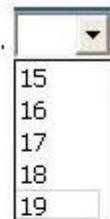
QUESTION 114

You have the following code (line numbers are included for reference only):

To answer, complete each statement according to the information presented in the code.

Hot Area:

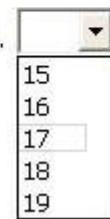
The database connection gets closed at line...



A dropdown menu with a list of line numbers from 15 to 19. The menu has a standard Windows-style appearance with a small arrow pointing down in the top right corner.

15
16
17
18
19

The adapter object gets disposed at line..

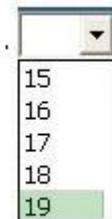


A dropdown menu with a list of line numbers from 15 to 19. The menu has a standard Windows-style appearance with a small arrow pointing down in the top right corner.

15
16
17
18
19

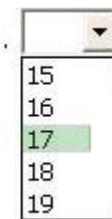
Correct Answer:

The database connection gets closed at line...



15
16
17
18
19

The adapter object gets disposed at line..



15
16
17
18
19

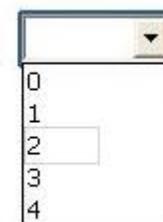
Section: (none)**Explanation****Explanation/Reference:****QUESTION 115**

You define a class by using the following code:

To answer, complete each statement according to the information presented in the code.

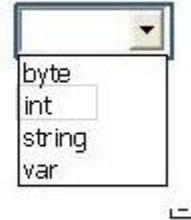
Hot Area:

The output collection will contain ... object(s).



A dropdown menu with five items: 0, 1, 2, 3, and 4. The item '2' is highlighted with a light blue background.

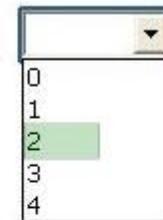
The sorted property of the output collection will be the ... type.



A dropdown menu with four items: byte, int, string, and var. The item 'int' is highlighted with a light blue background.

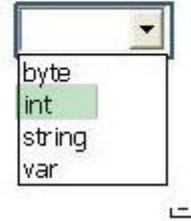
Correct Answer:

The output collection will contain ... object(s).



A dropdown menu with five items: 0, 1, 2, 3, and 4. The item '2' is highlighted with a green background.

The sorted property of the output collection will be the ... type.



A dropdown menu with four items: byte, int, string, and var. The item 'int' is highlighted with a green background.

Section: (none)

Explanation

Explanation/Reference:

QUESTION 116

You are developing a C# console application that outputs information to the screen. The following code segments implement the two classes responsible for making calls to the Console object:

When the application is run, the console output must be the following text:

Log started
Base: Log continuing
Finished

You need to ensure that the application outputs the correct text.

Which four lines of code should you use in sequence? (To answer, move the appropriate classes from the list of classes to the answer area and arrange them in the correct order.)

Select and Place:

logger.Log("Base: Log continuing");

((BaseLogger)logger).Log("Log continuing");

var logger = new BaseLogger();

((Logger)logger).LogCompleted();

logger.Log("Log started");

BaseLogger logger = new Logger();

logger.LogCompleted();

Correct Answer:

```
((BaseLogger)logger).Log("Log continuing");  
  
var logger = new BaseLogger();  
  
((Logger)logger).LogCompleted();
```

```
BaseLogger logger = new Logger();
```

```
logger.Log("Log started");
```

```
logger.Log("Base: Log continuing");
```

```
logger.LogCompleted();
```

Section: (none)

Explanation

Explanation/Reference:

Note:

- * The abstract keyword enables you to create classes and class members that are incomplete and must be implemented in a derived class.
- * An abstract class cannot be instantiated. The purpose of an abstract class is to provide a common definition of a base class that multiple derived classes can share.

QUESTION 117

You define a class by using the following code:

You write the following code for a method (line numbers are included for reference only):

To answer, complete each statement according to the information presented in the code.

Hot Area:

Line 07 of the method will display ...



A screenshot of a Java Swing application showing a JList component. The list contains five items: 0, 1, 2, 3, and 4. The item '4' is currently selected, indicated by a small white rectangle at its bottom edge.



Line 09 of the method will display ...



A screenshot of a Java Swing application showing a JList component. The list contains four items: User1, User2, User3, and User4. The item 'User4' is currently selected.



```
baseLogger logger = new logger();
```

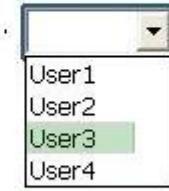
```
logger.LogCompleted();
```

Correct Answer:

Line 07 of the method will display ...



Line 09 of the method will display ...



```
baseLogger logger = new logger();
```

```
logger.LogCompleted();
```

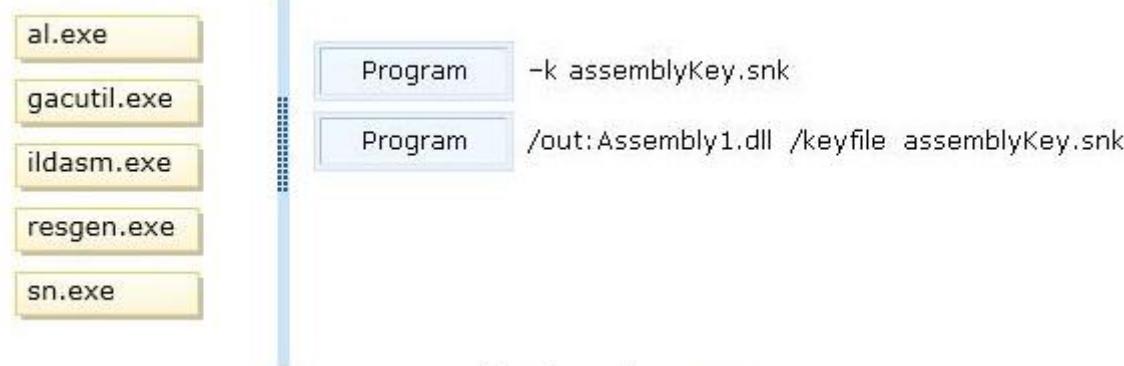
Section: (none)**Explanation****Explanation/Reference:****QUESTION 118**

You create an assembly named Assembly1.dll.

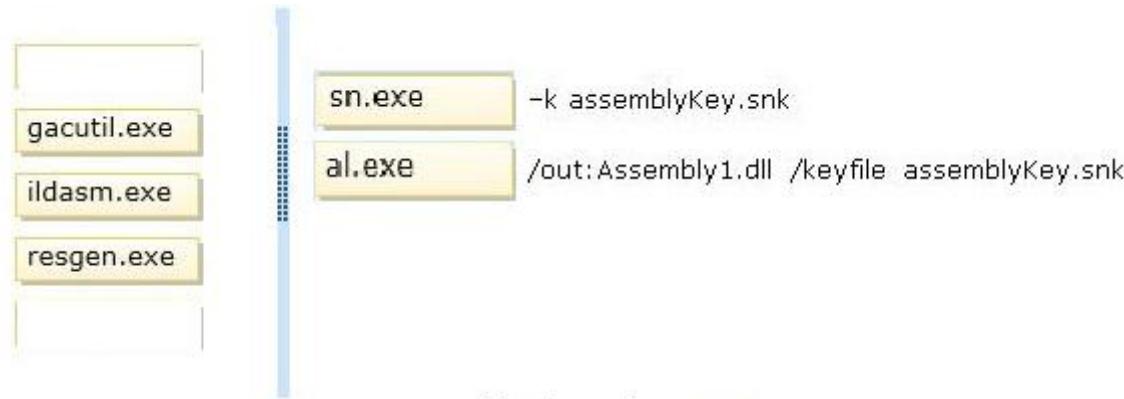
You need to ensure that Assembly1.dll can be deployed to the global assembly cache (GAC).

Which commands should you run? (To answer, drag the appropriate programs to the correct locations. Each program may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:



Correct Answer:



Section: (none)

Explanation

Explanation/Reference:

QUESTION 119

You have an application that accesses a Microsoft SQL Server database.

The database contains a stored procedure named Proc1. Proc1 accesses several rows of data across multiple tables.

You need to ensure that after Proc1 executes, the database is left in a consistent state. While Proc1 executes, no other operation can modify data already read or changed by Proc1. (Develop the solution by selecting and ordering the required code snippets.)



You may not need all of the code snippets.)

Select and Place:

```
SqlTransaction transaction = connection.BeginTransaction
(System.Data.IsolationLevel.RepeatableRead);

SqlTransaction transaction = connection.BeginTransaction
(System.Data.IsolationLevel.ReadUncommitted)
;

} finally {

command.Dispose();
connection.Dispose();
}

try {
connection.Open();
command.ExecuteNonQuery();

TransactionScope transaction = new TransactionScope();

SqlConnection connection = new SqlConnection
(connectionString);
SqlCommand command = new SqlCommand
("procl", connection);

} catch {

transaction.Rollback();

transaction.Commit();
```



Correct Answer:

```
SqlTransaction transaction = connection.BeginTransaction  
    (System.Data.IsolationLevel.ReadUncommitted)  
;
```

```
TransactionScope transaction = new TransactionScope();
```

```
SqlConnection connection = new SqlConnection  
    (connectionString);  
SqlCommand command = new SqlCommand  
    ("spProc1", connection);
```

```
SqlTransaction transaction = connection.BeginTransaction  
    (System.Data.IsolationLevel.RepeatableRead);
```

```
try {  
    connection.Open();  
    command.ExecuteNonQuery();
```

```
transaction.Commit();
```

```
} catch {
```

```
transaction.Rollback();
```

```
} finally {
```

```
    command.Dispose();  
    connection.Dispose();  
}
```

Section: (none)**Explanation****Explanation/Reference:**

Note:

- * Box 1: Start with the SqlConnection
- * Box 2: Open the SQL transaction (RepeatableRead)

/ IsolationLevel

Specifies the isolation level of a transaction.

/ RepeatableRead

Volatile data can be read but not modified during the transaction. New data can be added during the transaction.

/ ReadCommitted

Volatile data cannot be read during the transaction, but can be modified.

/ ReadUncommitted

Volatile data can be read and modified during the transaction.

Box 3: Try the query

Box 4: commit the transaction

Box 5: Catch the exception (a failed transaction)

Box 6: Rollback the transaction

Box 7: Final cleanup

Box 8: Clean up (close command and connection).

Reference: SqlConnection.BeginTransaction Method

Incorrect:

The transaction is not set up by transactionscope here. Begintransaction is used.

QUESTION 120

You have an application that uses paging. Each page displays 10 items from a list.

You need to display the third page. (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

Select and Place:

```
.Skip(2)  
  
.First(10)  
  
.Take(10)  
}  
  
var page = items  
}  
  
.Take(1)  
}  
  
.Skip(30)  
  
int page = items  
}  
  
.Skip(20)
```

Correct Answer:



Section: (none)
Explanation

Explanation/Reference:

Note:

Skip the first two page (first 20 items) then select the next page (next 10 items),

* Use the Take operator to return a given number of elements in a sequence and then skip over the remainder.

Use the Skip operator to skip over a given number of elements in a sequence and then return the remainder.

QUESTION 121

You have a method that will evaluate a parameter of type Int32 named Status.

You need to ensure that the method meets the following requirements:

If Status is set to Active, the method must return 1.

If Status is set to Inactive, the method must return 0.

If Status is any other value, the method must return -1.

What should you do? (To answer, drag the appropriate statement to the correct location in the answer area. Each statement may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

break;

case "Active":

case "Inactive"

default:

goto default;

return

```
Int32 returnStatus = Int32.MinValue;  
switch (status) {  
    Statement  
    returnStatus = 1;  
    Statement  
    Statement  
    returnStatus = 0;  
    Statement  
    Statement  
    returnStatus = -1;  
    Statement  
}  
return returnStatus;
```

Correct Answer:

```
break;  
case "Active";  
case "Inactive"  
default:  
goto default;  
return
```

```
Int32 returnStatus = Int32.MinValue;  
switch (status) {  
    case "Active":  
        returnStatus = 1;  
        break;  
    case "Inactive"  
        returnStatus = 0;  
        break;  
    default:  
        returnStatus = -1;  
        break;  
}  
return returnStatus;
```

Section: (none)**Explanation****Explanation/Reference:****QUESTION 122**

You have an existing order processing system that accepts .xml files,

The following code shows an example of a properly formatted order in XML:

You create the following class that will be serialized:

For each of the following properties, select Yes if the property is serialized according to the defined schema. Otherwise, select No.

Hot Area:

	Yes	No
OrderID	<input type="radio"/>	<input checked="" type="radio"/>
OrderDate	<input type="radio"/>	<input checked="" type="radio"/>
CustomerName	<input checked="" type="radio"/>	<input type="radio"/>

Correct Answer:

	Yes	No
OrderID	<input checked="" type="radio"/>	<input type="radio"/>
OrderDate	<input type="radio"/>	<input checked="" type="radio"/>
CustomerName	<input type="radio"/>	<input checked="" type="radio"/>

Section: (none)

Explanation

Explanation/Reference:

QUESTION 123

You are adding a method to an existing application. The method uses an integer named statusCode as an input parameter and returns the status code as a string.

The method must meet the following requirements:

Return "Error" if the statusCode is 0.

Return "Success" if the statusCode is 1.

Return "Unauthorized" if the statusCode is any value other than 0 or 1.

You need to implement the method to meet the requirements.

How should you complete the relevant code? (To answer, drag the appropriate statements to the correct locations in the answer area. Each statement may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

default
switch
break
case

```
string statusText;
[ ](statusCode)
{
    [ ] 0:
        statusText = "Error";
        [ ];
    [ ] 1:
        statusText = "Success";
        [ ];
    [ ]:
        statusText = "Unauthorized";
        [ ];
}
return statusText;
```

Correct Answer:



```
string statusText;
switch (statusCode)
{
    case 0:
        statusText = "Error";
        break;
    case 1:
        statusText = "Success";
        break;
    default :
        statusText = "Unauthorized";
        break;
}
return statusText;
```

Section: (none)

Explanation

Explanation/Reference:

QUESTION 124

You have the following code (line numbers are included for reference only):

To answer, complete each statement according to the information presented in the code.

Hot Area:

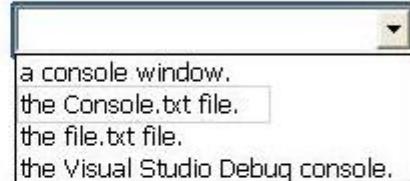
If File.txt does NOT exist in the root of C:, ... will be thrown.



A dropdown menu containing the following options:

- ArgumentNullException
- FileLoadException
- FileNotFoundException
- PipeException

The final output of the streaming operation will be ...

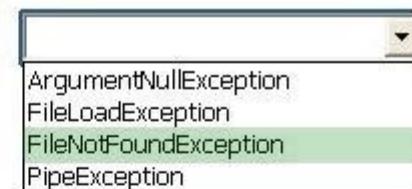


A dropdown menu containing the following options:

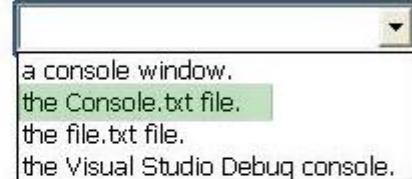
- a console window.
- the Console.txt file.
- the file.txt file.
- the Visual Studio Debug console.

Correct Answer:

If File.txt does NOT exist in the root of C:, ... will be thrown.



The final output of the streaming operation will be ...



Section: (none)
Explanation

Explanation/Reference:

QUESTION 125

You are developing an application that will write data to a file. The application includes the following code segment. (Line numbers are included for reference only.)

You need to ensure that the WriteData() method will write data to a file.

Which four code segments should you insert in sequence at line 03? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

Select and Place:

```
writer.Write(data);  
  
writer = new StreamWriter(fileName);  
  
StreamWriter writer = null;  
  
writer.Close();  
  
writer.Open();
```

Correct Answer:

```
StreamWriter writer = null;  
  
writer = new StreamWriter(fileName);  
  
writer.Write(data);  
  
writer.Close();  
  
writer.Open();
```

Section: (none)
Explanation

Explanation/Reference:

Note:

* StreamWriter Constructor (String)

Initializes a new instance of the StreamWriter class for the specified file by using the default encoding and buffer size.

Incorrect:

The StreamWriter class has no method Open.

QUESTION 126

You are developing a C# application. The application includes a class named Rate. The following code segment implements the Rate class:

You define a collection of rates named rateCollection by using the following code segment:

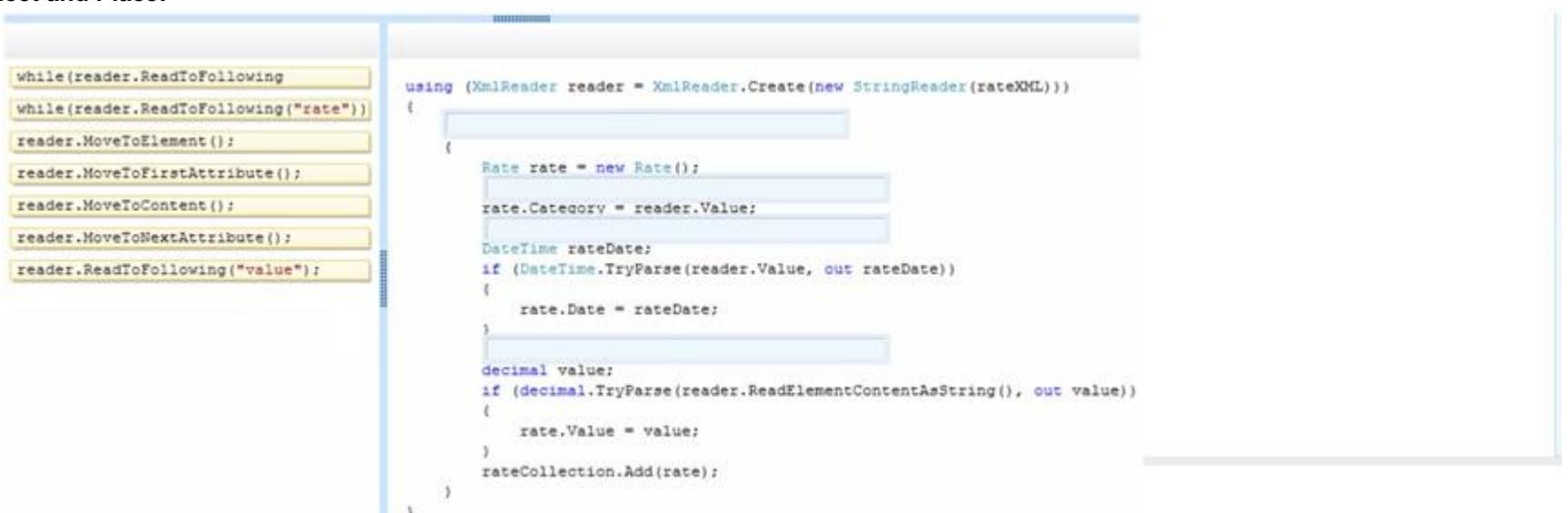
```
Collection<Rate> rateCollection = new Collection<Rate>();
```

The application receives an XML file that contains rate information in the following format:

You need to parse the XML file and populate the rateCollection collection with Rate objects.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:



```
while(reader.ReadToFollowing  
while(reader.ReadToFollowing("rate"))  
reader.MoveToElement();  
reader.MoveToFirstAttribute();  
reader.MoveToContent();  
reader.MoveToNextAttribute();  
reader.ReadToFollowing("value");
```

```
using (XmlReader reader = XmlReader.Create(new StringReader(rateXML)))  
{  
    while(reader.ReadToFollowing("rate"))  
    {  
        Rate rate = new Rate();  
        rate.Category = reader.Value;  
  
        DateTime rateDate;  
        if (DateTime.TryParse(reader.Value, out rateDate))  
        {  
            rate.Date = rateDate;  
        }  
  
        decimal value;  
        if (decimal.TryParse(reader.ReadElementContentAsString(), out value))  
        {  
            rate.Value = value;  
        }  
        rateCollection.Add(rate);  
    }  
}
```

Correct Answer:

```
while(reader.ReadToFollowing  
      reader.MoveToElement();  
      reader.MoveToContent();  
  
using (XmlReader reader = XmlReader.Create(new StringReader(rateXML)))  
{    while(reader.ReadToFollowing("rate"))  
    {        Rate rate = new Rate();  
        reader.MoveToFirstAttribute();  
        rateCategory = reader.Value;  
        reader.MoveToNextAttribute();  
        DateTime rateDate;  
        if (DateTime.TryParse(reader.Value, out rateDate))  
        {            rate.Date = rateDate;  
        }  
        reader.ReadToFollowing("value");  
        decimal value;  
        if (decimal.TryParse(reader.ReadElementContentAsString(), out value))  
        {            rate.Value = value;  
        }  
        rateCollection.Add(rate);  
    }  
}
```

Section: (none)

Explanation

Explanation/Reference:

QUESTION 127

You are developing an application that will write string values to a file. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 protected void ProcessFile(string fileName, string value)  
02 {  
03  
04 }
```

You need to ensure that the ProcessFile() method will write string values to a file.

Which four code segments should you insert in sequence at line 03? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

Select and Place:

```
streamWriter.Write(value);  
  
streamWriter = new StreamWriter(fileName);  
  
streamWriter.Open();  
  
streamWriter.Close();  
  
StreamWriter streamWriter = null;
```

Correct Answer:

```
StreamWriter streamWriter = null;  
  
streamWriter = new StreamWriter(fileName);  
  
streamWriter.Open();  
  
streamWriter.Write(value);  
  
streamWriter.Close();
```

Section: (none)**Explanation****Explanation/Reference:****Note:**

* Example:

* StreamWriter.Null Field

Provides a **StreamWriter** with no backing store that can be written to, but not read from.

Incorrect:

Not StreamWrite.Open();

The StreamWriter Class does not have any method named Open.

QUESTION 128

You are developing an application that includes a class named Order. The application will store a collection of Order objects.

The collection must meet the following requirements:

Use strongly typed members.

Process Order objects in first-in-first-out order.

Store values for each Order object.

Use zero-based indices.

You need to use a collection type that meets the requirements.

Which collection type should you use?

- A. Queue<T>
- B. SortedList
- C. LinkedList<T>
- D. HashTable
- E. Array<T>

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Queues are useful for storing messages in the order they were received for sequential processing. Objects stored in a Queue<T> are inserted at one end and removed from the other. <http://msdn.microsoft.com/en-us/library/7977ey2c.aspx>

QUESTION 129

You are developing an application. The application calls a method that returns an array of integers named employeelds. You define an integer variable named employeeldToRemove and assign a value to it. You declare an array named filteredEmployeelds.

You have the following requirements:

Remove duplicate integers from the employeelds array. Sort the array in order from the highest value to the lowest value. Remove the integer value stored in the employeeldToRemove variable from the employeelds array.

You need to create a LINQ query to meet the requirements.

Which code segment should you use?

- A. `int[] filteredEmployeeIds = employeeIds.Where(value => value != employeeIdToRemove).OrderBy(x => x).ToArray();`
- B. `int[] filteredEmployeeIds = employeeIds.Where(value => value != employeeIdToRemove).OrderByDescending(x => x).ToArray();`
- C. `int[] filteredEmployeeIds = employeeIds.Distinct().Where(value => value != employeeIdToRemove).OrderByDescending(x => x).ToArray();`
- D. `int[] filteredEmployeeIds = employeeIds.Distinct().OrderByDescending(x => x).ToArray();`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 130

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 class Animal
02 {
03     public string Color { get; set; }
04     public string Name { get; set; }
05 }
06 private static IEnumerable<Animal> GetAnimals(string sqlConnectionString)
07 {
08     var animals = new List<Animal>();
09     SqlConnection sqlConnection = new SqlConnection(sqlConnectionString);
10     using (sqlConnection)
11     {
12         SqlCommand sqlCommand = new SqlCommand("SELECT Name, ColorName FROM Animals", sqlConnection);
13
14         using (SqlDataReader sqlDataReader = sqlCommand.ExecuteReader())
15         {
16             while (sqlDataReader.Read())
17             {
18                 var animal = new Animal();
19                 animal.Name = (string)sqlDataReader["Name"];
20                 animal.Color = (string)sqlDataReader["ColorName"];
21                 animals.Add(animal);
22             }
23         }
24     }
25     return animals;
26 }
```

The GetAnimals() method must meet the following requirements:

Connect to a Microsoft SQL Server database.

Create Animal objects and populate them with data from the database.

Return a sequence of populated Animal objects.

You need to meet the requirements.

Which two actions should you perform? (Each correct answer presents part of the solution.

Choose two.)

- A. Insert the following code segment at line 16:
while(sqlDataReader.NextResult())
- B. Insert the following code segment at line 13:
sqlConnection.Open();
- C. Insert the following code segment at line 13:
sqlConnection.BeginTransaction();
- D. Insert the following code segment at line 16:
while(sqlDataReader.Read())
- E. Insert the following code segment at line 16:
while(sqlDataReader.GetValues())

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

SqlConnection.Open - Opens a database connection with the property settings specified by the ConnectionString.

<http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqlconnection.open.aspx> SqlDataReader.Read - Advances the SqlDataReader to the next record. <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqldatareader.read.aspx>

QUESTION 131

You are developing an application that uses the Microsoft ADO.NET Entity Framework to retrieve order information from a Microsoft SQL Server database. The application includes the following code. (Line numbers are included for reference only.)

```
01 public DateTime? OrderDate;
02 IQueryable<Order> LookupOrdersForYear(int year)
03 {
04     using (var context = new NorthwindEntities())
05     {
06         var orders =
07             from order in context.Orders
08
09             select order;
10     return orders.ToList().AsQueryable();
11 }
12 }
```

The application must meet the following requirements:

Return only orders that have an OrderDate value other than null. Return only orders that were placed in the year specified in the OrderDate property or in a later year.

You need to ensure that the application meets the requirements.

Which code segment should you insert at line 08?

- A. Where order.OrderDate.Value != null && order.OrderDate.Value.Year >= year
- B. Where order.OrderDate.Value == null && order.OrderDate.Value.Year == year
- C. Where order.OrderDate.HasValue && order.OrderDate.Value.Year == year
- D. Where order.OrderDate.Value.Year == year

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

*For the requirement to use an OrderDate value other than null use:

OrderDate.Value != null

*For the requirement to use an OrderDate value for this year or a later year use:

OrderDate.Value >= year

QUESTION 132

You are developing an application. The application includes a method named ReadFile that reads data from a file.

The ReadFile() method must meet the following requirements:

It must not make changes to the data file.

It must allow other processes to access the data file. It must not throw an exception if the application attempts to open a data file that does not exist.

You need to implement the ReadFile() method.

Which code segment should you use?

- A. var fs = File.Open(Filename, FileMode.OpenOrCreate, FileAccess.Read, FileShare.ReadWrite);
- B. var fs = File.Open(Filename, FileMode.Open, FileAccess.Read, FileShare.ReadWrite);
- C. var fs = File.Open(Filename, FileMode.OpenOrCreate, FileAccess.Read, FileShare.Write);
- D. var fs = File.ReadAllLines(Filename);
- E. var fs = File.ReadAllBytes(Filename);

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

FileMode.OpenOrCreate - Specifies that the operating system should open a file if it exists; otherwise, a new file should be created. If the file is opened with FileAccess.Read, FileIOPermissionAccess.Read permission is required. If the file access is FileAccess.Write, FileIOPermissionAccess.Write permission is required. If the file is opened with FileAccess.ReadWrite, both FileIOPermissionAccess.Read and FileIOPermissionAccess.Write permissions are required.

<http://msdn.microsoft.com/en-us/library/system.io.filemode.aspx>

FileShare.ReadWrite - Allows subsequent opening of the file for reading or writing. If this flag is not specified, any request to open the file for reading or writing (by this process or another process) will fail until the file is closed. However, even if this flag is specified, additional permissions might still be needed to access the file. <http://msdn.microsoft.com/pl-pl/library/system.io.filesshare.aspx>

QUESTION 133

An application receives JSON data in the following format:

```
{ "FirstName" : "David",
  "LastName" : "Jones",
  "Values" : [0, 1, 2] }
```

The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public class Name
02 {
03     public int[] Values { get; set; }
04     public string FirstName { get; set; }
05     public string LastName { get; set; }
06 }
07 public static Name ConvertToName(string json)
08 {
09     var ser = new JavaScriptSerializer();
10
11 }
```

You need to ensure that the ConvertToName() method returns the JSON input string as a Name object.

Which code segment should you insert at line 10?

- A. Return ser.ConvertToType<Name>(json);
- B. Return ser.DeserializeObject(json);
- C. Return ser.Deserialize<Name>(json);
- D. Return (Name)ser.Serialize(json);

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

JavaScriptSerializer.Deserialize<T> - Converts the specified JSON string to an object of type T. <http://msdn.microsoft.com/en-us/library/bb355316.aspx>

QUESTION 134

You are developing an application. The application converts a Location object to a string by using a method named WriteObject. The WriteObject() method accepts two parameters, a Location object and an XmlObjectSerializer object.

The application includes the following code. (Line numbers are included for reference only.)

```
01 public enum Compass
02 {
03     North,
04     South,
05     East,
06     West
07 }
08 [DataContract]
09 public class Location
10 {
11     [DataMember]
12     public string Label { get; set; }
13     [DataMember]
14     public Compass Direction { get; set; }
15 }
16 void DoWork()
17 {
18     var location = new Location { Label = "Test", Direction = Compass.West };
19     Console.WriteLine(WriteObject(location,
20
21     ));
22 }
```

You need to serialize the Location object as a JSON object.

Which code segment should you insert at line 20?

- A. New DataContractSerializer(typeof(Location))
- B. New XmlSerializer(typeof(Location))
- C. New NetDataContractSenalizer()
- D. New DataContractJsonSerializer(typeof(Location))

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The DataContractJsonSerializer class serializes objects to the JavaScript Object Notation (JSON) and deserializes JSON data to objects.

Use the DataContractJsonSerializer class to serialize instances of a type into a JSON document and to deserialize a JSON document into an instance of a type.

QUESTION 135

An application includes a class named Person. The Person class includes a method named GetData.

You need to ensure that the GetData() from the Person class.

Which access modifier should you use for the GetData() method?

- A. Internal
- B. Protected
- C. Private
- D. Protected internal
- E. Public

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Protected - The type or member can be accessed only by code in the same class or structure, or in a class that is derived from that class.

<http://msdn.microsoft.com/en-us/library/ms173121.aspx> The protected keyword is a member access modifier. A protected member is accessible within its class and by derived class instances.

QUESTION 136

You are developing an application by using C#. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public interface IDataContainer
02 {
03     string Data { get; set; }
04 }
05 void DoWork(object obj)
06 {
07
08     if (dataContainer != null)
09     {
10         Console.WriteLine(dataContainer.Data);
11     }
12 }
```

The DoWork() method must not throw any exceptions when converting the obj object to the IDataContainer interface or when accessing the Data property.

You need to meet the requirements. Which code segment should you insert at line 07?

- A. var dataContainer = (IDataContainer)obj;
- B. dynamic dataContainer = obj;
- C. var dataContainer = obj is IDataContainer;
- D. var dataContainer = obj as IDataContainer;

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

As - The as operator is like a cast operation. However, if the conversion isn't possible, as returns null instead of raising an exception.
[http://msdn.microsoft.com/en-us/library/cscsdfbt\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/cscsdfbt(v=vs.110).aspx)

QUESTION 137

You are creating an application that manages information about zoo animals. The application includes a class named Animal and a method named Save.

The Save() method must be strongly typed. It must allow only types inherited from the Animal class that uses a constructor that accepts no parameters.

You need to implement the Save() method.

Which code segment should you use?

- A.

```
public static void Save<T>(T target) where T : new(), Animal
{
    ...
}
```
- B.

```
public static void Save<T>(T target) where T : Animal
{
    ...
}
```
- C.

```
public static void Save<T>(T target) where T : Animal, new()
{
    ...
}
```
- D.

```
public static void Save(Animal target)
{
    ...
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

When you define a generic class, you can apply restrictions to the kinds of types that client code can use for type arguments when it instantiates your class. If client code tries to instantiate your class by using a type that is not allowed by a constraint, the result is a compile-time error. These restrictions are called constraints. Constraints are specified by using the where contextual keyword.
<http://msdn.microsoft.com/en-us/library/d5x73970.aspx>

QUESTION 138

You are developing an application. The application includes classes named Employee and Person and an interface named IPerson.

The Employee class must meet the following requirements:

It must either inherit from the Person class or implement the IPerson interface. It must be inheritable by other classes in the application.

You need to ensure that the Employee class meets the requirements.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `sealed class Employee : Person`
{
 ...
}
- B. `abstract class Employee : Person`
{
 ...
}
- C. `sealed class Employee : IPerson`
{
 ...
}
- D. `abstract class Employee : IPerson`
{
 ...
}

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Sealed - When applied to a class, the sealed modifier prevents other classes from inheriting from it. [http://msdn.microsoft.com/en-us/library/88c54tsw\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/88c54tsw(v=vs.110).aspx)

QUESTION 139

You are developing an application that will convert data into multiple output formats.

The application includes the following code. (Line numbers are included for reference only.)

```
01 public class TabDelimitedFormatter : IOutputFormatter<string>
02 {
03     readonly Func<int, char> suffix = col => col % 2 == 0 ? '\n' : '\t';
04     public string GetOutput(IEnumerator<string> iterator, int recordSize)
05     {
06
07     }
08 }
```

You are developing a code segment that will produce tab-delimited output. All output routines implement the following interface:

```
public interface IOutputFormatter<T>
{
    string GetOutput(IEnumerator<T> iterator, int recordSize);
}
```

You need to minimize the completion time of the GetOutput() method.

Which code segment should you insert at line 06?

- C A.

```
string output = null;
for (int i = 1; iterator.MoveNext(); i++)
{
    output = string.Concat(output, iterator.Current, suffix(i));
}
return output;
```
- C B.

```
var output = new StringBuilder();
for (int i = 1; iterator.MoveNext(); i++)
{
    output.Append(iterator.Current);
    output.Append(suffix(i));
}
return output.ToString();
```
- C C.

```
string output = null;
for (int i = 1; iterator.MoveNext(); i++)
{
    output = output + iterator.Current + suffix(i);
}
return output;
```
- C D.

```
string output = null;
for (int i = 1; iterator.MoveNext(); i++)
{
    output += iterator.Current + suffix(i);
}
return output;
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

A String object concatenation operation always creates a new object from the existing string and the new data.

A StringBuilder object maintains a buffer to accommodate the concatenation of new data. New data is appended to the buffer if room is available; otherwise, a new, larger buffer is allocated, data from the original buffer is copied to the new buffer, and the new data is then appended to the new buffer.

The performance of a concatenation operation for a String or StringBuilder object depends on the frequency of memory allocations. A String concatenation operation always allocates memory, whereas a StringBuilder concatenation operation allocates memory only if the StringBuilder object buffer is too small to accommodate the new data. Use the String class if you are concatenating a fixed number of String objects. In that case, the compiler may even combine individual concatenation operations into a single operation. Use a StringBuilder object if you are concatenating an arbitrary number of strings; for example, if you're using a loop to concatenate a random number of strings of user input.

[http://msdn.microsoft.com/en-us/library/system.text.stringbuilder\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.text.stringbuilder(v=vs.110).aspx)

QUESTION 140

You are developing an application by using C#.

The application includes an object that performs a long running process. You need to ensure that the garbage collector does not release the object's resources until the process completes.

Which garbage collector method should you use?

- A. ReRegisterForFinalize()
- B. SuppressFinalize()
- C. Collect()
- D. WaitForFullGCApproach()

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 141

You are creating a class named Employee. The class exposes a string property named EmployeeType. The following code segment defines the Employee class. (Line numbers are included for reference only.)

```
01 public class Employee
02 {
03     internal string EmployeeType
04     {
05         get;
06         set;
07     }
08 }
```

The EmployeeType property value must be accessed and modified only by code within the Employee class or within a class derived from the Employee class.

You need to ensure that the implementation of the EmployeeType property meets the requirements.

Which two actions should you perform? (Each correct answer represents part of the complete solution. Choose two.)

- A. Replace line 05 with the following code segment:
protected get;
- B. Replace line 06 with the following code segment:
private set;
- C. Replace line 03 with the following code segment:
public string EmployeeType
- D. Replace line 05 with the following code segment:
private get;
- E. Replace line 03 with the following code segment:
protected string EmployeeType
- F. Replace line 06 with the following code segment:
protected set;

Correct Answer: BE

Section: (none)

Explanation

Explanation/Reference:

QUESTION 142

You are implementing a method named Calculate that performs conversions between value types and reference types. The following code segment implements the method. (Line numbers are included for reference only.)

```
01 public static void Calculate(float amount)
02 {
03     object amountRef = amount;
04
05     Console.WriteLine(balance);
06 }
```

You need to ensure that the application does not throw exceptions on invalid conversions.

Which code segment should you insert at line 04?

- A. int balance = (int) (float)amountRef;
- B. int balance = (int)amountRef;
- C. int balance = amountRef;
- D. int balance = (int) (double) amountRef;

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 143

You are creating a console application by using C#.

You need to access the application assembly.

Which code segment should you use?

- A. Assembly.GetAssembly(this);
- B. this.GetType();
- C. Assembly.Load();
- D. Assembly.GetExecutingAssembly();

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Assembly.GetExecutingAssembly - Gets the assembly that contains the code that is currently executing.

[http://msdn.microsoft.com/en-](http://msdn.microsoft.com/en-us/library/system.reflection.assembly.getexecutingassembly(v=vs.110).aspx)

[us/library/system.reflection.assembly.getexecutingassembly\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.reflection.assembly.getexecutingassembly(v=vs.110).aspx)

Assembly.GetAssembly - Gets the currently loaded assembly in which the specified class is defined.

<http://msdn.microsoft.com/en-us/library/system.reflection.assembly.getassembly.aspx>

QUESTION 144

You use the Task.Run() method to launch a long-running data processing operation. The data processing operation often fails in times of heavy network congestion.

If the data processing operation fails, a second operation must clean up any results of the first operation.

You need to ensure that the second operation is invoked only if the data processing operation throws an unhandled exception.

What should you do?

- A. Create a TaskCompletionSource<T> object and call the TrySetException() method of the object.
- B. Create a task by calling the Task.ContinueWith() method.
- C. Examine the Task.Status property immediately after the call to the Task.Run() method.
- D. Create a task inside the existing Task.Run() method by using the AttachedToParent option.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

corrected and modified.

QUESTION 145

You are modifying an application that processes leases. The following code defines the Lease class. (Line numbers are included for reference only.)

```
01 public class Lease
02 {
03
04     private int _term;
05     private const int MaximumTerm = 5;
06     private const decimal Rate = 0.034m;
07     public int Term
08     {
09         get
10         {
11             return _term;
12         }
13         set
14         {
15             if (value <= MaximumTerm)
16             {
17                 _term = value;
18             }
19             else
20             {
21
22             }
23         }
24     }
25 }
26 public delegate void MaximumTermReachedHandler(object source, EventArgs e);
```

Leases are restricted to a maximum term of 5 years. The application must send a notification message if a lease request exceeds 5 years.
You need to implement the notification mechanism.

Which two actions should you perform? (Each correct answer presents part of the solution.
Choose two.)

- A. Insert the following code segment at line 03:

```
public event MaximumTermReachedHandler OnMaximumTermReached;
```

- B. Insert the following code segment at line 21:

```
if (OnMaximumTermReached != null)
{
    OnMaximumTermReached(this, new EventArgs());
}
```

- C. Insert the following code segment at line 21:

```
value = MaximumTerm;
```

- D. Insert the following code segment at line 03:

```
public string MaximumTermReachedEvent { get; set; }
```

- E. Insert the following code segment at line 03:

```
private string MaximumTermReachedEvent;
```

- F. Insert the following code segment at line 21:

```
value = 4;
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E
- F. Option F

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

QUESTION 146

You are developing an application that uses structured exception handling. The application includes a class named ExceptionLogger.

The ExceptionLogger class implements a method named LogException by using the following code segment:

```
public static void LogException(Exception ex)
```

You have the following requirements:

Log all exceptions by using the LogException() method of the ExceptionLogger class.

Rethrow the original exception, including the entire exception stack.

You need to meet the requirements.

Which code segment should you use?

- A.

```
catch (Exception ex)
{
    ExceptionLogger.LogError(ex);
    throw;
}
```
- B.

```
catch (Exception ex)
{
    ExceptionLogger.LogError(ex);
    throw ex;
}
```
- C.

```
catch
{
    ExceptionLogger.LogError(new Exception());
    throw;
}
```
- D.

```
catch
{
    var ex = new Exception();
    throw ex;
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:**Explanation:**

Once an exception is thrown, part of the information it carries is the stack trace. The stack trace is a list of the method call hierarchy that starts with the method that throws the exception and ends with the method that catches the exception. If an exception is re-thrown by specifying the exception in the throw statement, the stack trace is restarted at the current method and the list of method calls between the original method that threw the exception and the current method is lost. To keep the original stack trace information with the exception, use the throw statement without specifying the exception.

[http://msdn.microsoft.com/en-us/library/ms182363\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/ms182363(v=vs.110).aspx)

QUESTION 147

You are developing an application that includes a class named UserTracker. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public delegate void AddUserCallback(int i);
02 public class UserTracker
03 {
04     List<User> users = new List<User>();
05     public void AddUser(string name, AddUserCallback callback)
06     {
07         users.Add(new User(name));
08         callback(users.Count);
09     }
10 }
11
12 public class Runner
13 {
14
15     UserTracker tracker = new UserTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a user to the UserTracker instance.

What should you do?

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 148

You are adding a public method named UpdateScore to a public class named ScoreCard.

The code region that updates the score field must meet the following requirements:

- It must be accessed by only one thread at a time.
- It must not be vulnerable to a deadlock situation.

You need to implement the UpdateScore() method.

What should you do?

- C A. Place the code region inside the following lock statement:

```
lock (this)
{
    ...
}
```

- C B. Add a private object named **lockObject** to the **ScoreCard** class. Place the code region inside the following lock statement:

```
lock (lockObject)
{
    ...
}
```

- C C. Apply the following attribute to the **UpdateScore()** method signature:

```
[MethodImpl(MethodImplOptions.Synchronized)]
```

- C D. Add a public static object named **lockObject** to the **ScoreCard** class. Place the code region inside the following lock statement:

```
lock (typeof(ScoreCard))
{
    ...
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Explanation:

<http://blogs.msdn.com/b/bclteam/archive/2004/01/20/60719.aspx>

QUESTION 149

You need to configure the CredentialPicker object to meet the requirements.

Which code segment should you insert at line GC04?

- A. options.callerSavesCredential = false;
- B. options.CredentialSaveOption.unselected;
- C. options.CredentialSaveOption.selected;
- D. options.callerSavesCredential = true;
- E. options.CredentialSaveOption.hidden;

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

CredentialPickerOptions.CallerSavesCredential | callerSavesCredential property (Windows)

QUESTION 150

You need to implement the code to meet the search requirements. Which code segment should you insert at line NP11?

- C A.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {
    if (suggestionList[i] === query) {
        suggestionRequest.searchSuggestionCollection.appendQuerySuggestion
(suggestionList[i]);
```
- C B.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {
    if (suggestionList[i] === query) {
        suggestionRequest.searchSuggestionCollection.appendResultSuggestion
(suggestionList[i]);
```
- C C.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {
    if (suggestionList[i].substr(0, query.length).toLowerCase() === query) {
        suggestionRequest.searchSuggestionCollection.appendResultSuggestion
(suggestionList[i]);
```
- C D.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {
    if (suggestionList[i].substr(0, query.length).toLowerCase() === query) {
        suggestionRequest.searchSuggestionCollection.appendQuerySuggestion
(suggestionList[i]);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.applicationmodel.search.searchsuggestioncollection.aspx>

QUESTION 151

You need to implement the code to retrieve news items according to the requirements.

Which code segment should you add to newsPage.js?

- C A.

```
function fetchDailyNews(){
    WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
        .then(function progress(result) {
            progressDiv.innerText = result.readyState;
        })
        .done(function complete(result) {
            ...
        });
}
```
- C B.

```
function fetchDailyNews(){
    WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
        .then(function progress(result) {
            progressDiv.innerText = result.readyState;
        })
        .then(function complete(result) {
            ...
        });
}
```
- C C.

```
function fetchDailyNews(){
    WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
        .done(function progress(result) {
            progressDiv.innerText = result.readyState;
        });
}
```
- C D.

```
function fetchDailyNews(){
    WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
        .done(function complete(result) {
            ...
        }, null,
        function progress(result) {
            progressDiv.innerText = result.readyState;
        });
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

WinJS.xhr function (Windows)

QUESTION 152

You need to ensure that the app displays only contacts that meet the requirements.

Which code segment should you insert at line EJ03?

- A. picker.selectionMode =
Windows.ApplicationModel.Contacts.ContactSelectionMode.fields;
 - B. picker.selectionMode =
Windows.ApplicationModel.Contacts.ContactSelectionMode.contacts;
 - C. picker.desiredFields.append(Windows.ApplicationModel.Contacts.ContactField
("Email", string));
 - D. picker.desiredFields.append
(Windows.ApplicationModel.Contacts.KnownContactField.email);
-
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

KnownContactField class (Windows)

QUESTION 153

You need to ensure that the user can annotate news items according to the requirements.

Which code segment should you insert at line NJ03?

- A. `return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.button === 1));`
- B. `return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.button === 0));`
- C. `return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.type === 0));`
- D. `return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.type === 1));`

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/jj883712.aspx>

QUESTION 154

You need to implement the code to meet the requirements for handling changes in the annotation area of the newsItem.html page.

Which event handler should you add to newsItem.js?

- C A.

```
WinJS.Navigation.addEventListener("beforenavigate", onbeforeNavigate);
function onbeforeNavigate(eventObject) {
    if (hasChanges) {
        eventObject.detail.setPromise(WinJS.Promise.wrap(true));
    }
    else {
        eventObject.detail.setPromise(WinJS.Promise.wrap(false));
    }
}
```
- C B.

```
WinJS.Navigation.addEventListener("navigating", onNavigating);
function onNavigating(eventObject) {
    if (hasChanges) {
        eventObject.detail.setPromise(WinJS.Promise.wrap(true));
    }
    else {
        eventObject.detail.setPromise(WinJS.Promise.wrap(false));
    }
}
```
- C C.

```
WinJS.Navigation.addEventListener("beforenavigate", onbeforeNavigate);
function onbeforeNavigate(eventObject) {
    eventObject.detail = null;
}
```
- C D.

```
WinJS.Navigation.addEventListener("navigating", onNavigating);
function onNavigating(eventObject) {
    eventObject.detail = null;
}
```

- A. Option A
- B. Option B
- C. Option C

D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

onbeforenavigate event (Windows)

QUESTION 155

You need to ensure that the navigation requirements for displaying news items are met.

Which code segment should you insert at line NP04?

- A. nav.navigate("/html/newsPage.html");
- B. nav.navigate ("/html/newsItem.html", {item: item});
- C. nav.forward (" /html/newsItem.html");
- D. nav.forward("/html/newsPage.html", {item: item});

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

WinJS.Navigation.navigate function (Windows)

QUESTION 156

You need to implement the code to meet the requirements for displaying content from search results.

Which code segment should you insert at line NP19?

- A. if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.search) {
 var id = FindNewsId(detail.arguments);
- B. if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.search) {
 var id = FindNewsId(detail.queryText);
- C. if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
 var id = FindNewsId(detail.queryText);
- D. if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
 var id = FindNewsId(detail.arguments);

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

onactivated event (Windows)

ActivationKind enumeration (Windows)

QUESTION 157

You need to ensure that the requirements for capturing user input on the newsItem.html page are met.

Which code segments should you use? (Each correct answer presents part of the solution.

Choose all that apply.)

- A. InkManager.mode = Windows.UI.Input.Inking.InkManipulationMode.selecting;
- B. InkManager.mode = Windows.UI.Input.Inking.InkRecognitionTarget.selected;
- C. InkManager.mode = Windows.UI.Input.Inking.InkManipulationMode.inking;

D. InkManager.mode = Windows.UI.Input.Inking.InkRecognitionTarget.all;

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

InkManipulationMode enumeration (Windows)

InkRecognitionTarget enumeration (Windows)

QUESTION 158

You need to ensure that the layout for newsPage.html meets the requirements.

Which layout should you choose?

- C A.

```
#MyFlexbox {  
    display: -ms-grid;  
    background: gray;  
    border: blue;  
    -ms-grid-columns: auto;  
}
```
- C B.

```
#MyFlexbox {  
    display: -ms-flexbox;  
    background: gray;  
    border: blue;  
    -ms-flex-wrap: wrap;  
}
```
- C C.

```
#MyFlexbox{  
    display: -ms-flexbox;  
    background: gray;  
    border: blue;  
    -ms-flex-align:stretch;  
}
```
- C D.

```
#MyFlexbox {  
    display: -ms-inline-grid;  
    background: gray;  
    border: blue;  
    -ms-grid-columns: auto;  
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

flex-wrap property (Windows)

QUESTION 159

You need to ensure that employees are authenticated across public networks according to the requirements.

Which code segment should you insert at line GC04?

- A. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.negotiate;`
- B. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.basic;`
- C. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.digest;`
- D. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.custom;`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Incorrect:

B, C, D - Credentials are returned to the caller as plaintext.

A - Credentials are transformed before being returned to the caller.

AuthenticationProtocol enumeration (Windows)

QUESTION 160

You need to implement the requirements for sending news items to multiple contacts.

Which code segment should you use to replace the code in line EJ04?

- C A.

```
var toEmail = "";
picker.pickSingleContactsAsync().then(function (contact) {
    contact.emails.forEach(function (email) {
        toEmail = toEmail.concat(email.value, ",");
    });
});
document.querySelector("#To").innerText = toEmail;
```
- C B.

```
var toEmail = "";
picker.pickMultipleContactsAsync().then(function (contact) {
    contact.emails.forEach(function (email) {
        toEmail = toEmail.concat(email.value, ",");
    });
});
document.querySelector("#To").innerText = toEmail;
```
- C C.

```
var toEmail = "";
picker.pickSingleContactsAsync().then(function (contacts) {
    contacts.forEach(function (contact) {
        toEmail = toEmail.concat(contact.emails[0].value, ",");
    });
});
document.querySelector("#To").innerText = toEmail;
```
- C D.

```
var toEmail = "";
picker.pickMultipleContactsAsync().then(function (contacts) {
    contacts.forEach(function (contact) {
        toEmail = toEmail.concat(contact.emails[0].value, ",");
    });
});
document.querySelector("#To").innerText = toEmail;
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

ContactPicker.PickMultipleContactsAsync | pickMultipleContactsAsync method (Windows) Contact.Emails | emails property (Windows)

QUESTION 161

You need to ensure that the navigation requirements for displaying news items are met. Which code segment should you insert at line NP04?

- A. Windows.Devices.Enumeration
- B. Windows. Devices.Input
- C. Windows.Media.Devices
- D. Windows.UI.Input

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Windows.UI.Input namespace (Windows)

QUESTION 162

You need to implement the code to meet the requirements regarding the display of the newsPage.html page.

Which HTML element should you insert at line NH06?

- A. <h2 class ="news-item-title win-type-ellipses" data-win-bind="textContent: title"></ h2>
- B. <h2 class="news-item-title win-type-large" data-win-bind="textContent: title"></h2>
- C. <h2 class="news-item-titlewin-type-xx-large" data-win-bind="textContent: title"></ h2>
- D. <h2 class="news-item-title win-type-x-large" data-win-bind="textContent: title"></ h2>

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

WinJS CSS classes for typography (Windows)
ListView.itemTemplate property (Windows)

QUESTION 163

You add an element with an ID of MyFlexbox to newsPage.html.

You need to ensure that the layout for MyFlexbox meets the requirements.

Which layout should you choose?

- C A.

```
#MyFlexbox {  
    display: -ms-flexbox;  
    background: gray;  
    border: blue;  
    -ms-flex-wrap: wrap;  
}
```
- C B.

```
#MyFlexbox {  
    display: -ms-inline-grid;  
    background: gray;  
    border: blue;  
    -ms-grid-columns: auto;  
}
```
- C C.

```
#MyFlexbox {  
    display: -ms-grid;  
    background: gray;  
    border: blue;  
    -ms-grid-columns: auto;  
}
```
- C D.

```
#MyFlexbox {  
    display: -ms-flexbox;  
    background: gray;  
    border: blue;  
    -ms-flex-align: stretch;  
}
```

- A. Option A
- B. Option B

- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

flex-wrap property (Windows)

Topic 2, Windows Store app

Background

You are developing a Windows Store app by using HTML5, JavaScript, and CSS3. The app will be used to access details about products that your company sells.

Business Requirements

The app must do all of the following:

Be available to customers in many different countries.

Display a list of product categories.

Display the products for a selected category.

Display details of a selected product.

Display images of each product one at a time in a vertical presentation. Provide a link to an about section in the Settings pane.

Update product data on a daily basis.

Allow the user to view the last selected product while the app is offline.

Be deployed in the Windows Store.

Technical Requirements

General

When the user restarts the app, the app must start in the state it was in when it was last used.

App settings controls must be 346 pixels wide.

The app must optimize bandwidth use and performance.

Security

The app must use an enterprise certificate.

The user must provide valid credentials to access the app. After user authentication, the app must use stored credentials. User accounts will be validated against a pre-existing enterprise service.

App Architecture

Service calls must be separated from the user interface.

The app must follow the MVC design pattern.

Service classes can be written in C++, C#, VB, or JavaScript. The app must communicate with pre-existing enterprise services.

Application Structure

Relevant portions of the app files are shown below. (Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

about.html

```
AB01 <!DOCTYPE html>
AB02 <html>
AB03   <head>
AB04     <title>About</title>
AB05   </head>
AB06   <body>
AB07     <div id="about">
AB08       <div class="win-header">
AB09         <div class="win-label">About</div>
AB10       </div>
AB11       <div class="win-content">
AB12         ...
AB13       </div>
AB14     </div>
AB15   </body>
AB16 </html>
```

QUESTION 164

You need to implement the getStoredCredentialsFull method.

Which code segment should you insert at line CM13?

- A. credential = credentialStore.retrieve(applicationID, userName);
var credentialStore = new Windows.Security.Credentials.PasswordVault();
 - B. credential = credentialStore.pickAsync(applicationID, userName);
var credentialStore = new Windows.Security.Credentials.UI.CredentialPicker();
 - C. var credentialStore = new Windows.Security.Credentials.PasswordVault();
credential = credentialStore.retrieve(applicationID, userName);
 - D. var credentialStore = new Windows.Security.Credentials.UI.CredentialPicker();
credential = credentialStore.pickAsync(applicationID, userName);
- A. Option A
B. Option B
C. Option C
D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

PasswordVault class (Windows)

QUESTION 165

You need to ensure that the about.html page is displayed according to the requirements.

Which attribute should you add to the DIV element in line AB07?

- A. data-win-control="WinJS.UI.ApplicationSettings.SettingsLayout"
- B. data-win-control="WinJS.UI.SettingsLayout"
- C. data-win-control="WinJS.UI.ApplicationSettings.SettingsPane"
- D. data-win-control="WinJS.UI.SettingsPane"

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/library/windows/apps/br208189>

QUESTION 166

You are preparing to deploy the app.

You need to ensure that the app meets the deployment requirements.

Which tool should you use to validate the app?

- A. Windows App Cert Kit
- B. System Center Configuration Manager
- C. Microsoft Deployment Toolkit
- D. SelfCert

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Using the Windows App Certification Kit (Windows)

QUESTION 167

You need to implement the saveCredentials method.

Which code segment should you insert at line CM06?

- C A.

```
var passwordVault = new Windows.Security.Credentials.PasswordVault();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
passwordVault.save(credential);
```
- C B.

```
var credentialPicker = new Windows.Security.Credentials.UI.CredentialPicker();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
credentialPicker.store(credential);
```
- C C.

```
var credentialPicker = new Windows.Security.Credentials.UI.CredentialPicker();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
credentialPicker.save(credential)
```
- C D.

```
var passwordVault = new Windows.Security.Credentials.PasswordVault();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
passwordVault.add(credential);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Managing application data in a Windows Store business app using C#, XAML, and Prism (Windows)
PasswordVault class (Windows)

QUESTION 168

You are designing the architecture for the app.

You need to ensure that the logical design fulfills the design pattern requirements.

Which type of object should you create?

- A. C# class library
- B. Windows Runtime components
- C. A single JavaScript file
- D. A separate JavaScript file for each page that contains a single enterprise service provider implementation

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Building your own Windows Runtime components to deliver great Metro style apps - Windows 8 app developer blog - Site Home - MSDN Blogs
Creating Windows Runtime Components in C# and Visual Basic

QUESTION 169

You need to ensure that the about page is displayed.

Which code segment should you insert at line DF13?

- A. e.detail.commands = { "about": { href: "/Settings/about.html", title: "About" } };
- B. e.detail.applicationcommands = { "about": { target: "/Settings/about.html", title: "About" } };
- C. e.detail.applicationcommands = { "about": { href: "/Settings/about.html", title: "About" } };
- D. e.detail.commands = { "about": { target: "/Settings/about.html", title: "About" } };

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/Hh701259.aspx>

QUESTION 170

You need to ensure that the settings for the About page meet the business requirements.

Which attribute should you add to the DIV element in line AB07?

- A. data-win-options="{width:'narrow'}
- B. data-win-options="{width:'346'}
- C. data-win-options="{size:'narrow'}
- D. data-win-options={size:'346'}

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

SettingsFlyout.width property (Windows)

QUESTION 171

HOTSPOT

You are preparing to deploy the app.

You need to prepare the app according to the technical specifications.

Which tab in Visual Studio should you use? (To answer, select the correct tab in the answer area.)

- A.
- B.
- C.

D.

Correct Answer:**Section: (none)****Explanation****Explanation/Reference:**

Answer: <map><m x1="488" x2="601" y1="100" y2="121" ss="0" a="0" /></map> Configure an app package by using the manifest designer

QUESTION 172

You need to ensure that the about.html page is displayed. Which code segment should you insert at line DF13?

- A. e.detail.commandsrequested += { "about": { target: "/Settings/about.html", title: "About" } };
- B. e.detail.applicationcommands = { "about": { href: "/Settings/about.html", title: "About" } };
- C. e.detail.applicationcommands = { "about": { src: "/Settings/about.html", title: "About" } };
- D. e.detail.commandsrequested += { "about": { href: "/Settings/about.html", title: "About" } };

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: B**Section: (none)****Explanation****Explanation/Reference:**<http://msdn.microsoft.com/en-us/library/windows/apps/Hh701259.aspx>

QUESTION 173

You need to ensure that the about.html page is displayed according to the requirements.

Which attribute should you add to the DIV element in line AB07?

- A. data-win-control="WinJS.UI.GridLayout"
- B. data-win-control="WinJS.UI.AppBar"
- C. data-win-control="WinJS.UI.ListLayout"
- D. data-win-control="WinJS.UI.SettingsFlyout"

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/br229670.aspx>

Topic 3, Tailspin Toys

Background

You are developing a Windows Store app for Tailspin Toys. The app will allow customers to interact with toys online and to order toys.

Business Requirements

User Interface

The user interface must display toy categories, toys in each category, and product details about the toys. The product details must include the toy name, description, and one or more photos in different views. The toy categories must be distinct, and each toy must belong to only one category at a time. The display of toy categories must remain at the top of the screen at all times. The display of all product details must be arranged in a grid. The user interface must allow the user to zoom images of toys, with a maximum zoom factor of five.

When inventory changes, the app must raise a toast notification with a brief sound alert. The toast notification must remain on the screen for five seconds. The area that displays the details of a single toy has the following requirements:

- o It must be one-third of the size of the area of the toy detail grid.
- o It must be on the left.

Settings

All settings must use the Settings charm.

The app must provide help and information.

Behavior

The app must restore user toy selection during an unexpected app termination. The app state must be restored when the app is activated after termination.

Technical Requirements

General

App calls must initialize the TailspinArtUpdater object in response to a Process Lifetime Management (PLM) notification.

The app includes a library named ToyInventory, which will be used to access the toy inventory system. The library includes a method named DisplayInventory(). Any compiler-generated metadata produced from this library must be consumable by JavaScript, C++, and C# Windows Store apps.

The app must include an HTML5 control that has the following requirements:

It must use a GetToyInventory event to display app settings. It must have a relative path of html/ToyInventory.html. It must be invoked by using a link named Show Inventory, which displays in-context access to settings.

Styling

The styling details of the app must be located in the default CSS file.

Help and information

The app will call a function named LoadHelpContent to load help content from tailspintoys.html.

The app will display the help content by using the SettingsFlyout control.

Application Structure

Relevant portions of the app files are shown below. (Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

updateLayout.js

```
UL01 var ui = WinJS.UI; updateLayout: function (element, viewState) {
UL02     var listView = element.querySelector(".groupeditemslist").winControl;
UL03     if (viewState === appViewState.snapped) {
UL04         ui.setOptions(listView, {
UL05             itemDataSource: data.groups.dataSource,
UL06             groupDataSource: null,
UL07             layout: new ui.ListLayout()
UL08         });
UL09     }
UL10     else {
UL11         var groupDataSource =
UL12             data.items.createGrouped(this.groupKeySelector, this.groupDataSelector);
UL13         ui.setOptions(listView, {
UL14             itemDataSource: data.items.dataSource,
UL15
UL16         });
UL17     }
UL18 }
```

showToast.js

```
ST01 function showToast()
ST02 {
ST03     var notifications = Windows.UI.Notifications;
ST04     var notificationManager = notifications.ToastNotificationManager;
ST05     var template = notifications.toastTemplateType.toastImageAndText01;
ST06     var toastXml =
ST07         notificationManager.getTemplateContent(notifications.ToastTemplateType
[template]);
ST08     var images = toastXml.getElementsByTagName("image");
ST09     images[0].setAttribute("src", "images/ToyInventoryChange.png");
ST10     var textNodes = toastXml.getElementsByTagName("text");
ST11     textNodes.appendChild(toastXml.createTextNode("Toy Inventory Changed"));
ST12
ST13 }
```

showHelp.js

```
SH01 function showHelp() {
SH02
SH03
SH04     LoadHelpContent();
SH05
SH06
SH07 }
```

default.js

```
DF01 var app = WinJS.Application;
DF02
DF03 if (eventObject.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
DF04     if (eventObject.detail.previousExecutionState !==
DF05         Windows.ApplicationModel.Activation.ApplicationExecutionState.terminated) {
DF06             TailspinArtUpdater.Initialize();
DF07         }
DF08     else {
DF09         TailspinArtUpdater.Restore();
DF10     }
DF11     WinJS.UI.processAll();
DF12 }
DF13 }
```

QUESTION 174

You need to ensure that the app meets the business requirements for user interface design.

Which code segment should you insert at line UL15?

- A. layout: new ui.ListLayout (ui.GridLayout{ horizontal: "false" })
- B. layout: new ui.GridLayout({ groupHeaderPosition: "top" })
- C. layout: new ui.ListLayout({ horizontal: "false" })
- D. layout: new ui.GridLayout(ui. ListLayout{ groupHeaderPosition: "top" })

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

GridLayout.groupHeaderPosition property (Windows)

QUESTION 175

You need to ensure that the app maintains information according to the requirements.

Which event handlers should you implement? (Each correct answer presents part of the solution.)

Choose all that apply.)

- A. loaded
- B. activated
- C. onsettings
- D. oncheckpoint

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

onactivated event (Windows)
oncheckpoint event (Windows)

QUESTION 176

You need to implement the event that will provide access to app settings.

Which code segment should you use?

- A.

```
function GetToyInventory() {
    WinJS.Application.onsettings = function (e) {
        e.detail.applicationcommands = [
            "ToyInventoryDiv": { title: "Show Inventory", href: "/html/
ToyInventory.html" }
        ];
        WinJS.UI.SettingsFlyout.populateSettings(e);
    }
}
```
- B.

```
function GetToyInventory() {
    WinJS.UI.SettingsFlyout.showSettings("Show Inventory", "/html/ToyInventory.html");
}
```
- C.

```
function GetToyInventory() {
    WinJS.Application.onsettings = function (e) {
        WinJS.UI.SettingsFlyout.populateSettings(e.applicationcommands = [
            "ToyInventoryDiv": { title: "Show Inventory", href: "/html/
ToyInventory.html" }
        ]);
    };
}
```
- D.

```
function GetToyInventory() {
    WinJS.UI.SettingsFlyout.show("Show Inventory", "/html/ToyInventory.html");
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)
Explanation

Explanation/Reference:

WinJS.UI.SettingsFlyout object (Windows)

QUESTION 177

You need to ensure that the compiler-generated metadata for the ToyInventory library meets the requirements.

Which compiler and associated switch should you use?

- A. Use the MIDL.exe compiler with the /win64 switch.
- B. Use the MIDLRT.exe compiler with the /winmd switch.
- C. Use the MIDLRT.exe compiler with the /winrt switch
- D. Use the MDMERGE.exe compiler with the /v switch.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

MIDLRT and Windows Runtime components (Windows)
/winrt switch (Windows)

QUESTION 178

You need to ensure that the app presents notifications according to the requirements.

Which code segment should you insert at line ST11?

- A.

```
var duration = toastXml.getElementsByTagName("duration");
duration[0].setAttribute("toast", toastContent.ToastDuration.long);
```
- B.

```
var duration = toastXml.getElementsByTagName("toast");
duration[1].setAttribute("duration", toastContent.ToastDuration.short);
```
- C.

```
var duration = toastXml.getElementsByTagName("toast");
duration[0].setAttribute("duration", toastContent.ToastDuration.short);
```
- D.

```
var duration = toastXml.getElementsByTagName("duration");
duration[1].setAttribute("toast", toastContent.ToastDuration.long);
```

A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

ToastNotifier.Show | show method (Windows)

QUESTION 179

You need to handle inventory changes according to the requirements.

Which code segment should you insert at line ST12?

- A. notificationManager.createToastNotifier().getScheduledToastNotifications(toastXml);
- B. var toast = new notifications.ToastNotification(toastXml);
notificationManager.createToastNotifier().show(toast);
- C. var toast = new notifications.ToastNotification(toastXml);
notificationManager.createToastNotifier().getScheduledToastNotifications(toast);
- D. notificationManager.createToastNotifier().show(toastXml);

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

ToastNotifier.Show | show method (Windows)

QUESTION 180

You need to implement the business requirement for the layout of the user interface.

Which navigation design patterns should you implement? (Each answer presents part of the solution. Choose all that apply)

- A. Use the Detail pages hierarchical system design pattern to display toys that belong to a category.
- B. Use the Flat system design pattern to navigate the different toy categories.
- C. Use the Hub pages hierarchical system design pattern to navigate the different toy categories.
- D. Use the Section pages hierarchical system design pattern to display toys that belong to a category.

Correct Answer: AC

Section: (none)

Explanation

Explanation/Reference:

Navigation patterns (Windows Store apps) (Windows)

QUESTION 181

You need to ensure that the app meets the business requirements for user interface design.

Which code segment should you insert at line UL15?

- A. layout: new ui.GridLayout({ groupHeaderPosition: "left" })
- B. layout: new ui.GridLayout({ groupHeaderPosition: "top" })
- C. layout: new ui.GridLayout(ui. ListLayout{ groupHeaderPosition: "left" })
- D. layout: new ui.GridLayout(ui. listLayout{ groupHeaderPosition: "top" })

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

ListLayout.groupHeaderPosition property (Windows)

Topic 4, Automotive Manufacturer

Background

You are developing an app for an automotive manufacturer. The app will display information about the vehicle, the vehicle owner's manual, and the maintenance schedule. The app will be available to install from the Windows Store.

Business Requirements

The app must meet the following business requirements:

Display the company logo on the Main screen, Owner's Manual screen, and Service Record screen of the app.

Allow users to store their vehicle information to identify the correct information to display within the app.

Prominently display a stock image of the user's vehicle on the Main screen at the full height of the app.

Send notifications by using tile updates when a scheduled maintenance is approaching or past due.

Insert service data in the appropriate locations, and update the Service Record screen with data received from a cloud service.

Display related media within the app.

Technical Requirements

The app must meet the following technical requirements.

User Experience

The app user interface must follow Microsoft design guidelines. The user must be able to insert or update service records. The user must be able to filter service records by date or service type. The user must be able to navigate between various parts of the app including but not limited to the Main screen, Service Record screen, and Owner's Manual screen. The user cannot switch between categories by using the Back button. The data from the cloud service must automatically populate the Service Record screen. The Main screen must have a dark background. All other screens must have a light background with contrasting colored text.

All multimedia must provide a full-screen mode that can be activated by the end user. All media items must start when the user interacts with them and stop immediately when a video ends.

The app must accept and display tile messages and notification messages from the cloud service.

The navigational icons must not be displayed if the content of the screen does not require such display.

Any page of the owner's manual must be able to be pinned to the Windows Start screen. When the app is pinned to the Windows Start screen all live tile sizes must be available to the users.

When a specific app page is pinned to the Windows Start screen, the page tile cannot be wider or taller than the dimensions of a wide tile. Short names and display names must not be displayed on square tiles.

Development

The app must use Microsoft Visual Studio preconfigured templates with built-in data structures.

External notifications must be delivered by using Windows Push Notification Services (WNS).

The app must be able to receive push notifications from a Windows Azure Mobile Services endpoint.

Each HTML file must be supported by similarly named JavaScript and CSS files (for example, myFile.html, myFile.js, myFile.css).

File: main.html

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
MH01  <!DOCTYPE html>
MH02  <html>
MH03  <head>
MH04  ...
MH05  <div class="section3" data-win-control="WinJS.UI.HubSection" data-win-
options="{ isHeaderStatic: true }"
MH06  data-win-res="{ winControl: { 'header': 'Section3' } }">
MH07  <div class="top-image-row">
MH08    <video id="playMedia" style="position: relative;" poster="/images/
blank1.jpg"></video>
MH09  </div>
MH10  <div class="sub-image-row">
MH11    
MH12    
MH13    
MH14  </div>
MH15  <div class="win-type-medium" data-win-res="{ textContent:
'DescriptionText' }"></div>
MH16  <div class="win-type-small">
MH17    <span data-win-res="{ textContent: 'Section3Description' }"></span>
MH18  </div>
MH19 </div>
MH20 ...
MH21 </html>
```

File: main.js

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
MJ01 (function () {
MJ02     "use strict";
MJ03     ...
MJ04     });
MJ05 })();
MJ06 function playMedia(e) {
MJ07     return function () {
MJ08         var vid = WinJS.Utilities.query("#playMedia")[0];
MJ09         switch(e)
MJ10         {
MJ11             case 1:
MJ12                 src = "media/movie1.mp4";
MJ13                 break;
MJ14             case 2:
MJ15                 src = "media/movie2.mp4";
MJ16                 break;
MJ17             default:
MJ18                 src = "media/movie3.mp4";
MJ19             }
MJ20             vid.src = src;
MJ21             vid.play();
MJ22     };
MJ23 }
```

File: manual.html

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
OH01  <!DOCTYPE html>
OH02  <html>
OH03  <head>
OH04      <meta charset="utf-8" />
OH05  <title>manual</title>
OH06  <link href="//Microsoft.WinJS.2.0/css/ui-dark.css" rel="stylesheet" />
OH07  <script src="//Microsoft.WinJS.2.0/js/base.js"></script>
OH08  <script src="//Microsoft.WinJS.2.0/js/ui.js"></script>
OH09  <link href="manual.css" rel="stylesheet" />
OH10 <script src="manual.js"></script>
OH11 </head>
OH12 <body>
OH13  <div class="manual fragment">
OH14      <header aria-label="Header content" role="banner">
OH15          <button data-win-control="WinJS.UI.BackButton"></button>
OH16          <h1 class="titlearea win-type-ellipsis">
OH17              <span class="pagetitle">Owner's Manual</span>
OH18          </h1>
OH19      </header>
OH20      <section aria-label="Main content" role="main">
OH21          <p>Owner's Manual Content</p>
OH22      </section>
OH23  <div id="appBar" data-win-control="WinJS.UI.AppBar" data-win-options="">
OH24      <button data-win-control="WinJS.UI.AppBarCommand"
OH25          data-win-options="{id:'cmdPin',label:'Pin To Start',icon:'pin',
OH26              section:'global',tooltip:''}"></button>
OH27  </div>
OH28 </body>
OH29 </html>
```

File: manual.js

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
OJ01  (function () {
OJ02    "use strict";
OJ03    WinJS.UI.Pages.define("/pages/manual/manual.html", {
OJ04      ready: function (element, options) {
OJ05        document.getElementById("cmdPin").addEventListener
("click", pinSecondaryTile, false);
OJ06        var navState = {
OJ07          backStack: WinJS.Navigation.history.backStack.slice(0),
OJ08          forwardStack: WinJS.Navigation.history.forwardStack.slice(0),
OJ09          current: WinJS.Navigation.history.current
OJ10        };
OJ11        WinJS.Navigation.history = navState;
OJ12
OJ13      },
OJ14      unload: function () {
OJ15      },
OJ16      updateLayout: function (element) {
OJ17      }
OJ18    });
OJ19
OJ20    function pinSecondaryTile() {
OJ21      var SecondaryTileId = "SecondaryTile.Logo";
OJ22      var square70x70Logo =
OJ23        new Windows.Foundation.Uri("ms-appx:///Images/square70x70Tile-sdk.png");
OJ24      var square150x150Logo =
OJ25        new Windows.Foundation.Uri("ms-appx:///Images/square150x150Tile-sdk.png");
OJ26      var wide310x150Logo =
OJ27        new Windows.Foundation.Uri("ms-appx:///Images/wide310x150Tile-sdk.png");
OJ28      var square30x30Logo =
OJ29        new Windows.Foundation.Uri("ms-appx:///Images/square30x30Tile-sdk.png");
OJ30
OJ31      var var1 = new Date();
OJ32      var newTileActivationArguments = SecondaryTileId + " WasPinnedAt=" + var1;
OJ33      var tile = new Windows.UI.StartScreen.SecondaryTile(SecondaryTileId, "Owner's
Manual",
OJ34        newTileActivationArguments,
square150x150Logo,
Windows.UI.StartScreen.TileSize.Square150x150);
OJ35      tile.visualElements.wide310x150Logo = wide310x150Logo;
OJ36      tile.visualElements.square30x30Logo = square30x30Logo;
OJ37
OJ38      tile.visualElements.foregroundText =
Windows.UI.StartScreen.ForegroundText.dark;
OJ39      tile.requestCreateForSelectionAsync({ x: 0, y: 0, width: 640, height: 400 },
Windows.UI.Popups.Placement.below);
OJ40    }
OJ41  })();
```

File: service.html

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
SH01  <!DOCTYPE html>
SH02  <html>
SH03  <head>
SH04  ...
SH05  </head>
SH06  <body>
SH07
SH08  </body>
SH09  </html>
```

File: service.js

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
SJ01 (function () {
SJ02     "use strict";
SJ03     WinJS.UI.Pages.define("/pages/service/service.html", {
SJ04         ready: function (element, options) {
SJ05             var buttonSave = document.getElementById("btnAddServiceRecord");
SJ06             var client = new WindowsAzure.MobileServiceClient(
SJ07                 "https://cardataservice17.azure-mobile.net/", "myPrivateKey"
SJ08             );
SJ09             ...
SJ10         });
SJ11     function updateTile() {
SJ12         var Notification = Notification;
SJ13         var square310x310Xml = Notification.TileUpdateManager.getTemplateContent
(SJ14             (Notification.TileTemplateType.tileSquare310x310Text05);
SJ15             square310x310Xml.getElementsByTagName("text")[0].setAttribute("id", "1");
SJ16             square310x310Xml.getElementsByTagName("text")[0].appendChild
(square310x310Xml.createTextNode("My Alert"));
SJ17             var wide310x150Xml = Notification.TileUpdateManager.getTemplateContent
(SJ18                 (Notification.TileTemplateType.tileWide310x150Text03);
SJ19                 var tileTextAttributes = wide310x150Xml.getElementsByTagName("text");
SJ20                 tileTextAttributes[0].appendChild(wide310x150Xml.createTextNode("My Alert"));
SJ21                 var square150x150Xml = Notification.TileUpdateManager.getTemplateContent
(SJ22                     (Notification.TileTemplateType.tileSquare150x150Text04);
SJ23                     var squareTileTextAttributes = square150x150Xml.getElementsByTagName("text");
SJ24                     squareTileTextAttributes[0].appendChild(square150x150Xml.createTextNode
("My Alert"));
SJ25                     var node =
SJ26                         square310x310Xml.importNode(square150x150Xml.getElementsByTagName("binding")
SJ27                             .item(0), true);
SJ28                         square310x310Xml.getElementsByTagName("visual").item(0).appendChild(node);
SJ29                         node =
SJ30                             square310x310Xml.importNode(wide310x150Xml.getElementsByTagName("binding")
SJ31                             .item(0), true);
SJ32                             square310x310Xml.getElementsByTagName("visual").item(0).appendChild(node);
SJ33                             var appNotification = new Notification.TileNotification(square310x310Xml);
SJ34                         }
SJ35 })();
```

QUESTION 182

You need to implement the navigation between screen categories.

What should you do?

- A. Place one link for each category on every screen and use an <href> tag to go to the category screens.
- B. Implement category navigation controls on the nav bar on every screen.
- C. Place one button for each category on every screen and use the WinJS.navigate command to go to the category screens.
- D. Implement category navigation controls on the app bar on every screen.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

Navigation patterns (Windows Store apps) (Windows)

QUESTION 183

You need to implement the app bar for the Service Record screen.

Which markup segment should you insert at line SH07?

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

WinJS.UI.AppBar object (Windows)

WinJS.UI.AppBarCommand object (Windows)

QUESTION 184

You need to modify the app so that the user can play videos by tapping the screen.

What should you do?

- A. Replace line MH08 with the following markup segment:
`<video id="playMedia" style="position: relative;" control poster="/images/blank1.jpg"></video>`
 - B. Replace line MH08 with the following markup segment:
`<video id="playMedia" style="position: relative;" loop poster="/images/blank1.jpg"></video>`
 - C. Insert the following code segment at line MJ20:
`vid.scr.attrib = vid.fullScreen();`
 - D. Replace line MJ21 with the following code segment:
`vid.play.focus.fullScreen();`
- A. Option A
B. Option B
C. Option C
D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

poster property (Windows)

controls property (Windows)

QUESTION 185

You are developing a Windows Store app.

Users must be able to initiate searches by using the Search charm. The app must display the search text in a DIV element named statusMessage.

You need to add code to meet this requirement.

Which code segment should you add?

- C A. WinJS.Application.onactivated = function (e) {
 if (e.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
 var statusDiv = document.getElementById("statusMessage");
 statusDiv.innerText = "Searching with query: " + e.detail.queryText;
 }
};

- C B. WinJS.Application.onactivated = function (e) {
 if (e.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.search) {
 var statusDiv = document.getElementById("statusMessage");
 statusDiv.innerText = "Searching with query: " + e.detail.queryText;
 }
};

- C C. WinJS.Application.addEventListener("search", function (e) {
 if (e.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
 var statusDiv = document.getElementById("statusMessage");
 statusDiv.innerText = "Searching with query: " + e.detail.queryText;
 }
});

- C D. WinJS.Application.onsearch = function (e) {
 var statusDiv = document.getElementById("statusMessage");
 statusDiv.innerText = "Searching with query: " + e.detail.queryText;
};

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

onactivated event (Windows)
ActivationKind enumeration (Windows)
getElementById method (Windows)

QUESTION 186

You are developing a Windows Store app. The app includes a handler for the datarequested event.

A portion of the code for the event handler is shown in the following code segment:

```
01 function onDataRequested(e) {  
02   e.request.data.properties.title = "Order #12345";  
03   e.request.data.properties.description = "Track your order";  
04   var url = "http://www.fabrikam.com?Order=12345";  
05  
06 }
```

The app must meet the following requirements:

The app must share an order tracking link with target apps.

The app must share URI-type data only.

You need to ensure that the app meets the requirements.

Which code segment should you insert at line 05?

- A. e.request.data.setData(url);
- B. e.request.data.setText(url);
- C. var link = new Windows.Foundation.Uri(url);
e.request.data.setUri(link);
- D. var link = new Windows.Foundation.Uri(url)
e.request.setLink(link);

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Windows.Foundation classes (Windows)

QUESTION 187

You are developing two Windows Store apps named PhotoApp and PictureAlbum.

The apps must meet the following requirements:

PhotoApp must have access to images on the local computer on which PhotoApp is running.

PictureAlbum must be able to access the images from PhotoApp.

You need to configure the deployment package settings for both apps to ensure that the requirements are met.

What should you do?

- A. Add the Pictures Library setting to the list of declarations for PhotoApp, and add the Share Target setting to the list of capabilities for PictureAlbum.
- B. Add the Share Target setting to the list of declarations for PictureAlbum, and add the Pictures Library setting to the list of capabilities for PhotoApp.
- C. Add the Pictures Library setting to the list of capabilities for PictureAlbum, and add the Share Target setting to the list of declarations for PictureAlbum.
- D. Add the URI of PhotoApp to the Content URIs list for PictureAlbum, and add the URI of PictureAlbum to the Content URIs list for PhotoApp.

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/hh758314.aspx> App capability declarations (Windows Runtime apps) (Windows)

QUESTION 188

You are planning to deploy a Windows Store app to a large number of users. The size of the app is approximately 5 GB.

You need to package the app to prepare it for deployment to the Windows Store.

How many packages should you use?

- A. 3
- B. 1
- C. 2
- D. 4

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 189

You are developing a Windows Store app by using HTML5. The app will be optimized for accessibility.

The app must meet the following accessibility requirements:

Provide support for navigating all user interface elements. Provide support for invoking default functionality on the user interface.

Provide support for use of a computer keyboard.

You need to ensure that the app meets the accessibility requirements.

Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Set the tabIndex attribute for interactive elements. Dynamically manage the tabIndex attribute for composite elements.
- B. Set the aria-live attribute of user interface elements to polite for important content that changes dynamically.
- C. Ensure that visible text has a minimum luminosity contrast ratio of 1:1 against the background.
- D. Implement event handlers for invoking default functionality.

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

aria-live attribute | ariaLive property (Windows)

tabIndex attribute | tabIndex property (Windows)

QUESTION 190

You are developing a Windows Store app by using HTML5 and JavaScript. The app will support both the English and French languages.

The app must meet the following requirements:

Automatically load language-specific string resources from a resource file, and access the resources from within the HTML by using data-win-res attributes. Use the base.js file from the Windows Library for JavaScript.

You need to ensure that the correct language-specific resources are used.

What should you do?

- A. Specify both the element properties and the resource names of data-win-res attributes, and process the data-win-res attributes in the onactivated event.
- B. Specify only the properties of data-win-res attributes, and process the data-win-res attributes prior to the DOMContentLoaded event.
- C. Specify both the element properties and the resource names of data-win-res attributes, and process the data-win-res attributes immediately after the DOMContentLoaded event.
- D. Specify only the resource names of data-win-res attributes, and process the data-win-res attributes in the onactivated event.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

data-win-res property (Windows)

DOMContentLoaded | event (Windows)

QUESTION 191

You are developing a Windows Store app that will be used to display daily high temperatures and other weather conditions for five cities.

The app must meet the following requirements:

A splash screen is displayed on the device until the data is retrieved from the Internet. The user must be able to view weather information as soon as the data is fully available. You need to ensure that the splash screen is displayed at startup until the app has completed loading updated data.

Which actions can you perform to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A. Configure settings in the app manifest to display the splash screen until the data is fully available.
- B. Create an image that duplicates the splash screen, load the image from the dismissed event of the splash screen, and display the image until the data is fully available.
- C. Create an image that duplicates the splash screen, and display the image by using fragment loading until the data is fully available.
- D. Configure settings in the app manifest to display the splash screen for 10 seconds.

Correct Answer: DC

Section: (none)

Explanation

Explanation/Reference:

Guidelines for splash screens (Windows)
How to extend the splash screen (HTML) (Windows)

QUESTION 192

You are developing a Windows Store app. The app includes the following HTML markup:

```
<div class="Container">
  <div class="Child1">
    Child 1
  </div>
  <div class="Child2">
    Child 2
  </div>
  Container
</div>
```

You are creating a Flexible Box layout for the application. The layout must be configured as shown in the following display.



The Flexible Box layout must conform to the following requirements:

The Child2 DIV element must appear on the right side of the layout. The Child1 DIV element must appear immediately to the left of Child2. You need to add CSS to ensure that the requirements are met. Which CSS segment should you add to the style sheet?

- C A. .Container {
 -ms-box-orient: horizontal;
 background: grey;
 border: blue;
}

.Child1 {
 border: thick solid red;
}

.Child2 {
 border: thick solid blue;
}
- C B. .Container {
 background: grey;
 border: blue;
}

.Child1 {
 float: left;
 border: thick solid red;
}

.Child2 {
 float: right;
 border: thick solid blue;
}
- C C. .Container {
 display: -ms-box;
 background: grey;
 border: blue;
}

.Child1 {
 width: 100px;
 height: 100px;
 border: thick solid red;
}

.Child2 {
 width: 100px;
 height: 100px;
 border: thick solid blue;
}
- C D. .Container {
 display: -ms-box;
 -ms-box-pack: end;
 background: grey;
 border: blue;
}

.Child1 {
 width: 100px;
 height: 100px;
 border: thick solid red;
}

.Child2 {
 width: 100px;
 height: 100px;
 border: thick solid blue;
}

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 193

You are developing a Windows Store text editor app by using HTML5 and JavaScript.

Users must be able to select text within the app and then copy the text.

You need to enable the copy feature.

Which code segments should you use? (Each correct answer presents part of the solution.

Choose all that apply.)

- A.

```
var menu = new Windows.Graphics.UI.Popups();
menu.commands.append(new Windows.UI.Popups.UICommand("Copy", null, 1));
```
- B.

```
var menu = new Windows.UI.Popups.PopupMenu();
menu.commands.append(new Windows.UI.Popups.UICommand("Copy", null, 1));
```
- C.

```
function handleKeyPressUp(e) {
    var KeyID = e.keyCode;
    ...
}
document.oninput = handleKeyPressUp;
```
- D.

```
varmenu = newWindows.UI.Popups();
menu.commands.append(newWindows.UI.Popups.UICommand("Copy", null, 1));
```
- E.

```
function handleKeyPressUp(e) {
    var KeyID = e.keyCode;
    ...
}
document.onkeyup = handleKeyPressUp;
```
- F.

```
function handleKeyPressUp(e) {
    var KeyID = e.keyCode;
    ...
}
document.onkeyclick = handleKeyPressUp;
```

A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/br242179.aspx> <http://msdn.microsoft.com/en-us/library/windows/apps/windows.ui.popups.popupmenu.aspx?cs-save-lang=1&cs-lang=javascript#code-snippet-1>

QUESTION 194

You are developing a Windows Store app. The app will format a paragraph of text to resemble the following image.

This is sample text. This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text. This is sample text.

This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text. This is sample text.

The app must format the paragraph to meet the following requirements:

The paragraph must be divided between two columns. Columns must be separated by vertical lines that are two pixels wide.

You need to ensure that the format of the paragraph meets the requirements.

Which code segment should you add?

- C A. p {
 column-width: auto 2;
 column-gap: 2em;
 column-rule: 2em solid #808080;
 padding: 1px;
}

- C B. p {
 columns: auto 2;
 column-gap: 2em;
 column-rule: 2em solid #808080;
 padding: 2em;
}

- C C. p {
 column-width: auto 2;
 column-gap: 2em;
 column-rule: 2px solid #808080;
 padding: 2em;
}

- C D. p {
 columns: auto 2;
 column-gap: 2em;
 column-rule: 2px solid #808080;
 padding: 2em;
}

A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 195

You are developing a Windows Store app. The app will be used on devices that are capable of changing view states.

The app contains the following CSS code segment. (Line numbers are included for reference only.)

```
01
02 .fragment header[role=banner] {
03   -ms-grid-columns: 100px 1fr;
04 }
05
06 .fragment header[role=banner] .win-backbutton {
07   margin-left: 29px;
08 }
09 }
```

The app has the following requirements when the host device is in a landscape orientation:

The app's client area must be the same height as the device's height. The app's client area must be the same width as the device's width.

You need to ensure that the layout of the device screen meets the requirements.

Which code segment should you insert at line 01?

- A. @ device screen and (-ms-view-state: fullscreen-landscape) {
- B. @ device screen and (-ms-view-state: fullscreen-snapped) {
- C. @ media screen and (-ms-view-state: fullscreen-landscape)
- D. @ media all and (-ms-view-state: fullscreen-snapped) {

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

-ms-view-state media feature (Windows)

QUESTION 196

You are developing a Windows Store app that uses a fluid layout for all user interface elements.

You need to ensure that app elements are styled appropriately based on the size and orientation of the app on the screen.

Which media feature should you evaluate?

- A. -ms-application-state
- B. -resolution
- C. -ms-view-state
- D. -aspect-ratio

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

-ms-view-state media feature (Windows)

QUESTION 197

You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used to display image files from a folder.

The app has the following requirements:

The file name, size, and a thumbnail view of the image must be displayed in a ListView control.

The user must be able to group the files into an album.

You need to ensure that the requirements are met.

What should you do?

- A. Create a custom DataSource object.
Implement only the IDataSource interface of the DataSource object.
- B. Create a WinJS.UI.FlipView object.
Bind the object to the ListView control.
- C. Create a custom DataSource object.

Implement only the `IListAdapter` interface of the `DataSource` object.

D. Create a `WinJS.UI.StorageDataSource` object.

Bind the object to the `ListView` control.

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

`WinJS.UI.StorageDataSource` object (Windows)

QUESTION 198

You are developing a Windows Store app by using JavaScript. The app will be used to retrieve data from a web service.

The app must retrieve the current date and time in UTC format from the web service by using the URL <http://www.treyresearch.net/GetDateTimeinUTC.asmx>. Errors must be handled.

You must ensure that data is retrieved successfully.

Which code segment should you use?

- C A. WinJS.xhr({ url: "http://www.treyresearch.net/GetDateTimeinUTC.asmx" })
.then(function complete(result){
...
});

- C B. WinJS.xhr({ type: "POST", url: "http://www.treyresearch.net/GetDateTimeinUTC.asmx"})
.done(function complete(result){
...
},
function error(result){
...
});

- C C. WinJS.xhr({ type: "PUT", url: "http://www.treyresearch.net/GetDateTimeinUTC.asmx"})
.done(function complete(result){
...
});

- C D. WinJS.xhr({ url: "http://www.treyresearch.net/GetDateTimeinUTC.asmx" })
.done(function complete(result){
...
},
function error(result){
...
});

- A. Option A
- B. Option B
- C. Option C

D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

WinJS.xhr function (Windows)

QUESTION 199

You are developing an application that uses structured exception handling. The application includes a class named Logger. The Logger class implements a method named Log by using the following code segment:

```
public static void Log(Exception ex) { }
```

You have the following requirements:

Log all exceptions by using the Log() method of the Logger class. Rethrow the original exception, including the entire exception stack.

You need to meet the requirements. Which code segment should you use?

A. `catch
{
 var ex = new Exception();
 throw ex;
}`

B. `catch (Exception ex)
{
 Logger.Log(ex);
 throw ex;
}`

C. `catch
{
 Logger.Log(new Exception());
 throw;
}`

D. `catch (Exception ex)
{
 Logger.Log(ex);
 throw;
}`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 200

You are developing an application that includes a class named BookTracker for tracking library books. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public delegate void AddBookCallback(int i);
02 public class BookTracker
03 {
04     List<Book> books = new List<Book>();
05     public void AddBook(string name, AddBookCallback callback)
06     {
07         books.Add(new Book(name));
08         callback(books.Count);
09     }
10 }
11
12 public class Book
13 {
14
15     BookTracker tracker = new BookTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a book to the BookTracker instance.

What should you do?

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 201

You use the Task.Run() method to launch a long-running data processing operation. The data processing operation often fails in times of heavy network congestion.

If the data processing operation fails, a second operation must clean up any results of the first operation.

You need to ensure that the second operation is invoked only if the data processing operation throws an unhandled exception.

What should you do?

- A. Create a task within the operation, and set the Task.StartOnException property to true.
- B. Create a TaskFactory object and call the ContinueWhenAll() method of the object.
- C. Create a task by calling the Task.ContinueWith() method.
- D. Use the TaskScheduler class to create a task and call the TryExecuteTask() method on the class.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Task.ContinueWith - Creates a continuation that executes asynchronously when the target Task completes. The returned Task will not be scheduled for execution until the current task has completed, whether it completes due to running to completion successfully, faulting due to an unhandled exception, or exiting out early due to being canceled. <http://msdn.microsoft.com/en-us/library/dd270696.aspx>

QUESTION 202

You are developing an application by using C#. You provide a public key to the development team during development.

You need to specify that the assembly is not fully signed when it is built.

Which two assembly attributes should you include in the source code? (Each correct answer presents part of the solution. Choose two.)

- A. AssemblyFlagsAttribute
- B. AssemblyKeyFileAttribute
- C. AssemblyConfigurationAttribute
- D. AssemblyDelaySignAttribute

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:**QUESTION 203**

You are developing an application that will transmit large amounts of data between a client computer and a server. You need to ensure the validity of the data by using a cryptographic hashing algorithm. Which algorithm should you use?

- A. RSA
- B. HMACSHA2S6
- C. Aes
- D. RNGCryptoServiceProvider

Correct Answer: B**Section:** (none)**Explanation****Explanation/Reference:****QUESTION 204**

You are developing an application that uses the Microsoft ADO.NET Entity Framework to retrieve order information from a Microsoft SQL Server database. The application includes the following code. (Line numbers are included for reference only.)

```
01 public DateTime? OrderDate;
02 IQueryable<Order> LookupOrdersForYear(int year)
03 {
04     using (var context = new NorthwindEntities())
05     {
06         var orders =
07             from order in context.Orders
08
09             select order;
10         return orders.ToList().AsQueryable();
11     }
12 }
```

The application must meet the following requirements:

Return only orders that have an OrderDate value other than null. Return only orders that were placed in the year specified in the year parameter. You need to ensure that the application meets the requirements. Which code segment should you insert at line 08?

- A. `where order.OrderDate.Value.Year == year`
 - B. `where order.OrderDate.HasValue && order.OrderDate.Value.Year == year`
 - C. `where order.OrderDate.Value != null && order.OrderDate.Value.Year >= year`
 - D. `where order.OrderDate.Value == null && order.OrderDate.Value.Year == year`
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 205

You are creating an application that manages information about your company's products. The application includes a class named Product and a method named Save.

The Save() method must be strongly typed. It must allow only types inherited from the Product class that use a constructor that accepts no parameters.

You need to implement the Save() method.

Which code segment should you use?

- A. `public static void Save(Product target)
{
 ...
}`
- B. `public static void Save<T>(T target) where T : Product
{
 ...
}`
- C. `public static void Save<T>(T target) where T : new()
{
 ...
}`
- D. `public static void Save<T>(T target) where T : Product, new()
{
 ...
}`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 206

You are creating a class named Employee. The class exposes a string property named EmployeeType. The following code segment defines the Employee class. (Line numbers are included for reference only.)

```
01 public class Employee  
02 {  
03     internal string EmployeeType  
04     {  
05         get;  
06         set;  
07     }  
08 }
```

The EmployeeType property value must meet the following requirements:

The value must be accessed only by code within the Employee class or within a class derived from the Employee class.
The value must be modified only by code within the Employee class.

You need to ensure that the implementation of the EmployeeType property meets the requirements.

Which two actions should you perform? (Each correct answer represents part of the complete solution. Choose two.)

- A. Replace line 03 with the following code segment:
public string EmployeeType
- B. Replace line 06 with the following code segment:
protected set;
- C. Replace line 05 with the following code segment:
private get;
- D. Replace line 05 with the following code segment:
protected get;
- E. Replace line 03 with the following code segment:
protected string EmployeeType
- F. Replace line 06 with the following code segment:
private set;

Correct Answer: EF

Section: (none)

Explanation

Explanation/Reference:

QUESTION 207

You are developing an application by using C#.

The application includes an object that performs a long running process. You need to ensure that the garbage collector does not release the object's resources until the process completes.

Which garbage collector method should you use?

- A. RemoveMemoryPressure()
- B. ReRegisterForFinalize()
- C. WaitForFullGCComplete()
- D. KeepAlive()

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

valid and updated.

QUESTION 208

You are developing an application that will transmit large amounts of data between a client computer and a server. You need to ensure the validity of the data by using a cryptographic hashing algorithm. Which algorithm should you use?

- A. RSA
- B. Aes
- C. HMACSHA256
- D. DES

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 209

You are developing an application that will include a method named GetData. The GetData() method will retrieve several lines of data from a web service by using a System.IO.StreamReader object.

You have the following requirements:

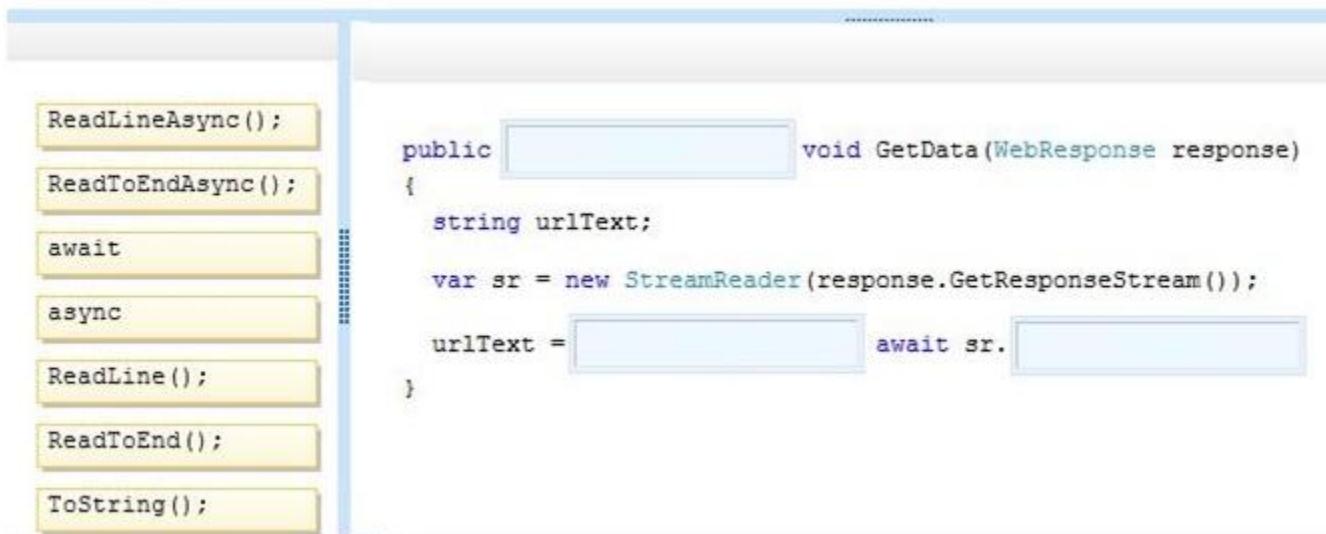
The GetData() method must return a string value that contains the entire response from the web service.

The application must remain responsive while the GetData() method runs.

You need to implement the GetData() method.

How should you complete the relevant code? (To answer, drag the appropriate objects to the correct locations in the answer area. Each object may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

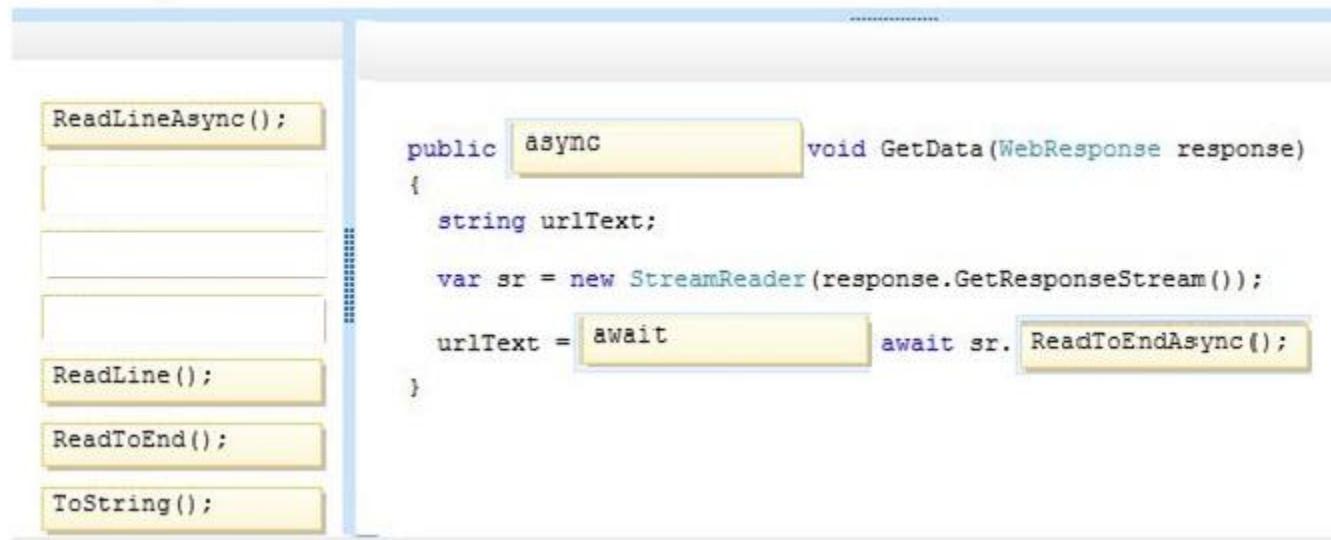


The image shows a software interface for code completion. On the left, there is a vertical list of method names in yellow boxes: `ReadLineAsync();`, `ReadToEndAsync();`, `await`, `async`, `ReadLine();`, `ReadToEnd();`, and `ToString();`. On the right, there is a code editor pane containing the following C# code:

```
public [ ] void GetData(WebResponse response)
{
    string urlText;
    var sr = new StreamReader(response.GetResponseStream());
    urlText = [ ] await sr.[ ];
}
```

The code editor has three empty rectangular boxes for dragging and dropping code pieces from the list on the left. The first box is positioned after `public`, the second after `urlText`, and the third after `sr.`.

Correct Answer:



The screenshot shows a Windows application window. On the left, there is a vertical list of method names in yellow boxes: `ReadLineAsync();`, `ReadLine();`, `ReadToEnd();`, and `ToString();`. On the right, there is a C# code editor with the following code:

```
public async void GetData(WebResponse response)
{
    string urlText;
    var sr = new StreamReader(response.GetResponseStream());
    urlText = await await sr.ReadToEndAsync();
}
```

Section: (none)**Explanation****Explanation/Reference:****QUESTION 210**

You are developing an application by using C#. The application will process several objects per second.

You need to create a performance counter to analyze the object processing.

Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Select and Place:

Add the **PerformanceCounterPermissionEntry** objects to the collection by calling the **Add()** method of the collection.

Add the **CounterCreationData** objects to the collection by calling the **Add()** method of the collection.

Create a **CounterCreationDataCollection** collection. Then create the counters as **CounterCreationData** objects and set the necessary properties.

Create a **PerformanceCounterPermissionEntryCollection** collection.

Call the **Create()** method of the **PerformanceCounterCategory** class and pass the collection to the method.

Get the **CategoryName** property of the **PerformanceCounterPermissionEntry** class.

Correct Answer:

Add the **PerformanceCounterPermissionEntry** objects to the collection by calling the **Add()** method of the collection.

Create a **PerformanceCounterPermissionEntryCollection** collection.

Get the **CategoryName** property of the **PerformanceCounterPermissionEntry** class.

Create a **CounterCreationDataCollection** collection. Then create the counters as **CounterCreationData** objects and set the necessary properties.

Add the **CounterCreationData** objects to the collection by calling the **Add()** method of the collection.

Call the **Create()** method of the **PerformanceCounterCategory** class and pass the collection to the method.

Section: (none)
Explanation

Explanation/Reference:

Note:

: Example:

```
CounterCreationDataCollection counterDataCollection = new CounterCreationDataCollection(); // Box1

// Add the counter. Box 1
CounterCreationData averageCount64 = new CounterCreationData();
averageCount64.CounterType = PerformanceCounterType.AverageCount64;
averageCount64.CounterName = "AverageCounter64Sample";
counterDataCollection.Add(averageCount64);

// Add the base counter.
CounterCreationData averageCount64Base = new CounterCreationData();
averageCount64Base.CounterType = PerformanceCounterType.AverageBase;
averageCount64Base.CounterName = "AverageCounter64SampleBase";
counterDataCollection.Add(averageCount64Base); // Box 2

// Create the category. Box 3
PerformanceCounterCategory.Create("AverageCounter64SampleCategory",
    "Demonstrates usage of the AverageCounter64 performance counter type.",
    PerformanceCounterCategoryType.SingleInstance, counterDataCollection);
```

QUESTION 211

You have the following class:

You need to implement `IEquatable`. The `Equals` method must return true if both `ID` and `Name` are set to the identical values. Otherwise, the method must return false. `Equals` must not throw an exception.

What should you do? (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

Select and Place:

```
if (!Object.Equals  
    (this.Name, other.Name)) return false;  
  
if (this.ID == other.ID) return false;  
  
return false;  
  
return true;  
  
if (other == null) return false;  
  
break  
  
if (this.ID != other.ID) return false;  
  
if (!this.Name.Equals  
    (other.Name)) return false;
```

Correct Answer:

```
if (this.ID == other.ID) return false;  
  
return false;  
  
return true;
```

```
break
```

```
if (!this.Name.Equals  
(other.Name)) return false;
```

```
if (other == null) return false;
```

```
if (this.ID != other.ID) return false;
```

```
if (!Object.Equals  
(this.Name, other.Name)) return false;
```

Section: (none)
Explanation

Explanation/Reference:

QUESTION 212

You are reviewing the following code:

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Yes No

A user can be a member of more than one of the groups.

If the user belongs to only the Administrators group, the following code will return a value of true:

```
user.UserGroup == Group.Administrators
```

If the user belongs to only the Supervisors group, the following code will return a value of true:

```
user.UserGroup != Group.Administrators
```

Correct Answer:

Yes No

A user can be a member of more than one of the groups.

If the user belongs to only the Administrators group, the following code will return a value of true:

```
user.UserGroup == Group.Administrators
```

If the user belongs to only the Supervisors group, the following code will return a value of true:

```
user.UserGroup != Group.Administrators
```

Section: (none)**Explanation****Explanation/Reference:****QUESTION 213**

You have the following code:

To answer, complete each statement according to the information presented in the code.

Hot Area:

If the search term is set to "Finance", the result will be ...

false
true
null

If the search term is set to "1", the result will be ...

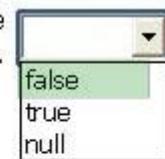
false
true
null

If the search term is set to "Operations", the result will be ...

false
true
null

Correct Answer:

If the search term is set to "Finance", the result will be ...



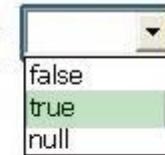
dropdown menu with options: false, true, null. The 'false' option is highlighted.

If the search term is set to "1", the result will be ...



dropdown menu with options: false, true, null. The 'false' option is highlighted.

If the search term is set to "Operations", the result will be ...



dropdown menu with options: false, true, null. The 'true' option is highlighted.

Section: (none)
Explanation

Explanation/Reference:

QUESTION 214

You have the following code:

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Yes	<input type="radio"/>	No	<input type="radio"/>
LastName will be serialized after firstName.			
Yes	<input type="radio"/>	No	<input type="radio"/>
The namespace used in the serialized XML will be Individual.			
Yes	<input type="radio"/>	No	<input type="radio"/>
The lastName node will always appear in the serialized XML.			

Correct Answer:

Yes	<input checked="" type="radio"/>	No	<input type="radio"/>
LastName will be serialized after firstName.			
Yes	<input type="radio"/>	No	<input checked="" type="radio"/>
The namespace used in the serialized XML will be Individual.			
Yes	<input type="radio"/>	No	<input checked="" type="radio"/>
The lastName node will always appear in the serialized XML.			

Section: (none)**Explanation****Explanation/Reference:****Note:**

* The System.Runtime.Serialization namespace contains classes that can be used for serializing and deserializing objects. Serialization is the process of converting an object or a graph of objects into a linear sequence of bytes for either storage or transmission to another location. Deserialization is the process of taking in stored information and recreating objects from it.

*** EmitDefaultValue****DataMemberAttribute.EmitDefaultValue Property**

Gets or sets a value that specifies whether to serialize the default value for a field or property being serialized.
true if the default value for a member should be generated in the serialization stream; otherwise, false.

QUESTION 215

You have a method named GetCustomerIDs that returns a list of integers. Each entry in the list represents a customer ID that is retrieved from a list named Customers. The Customers list contains 1,000 rows.

Another developer creates a method named ValidateCustomer that accepts an integer parameter and returns a Boolean value. ValidateCustomer returns true if the integer provided references a valid customer. ValidateCustomer can take up to one second to run.

You need to create a method that returns a list of valid customer IDs. The code must execute in the shortest amount of time.

What should you do? (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

Hot Area:

```
public List<Int32> GetValidCustomers()
{
    Task<List<Int32>> validCustomers =
        (from c in customers
        where ValidateCustomer(c)
        select c).ToList();

    return validCustomers;
}

(from c in customers
where ValidateCustomer(c)
select c).AsParallel().ToList();

public async Task<List<Int32>> GetValidCusto
mers()

(from c in customers.AsParallel()
where ValidateCustomer(c)
select c).ToList();

List<Int32> validCustomers =
```

Correct Answer:

```
public List<Int32> GetValidCustomers()
{
    Task<List<Int32>> validCustomers =
        (from c in customers
         where ValidateCustomer(c)
         select c).ToList();

    return validCustomers;
}

(from c in customers
where ValidateCustomer(c)
select c).AsParallel().ToList();

public async Task<List<Int32>> GetValidCusto
mers()

(from c in customers.AsParallel()
where ValidateCustomer(c)
select c).ToList();

List<Int32> validCustomers =
```

Section: (none)
Explanation

Explanation/Reference:

QUESTION 216

You are developing an application in C#.

The application will display the temperature and the time at which the temperature was recorded. You have the following method (line numbers are included for reference only):

You need to ensure that the message displayed in the `lblMessage` object shows the time formatted according to the following requirements:

The time must be formatted as hour:minute AM/PM, for example 2:00 PM.

The date must be formatted as month/day/year, for example 04/21/2013.

The temperature must be formatted to have two decimal places, for example 23.45.

Which code should you insert at line 04? (To answer, select the appropriate options in the answer area.)

Hot Area:

```
output = string.Format("Temperature at
```

{0:t}	on	{0:d}	
{1:t}		{1:d}	
{0:hh:mm}		{0:dd/mm/yy}	
{1:hh:mm}		{1:mm/dd/yy}	

{0}	
{1}	
{0:N2}	
{1:N2}	

Correct Answer:

```
output = string.Format("Temperature at
```

{0:t}	on	{0:d}	
{1:t}		{1:d}	
{0:hh:mm}		{0:dd/mm/yy}	
{1:hh:mm}		{1:mm/dd/yy}	

{0}	
{1}	
{0:N2}	
{1:N2}	

Section: (none)**Explanation****Explanation/Reference:****QUESTION 217**

You are developing an application that includes a Windows Communication Foundation (WCF) service. The service includes a custom `TraceSource` object named `ts` and a method named `DoWork`. The application must meet the following requirements:

Collect trace information when the `DoWork()` method executes.

Group all traces for a single execution of the DoWork() method as an activity that can be viewed in the WCF Service Trace Viewer Tool.

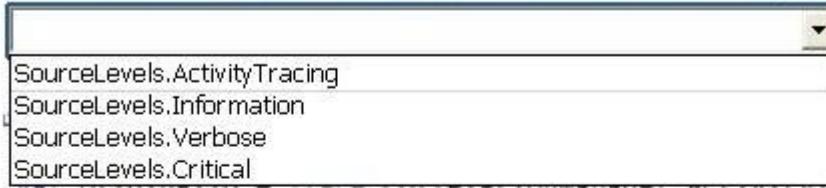
You need to ensure that the application meets the requirements.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

```
static TraceSource ts = new TraceSource("Contoso",
[dropdown]
);
public void DoWork()
{
    var originalId = Trace.CorrelationManager.ActivityId;
    try
    {
        var guid = Guid.NewGuid();
[dropdown]
        Trace.CorrelationManager.ActivityId = guid;
[dropdown]
    }
    finally
    {
[dropdown]
[dropdown]
        Trace.CorrelationManager.ActivityId = originalId;
    }
}
```

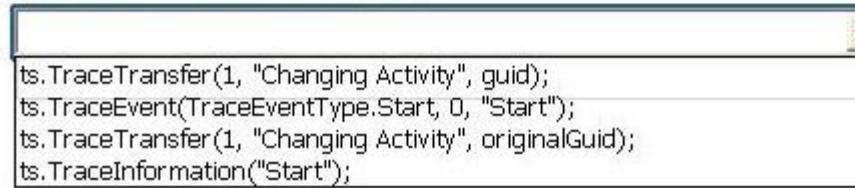
Hot Area:

```
static TraceSource ts = new TraceSource("Contoso",
```



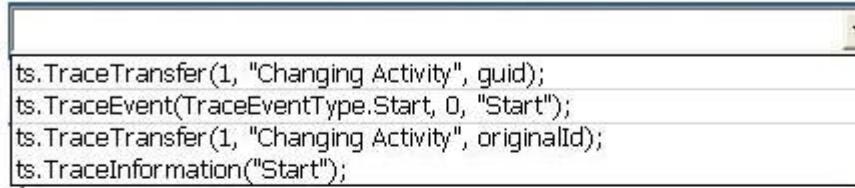
```
SourceLevels.ActivityTracing  
SourceLevels.Information  
SourceLevels.Verbose  
SourceLevels.Critical
```

```
);  
public void DoWork()  
{  
    var originalId = Trace.CorrelationManager.ActivityId;  
    try  
    {  
        var guid = Guid.NewGuid();
```



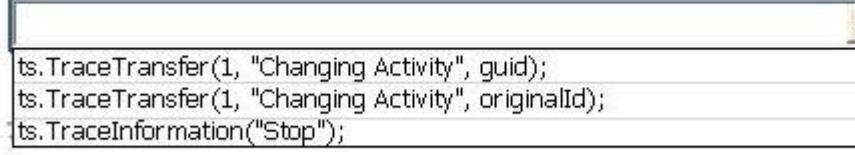
```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceEvent(TraceEventType.Start, 0, "Start");  
ts.TraceTransfer(1, "Changing Activity", originalId);  
ts.TraceInformation("Start");
```

```
    Trace.CorrelationManager.ActivityId = guid;
```

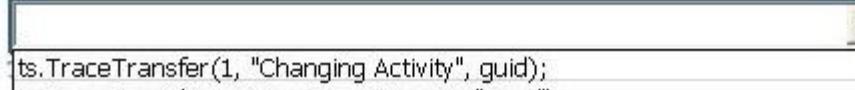


```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceEvent(TraceEventType.Start, 0, "Start");  
ts.TraceTransfer(1, "Changing Activity", originalId);  
ts.TraceInformation("Start");
```

```
}  
finally  
{
```



```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceTransfer(1, "Changing Activity", originalId);  
ts.TraceInformation("Stop");
```

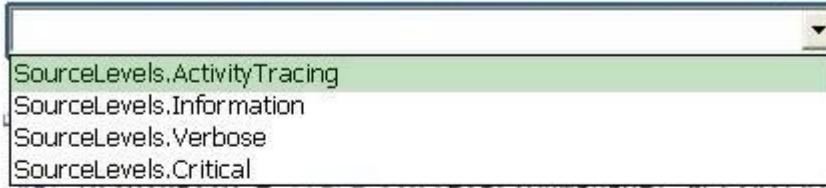


```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceEvent(TraceEventType.Stop, 0, "Stop");
```



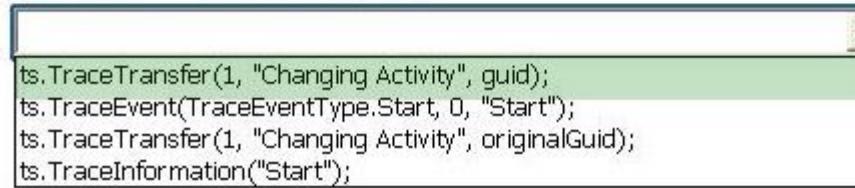
Correct Answer:

```
static TraceSource ts = new TraceSource("Contoso",
```



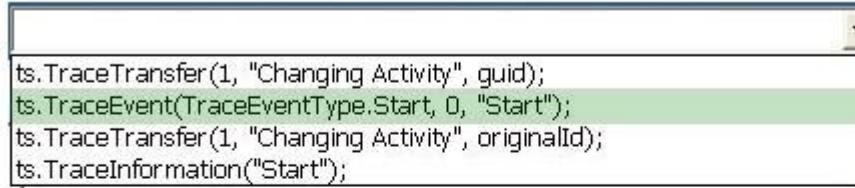
```
SourceLevels.ActivityTracing  
SourceLevels.Information  
SourceLevels.Verbose  
SourceLevels.Critical
```

```
);  
public void DoWork()  
{  
    var originalId = Trace.CorrelationManager.ActivityId;  
    try  
    {  
        var guid = Guid.NewGuid();
```



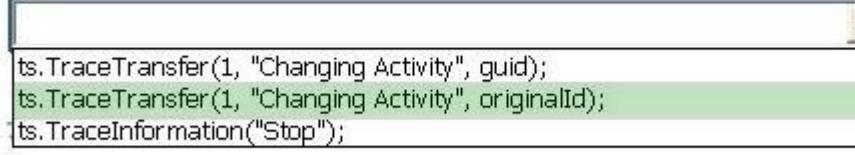
```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceEvent(TraceEventType.Start, 0, "Start");  
ts.TraceTransfer(1, "Changing Activity", originalGuid);  
ts.TraceInformation("Start");
```

```
Trace.CorrelationManager.ActivityId = guid;
```

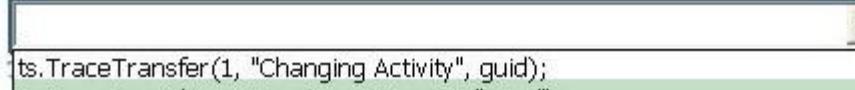


```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceEvent(TraceEventType.Start, 0, "Start");  
ts.TraceTransfer(1, "Changing Activity", originalId);  
ts.TraceInformation("Start");
```

```
}  
finally  
{
```



```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceTransfer(1, "Changing Activity", originalId);  
ts.TraceInformation("Stop");
```



```
ts.TraceTransfer(1, "Changing Activity", guid);  
ts.TraceEvent(TraceEventType.Stop, 0, "Stop");
```

Section: (none)
Explanation

Explanation/Reference:

QUESTION 218

You are developing a class named Temperature.

You need to ensure that collections of Temperature objects are sortable.

How should you complete the relevant code segment? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

```
public class Temperature : IComparable  
public class Temperature : IComparer  
CompareTo  
Equals  
this.Fahrenheit.CompareTo(otherTemperature.Fahrenheit);  
otherTemperature.Fahrenheit.CompareTo(this.Fahrenheit);
```

```
{  
    public double Fahrenheit { get; set; }  
    public int CompareTo  
        (object obj)  
    {  
        if (obj == null) return 1;  
        var otherTemperature = obj as Temperature;  
        if(otherTemperature != null)  
            return  
        throw new ArgumentException("Object is not a Temperature");  
    }  
}
```

Correct Answer:

```
public class Temperature : IComparer  
  
    Equals  
  
    otherTemperature.Fahrenheit.CompareTo(this.Fahrenheit);
```

```
public class Temperature : IComparable  
{  
    public double Fahrenheit { get; set; }  
  
    public int CompareTo  
    (object obj)  
    {  
        if (obj == null) return 1;  
        var otherTemperature = obj as Temperature;  
        if(otherTemperature != null)  
  
            return this.Fahrenheit.CompareTo(otherTemperature.Fahrenheit);  
        throw new ArgumentException("Object is not a Temperature");  
    }  
}
```

Section: (none)
Explanation

Explanation/Reference:

QUESTION 219

You are developing a C# application that has a requirement to validate some string input data by using the Regex class.

The application includes a method named ContainsHyperlink. The ContainsHyperlink() method will verify the presence of a URI and surrounding markup.

The following code segment defines the ContainsHyperlink() method. (Line numbers are included for reference only.)

```
01 bool ContainsHyperlink(string inputData)
02 {
03     string regExPattern = "href\\s*=\\s*(?:\"(?<1>[^"]*)\"|(?<1>\\S+))";
04
05     return evaluator.IsMatch(inputData);
06 }
```

The expression patterns used for each validation function are constant. You need to ensure that the expression syntax is evaluated only once when the Regex object is initially instantiated.

Which code segment should you insert at line 04?

- A. var evaluator = new Regex(regExPattern, RegexOptions.CultureInvariant);
 - B. var evaluator = new Regex(inputData);
 - C. var assemblyName = "Validation";
 var compilationInfo = new RegexCompilationInfo(inputData, RegexOptions.IgnoreCase, "Href", assemblyName, true);
 Regex.CompileToAssembly(new[] { compilationInfo }, new AssemblyName(assemblyName));
 var evaluator = new Regex(regExPattern, RegexOptions.CultureInvariant);
 - D. var evaluator = new Regex(regExPattern, RegexOptions.Compiled);
- A. Option A
B. Option B
C. Option C

D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

RegexOptions.Compiled - Specifies that the regular expression is compiled to an assembly. This yields faster execution but increases startup time. This value should not be assigned to the Options property when calling the CompileToAssembly method. <http://msdn.microsoft.com/en-us/library/system.text.regularexpressions.regexoptions.aspx> Additional info <http://stackoverflow.com/questions/513412/how-does-regexoptions-compiled-work>

QUESTION 220

You are developing an application by using C#.

You have the following requirements:

Support 32-bit and 64-bit system configurations.

Include pre-processor directives that are specific to the system configuration. Deploy an application version that includes both system configurations to testers. Ensure that stack traces include accurate line numbers.

You need to configure the project to avoid changing individual configuration settings every time you deploy the application to testers.

Which two actions should you perform? (Each correct answer presents part of the solution.

Choose two.)

- A. Update the platform target and conditional compilation symbols for each application configuration.
- B. Create two application configurations based on the default Release configuration.
- C. Optimize the application through address rebasing in the 64-bit configuration.
- D. Create two application configurations based on the default Debug configuration.

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

updated.

QUESTION 221

You are developing a method named CreateCounters that will create performance counters for an application.

The method includes the following code. (Line numbers are included for reference only.)

```
01 void CreateCounters()
02 {
03     if (!PerformanceCounterCategory.Exists("Contoso"))
04     {
05         var counters = new CounterCreationDataCollection();
06         var ccdCounter1 = new CounterCreationData
07         {
08             CounterName = "Counter1",
09             CounterType = PerformanceCounterType.SampleFraction
10         };
11         counters.Add(ccdCounter1);
12         var ccdCounter2 = new CounterCreationData
13         {
14             CounterName = "Counter2",
15             CounterType = PerformanceCounterType.CounterMultiBase
16         };
17         counters.Add(ccdCounter2);
18         PerformanceCounterCategory.Create("Contoso", "Help string",
19             PerformanceCounterCategoryType.MultiInstance, counters);
20     }
21 }
22 }
```

You need to ensure that Counter1 is available for use in Windows Performance Monitor (PerfMon).

Which code segment should you insert at line 16?

- A. CounterType = PerformanceCounterType.RawBase
- B. CounterType = PerformanceCounterType.AverageBase
- C. CounterType = PerformanceCounterType.SampleBase
- D. CounterType = PerformanceCounterType.CounterMultiBase

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

PerformanceCounterType.SampleBase - A base counter that stores the number of sampling interrupts taken and is used as a denominator in the sampling fraction. The sampling fraction is the number of samples that were 1 (or true) for a sample interrupt. Check that this value is greater than zero before using it as the denominator in a calculation of SampleFraction.

PerformanceCounterType.SampleFraction - A percentage counter that shows the average ratio of hits to all operations during the last two sample intervals. Formula: $((N\ 1 - N\ 0) / (D\ 1 - D\ 0)) \times 100$, where the numerator represents the number of successful operations during the last sample interval, and the denominator represents the change in the number of all operations (of the type measured) completed during the sample interval, using counters of type SampleBase. Counters of this type include Cache\Pin Read Hits %.

<http://msdn.microsoft.com/en-us/library/system.diagnostics.performancecountertype.aspx>

QUESTION 222

You are developing an application that will transmit large amounts of data between a client computer and a server.

You need to ensure the validity of the data by using a cryptographic hashing algorithm.

Which algorithm should you use?

- A. HMACSHA256
- B. RNGCryptoServiceProvider
- C. DES
- D. Aes

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The .NET Framework provides the following classes that implement hashing algorithms:

HMACSHA1.

MACTripleDES.

MD5CryptoServiceProvider.

RIPEMD160.

SHA1Managed.

SHA256Managed.

SHA384Managed.

SHA512Managed.

HMAC variants of all of the Secure Hash Algorithm (SHA), Message Digest 5 (MD5), and RIPEMD-160 algorithms.

CryptoServiceProvider implementations (managed code wrappers) of all the SHA algorithms. Cryptography Next Generation (CNG) implementations of

all the MD5 and SHA algorithms. http://msdn.microsoft.com/en-us/library/92f9ye3s.aspx#hash_values

QUESTION 223

You are developing an assembly that will be used by multiple applications. You need to install the assembly in the Global Assembly Cache (GAC). Which two actions can you perform to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. Use the Assembly Registration tool (regasm.exe) to register the assembly and to copy the assembly to the GAC.
- B. Use the Strong Name tool (sn.exe) to copy the assembly into the GAC.
- C. Use Microsoft Register Server (regsvr32.exe) to add the assembly to the GAC.
- D. Use the Global Assembly Cache tool (gacutil.exe) to add the assembly to the GAC.
- E. Use Windows Installer 2.0 to add the assembly to the GAC.

Correct Answer: DE

Section: (none)

Explanation

Explanation/Reference:

Explanation:

There are two ways to deploy an assembly into the global assembly cache:

Use an installer designed to work with the global assembly cache. This is the preferred option for installing assemblies into the global assembly cache.

Use a developer tool called the Global Assembly Cache tool (Gacutil.exe), provided by the Windows

Software Development Kit (SDK).

Note:

In deployment scenarios, use Windows Installer 2.0 to install assemblies into the global assembly cache. Use the Global Assembly Cache tool only in development scenarios, because it does not provide assembly reference counting and other features provided when using the Windows Installer.

<http://msdn.microsoft.com/en-us/library/yf1d93sz%28v=vs.110%29.aspx>

QUESTION 224

You are debugging an application that calculates loan interest. The application includes the following code. (Line numbers are included for reference only.)

```
01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
02 {
03
04     decimal interestAmount = loanAmount * loanRate * loanTerm;
05
06     return interestAmount;
07 }
```

You need to ensure that the debugger breaks execution within the CalculateInterest() method when the loanAmount variable is less than or equal to zero in all builds of the application.

What should you do?

- A. Insert the following code segment at line 03:
Trace.Assert(loanAmount > 0);
- B. Insert the following code segment at line 03:
Debug.Assert(loanAmount > 0);
- C. Insert the following code segment at line 05:
Debug.Write(loanAmount > 0);
- D. Insert the following code segment at line 05:
Trace.Write(loanAmount > 0);

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

By default, the Debug.Assert method works only in debug builds. Use the Trace.Assert method if you want to do assertions in release builds. For more information, see Assertions in Managed Code. <http://msdn.microsoft.com/en-us/library/kssw4w7z.aspx>

QUESTION 225

You are developing an application that accepts the input of dates from the user.

Users enter the date in their local format. The date entered by the user is stored in a string variable named inputDate. The valid date value must be placed in a DateTime variable named validatedDate.

You need to validate the entered date and convert it to Coordinated Universal Time (UTC). The code must not cause an exception to be thrown.

Which code segment should you use?

- C A.

```
bool validDate = DateTime.TryParse(inputDate,
    CultureInfo.CurrentCulture, DateTimeStyles.AdjustToUniversal | DateTimeStyles.AssumeLocal,
    out validatedDate);
```
 - C B.

```
bool validDate = DateTime.TryParse(inputDate,
    CultureInfo.CurrentCulture, DateTimeStyles.AssumeUniversal, out validatedDate);
```
 - C C.

```
bool validDate = true;
try
{
    validatedDate = DateTime.Parse(inputDate);
}
catch
{
    validDate = false;
}
```
 - C D.

```
validatedDate = DateTime.ParseExact(inputDate, "g",
    CultureInfo.CurrentCulture, DateTimeStyles.AdjustToUniversal | DateTimeStyles.AssumeUniversal);
```
- A. Option A
B. Option B
C. Option C
D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

AdjustToUniversal parses s and, if necessary, converts it to UTC. Note: The DateTime.TryParse method converts the specified string representation of a date and time to its DateTime equivalent using the specified culture-specific format information and formatting style, and returns a value that indicates whether the conversion succeeded.

QUESTION 226

You are developing an application by using C#. You provide a public key to the development team during development.

You need to specify that the assembly is not fully signed when it is built.

Which two assembly attributes should you include in the source code? (Each correct answer presents part of the solution. Choose two.)

- A. AssemblyKeyNameAttribute
- B. ObfuscateAssemblyAttribute
- C. AssemblyDelaySignAttribute
- D. AssemblyKeyFileAttribute

Correct Answer: CD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

[http://msdn.microsoft.com/en-us/library/t07a3dye\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/t07a3dye(v=vs.110).aspx)

QUESTION 227

You are adding a public method named UpdateGrade to a public class named ReportCard.

The code region that updates the grade field must meet the following requirements:

It must be accessed by only one thread at a time.

It must not be vulnerable to a deadlock situation.

You need to implement the UpdateGrade() method.

What should you do?

- C A. Add a private object named **lockObject** to the **ReportCard** class. Place the code region inside the following lock statement:

```
lock (lockObject)
{
    ...
}
```

- C B. Place the code region inside the following lock statement:

```
lock (this)
{
    ...
}
```

- C C. Add a public static object named **lockObject** to the **ReportCard** class. Place the code region inside the following lock statement:

```
lock (typeof(ReportCard))
{
    ...
}
```

- C D. Apply the following attribute to the **UpdateGrade()** method signature:

```
[MethodImpl(MethodImplOptions.Synchronized)]
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:**QUESTION 228**

You are developing an application that includes a class named BookTracker for tracking library books. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public delegate void AddBookCallback(int i);
02 public class BookTracker
03 {
04     List<Book> books = new List<Book>();
05     public void AddBook(string name, AddBookCallback callback)
06     {
07         books.Add(new Book(name));
08         callback(books.Count);
09     }
10 }
11
12 public class Runner
13 {
14
15     BookTracker tracker = new BookTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a user to the BookTracker instance. What should you do?

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 229

You are creating a console application by using C#.

You need to access the assembly found in the file named car.dll.

Which code segment should you use?

- A. Assembly.Load();
- B. Assembly.GetExecutingAssembly();
- C. This.GetType();
- D. Assembly.LoadFile("car.dll");

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

Assembly.LoadFile - Loads the contents of an assembly file on the specified path. <http://msdn.microsoft.com/en-us/library/b61s44e8.aspx>

QUESTION 230

You are developing an application by using C#.

The application includes an object that performs a long running process. You need to ensure that the garbage collector does not release the object's resources until the process completes.

Which garbage collector method should you use?

- A. WaitForFullGCComplete()
- B. WaitForFullGCApproach()
- C. KeepAlive()
- D. WaitForPendingFinalizers()

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

The GC.KeepAlive method references the specified object, which makes it ineligible for garbage collection from the start of the current routine to the point where this method is called. The purpose of the KeepAlive method is to ensure the existence of a reference to an object that is at risk of being prematurely reclaimed by the garbage collector. The KeepAlive method performs no operation and produces no side effects other than extending the lifetime of the object passed in as a parameter.

QUESTION 231

An application includes a class named Person. The Person class includes a method named GetData.

You need to ensure that the GetData() method can be used only by the Person class and not by any class derived from the Person class.

Which access modifier should you use for the GetData() method?

- A. Public
- B. Protected internal
- C. Internal
- D. Private
- E. Protected

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The GetData() method should be private. It would then only be visible within the Person class.

QUESTION 232

You are creating an application that manages information about your company's products. The application includes a class named Product and a method named Save.

The Save() method must be strongly typed. It must allow only types inherited from the Product class that use a constructor that accepts no parameters.

You need to implement the Save() method. Which code segment should you use?

- C A. `public static void Save(Product target){
 ...
}`
- C B. `public static void Save<T>(T target) where T : new(), Product{
 ...
}`
- C C. `public static void Save<T>(T target) where T : Product{
 ...
}`
- C D. `public static void Save<T>(T target) where T : Product, new(){
 ...
}`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

When you define a generic class, you can apply restrictions to the kinds of types that client code can use for type arguments when it instantiates your class. If client code tries to instantiate your class by using a type that is not allowed by a constraint, the result is a compile-time error. These restrictions are called constraints.

Constraints are specified by using the where contextual keyword. <http://msdn.microsoft.com/en-us/library/d5x73970.aspx>

QUESTION 233

You are developing an application. The application includes classes named Mammal and Animal and an interface named IAnimal.

The Mammal class must meet the following requirements:

It must either inherit from the Animal class or implement the IAnimal interface. It must be inheritable by other classes in the application.

You need to ensure that the Mammal class meets the requirements.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A.

```
abstract class Mammal : IAnimal
{
    ...
}
```
- B.

```
sealed class Mammal : IAnimal
{
    ...
}
```
- C.

```
abstract class Mammal : Animal
{
    ...
}
```
- D.

```
sealed class Mammal : Animal
{
    ...
}
```

- A. Option A
- B. Option B

- C. Option C
- D. Option D

Correct Answer: AC

Section: (none)

Explanation

Explanation/Reference:

Explanation:

When applied to a class, the sealed modifier prevents other classes from inheriting from it. [http://msdn.microsoft.com/en-us/library/88c54tsw\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/88c54tsw(v=vs.110).aspx)

QUESTION 234

You are developing a Windows Store app by using HTML5 and JavaScript. You need to list all the keyboard, stylus, mouse, and touch input devices that are connected to the local computer system.

Which Windows library should you use?

- A. Windows.UI.Input
- B. Windows.Media.Devices
- C. Windows.Devices.Enumeration
- D. Windows.Devices.Input

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Windows.Devices.Input namespace (Windows)

QUESTION 235

You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used to monitor road traffic conditions.

The app must support live tile notifications, in accordance with the following requirements:

Update the tile every five minutes when the app is in the running state. Update the tile once in the morning and once in the evening when the app is in the suspended state.

Implement updates to tiles to optimize the power and resource consumption when the app is suspended or not otherwise running.

You need to implement delivery notifications to ensure that the requirements are met.

How should you use delivery notifications?

- A. Use the Periodic delivery notification when the app is running, and use the Scheduled delivery notification when the app is suspended.
- B. Use the Push delivery notification when the app is running, and use the Local delivery notification when the app is suspended.
- C. Use the Local delivery notification when the app is running, and use the Push delivery notification when the app is suspended.
- D. Use the Scheduled delivery notification when the app is running, and use the Push delivery notification when the app is suspended.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Choosing a notification delivery method (Windows Runtime apps) (Windows)

QUESTION 236

You are developing a Windows Store app.

You need to ensure that unauthenticated users are redirected to the login screen when they attempt to navigate to secure pages

Which navigation member should you use?

- A. canGoBack
- B. onbeforenavigate
- C. canGoForward
- D. onnavigated

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

onbeforenavigate event (Windows)

QUESTION 237

You are developing a Windows Store app.

Users must be able to initiate searches by using the Search charm. The app must display the search text in a DIV element named `searchBox`.

You need to add code to meet this requirement.

Which code segment should you add?

- C A. WinJS.Application.onsearch = function (event) {
 var searchDiv= document.getElementById("searchBox");
 searchDiv.innerText = "User Searching For: " + event.detail.queryText;
};

- C B. WinJS.Application.onactivated = function (event) {
 if (event.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.search) {
 var searchDiv= document.getElementById("searchBox");
 searchDiv.innerText = "User Searching For: " + event.detail.queryText;
 }
};

- C C. WinJS.Application.addEventListener("search", function (event) {
 if (event.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
 var searchDiv= document.getElementById("searchBox");
 searchDiv.innerText = "User Searching For: " + event.detail.queryText;
 }
});

- C D. WinJS.Application.onactivated = function (event) {
 if (event.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {
 var searchDiv = document.getElementById("searchBox");
 searchDiv.innerText = "User Searching For: " + event.detail.queryText;
 }
};

- A. Option A
- B. Option B
- C. Option C

D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

onactivated event (Windows)

ActivationKind enumeration (Windows)

getElementById method (Windows)

QUESTION 238

You are developing two Windows Store apps named CameraApp and PhotoAlbum.

The apps must meet the following requirements:

CameraApp must have access to images on the local computer on which CameraApp is running.

PhotoAlbum must be able to access the images from CameraApp.

You need to configure the deployment package settings for both apps to ensure that the requirements are met.

What should you do?

- A. Add the URI of CameraApp to the Content URIs list for PhotoAlbum, and add the URI of PhotoAlbum to the Content URIs list for CameraApp.
- B. Add the Pictures Library setting to the list of capabilities for PhotoAlbum, and add the Share Target setting to the list of declarations for PhotoAlbum.
- C. Add the ShareTarget setting to the list of declarations for PhotoAlbum, and add the Pictures Library setting to the list of capabilities for CameraApp.
- D. Add the Pictures Library setting to the list of declarations for CameraApp, and add the Share Target setting to the list of capabilities for PhotoAlbum.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 239

You are developing a Windows Store app. The app includes a handler for the datarequested event.

A portion of the code for the event handler is shown in the following code segment:

```
01 function onDataRequested(e) {  
02   e.request.data.properties.title = "Order #12345";  
03   e.request.data.properties.description = "Track your order";  
04   var url = "http://www.fabrikam.com?Order=12345";  
05  
06 }
```

The app must meet the following requirements:

The app must share an order tracking link with target apps.
The app must share URI-type data only.

You need to ensure that the app meets the requirements.

Which code segment should you insert at line 05?

- A. e.request.data.uri(url);
- B. e.request.data.properties.setText(url);
- C. var link = new Windows.Foundation.Uri(url);
e.request.data.setUri(link);
- D. var link = new Windows.Foundation.Uri(url)
e.request.data.properties.setText(url);
e.request.setLink(link);

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Windows.Foundation classes (Windows)

QUESTION 240

You are developing a Windows Store app.

You need to ensure that the app logs pages that are viewed by the user.

Which navigation member should you use?

- A. onnavigated
- B. canGoForward
- C. canGoBack
- D. onbeforenavigate

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Navigation.onnavigated event (Windows)

QUESTION 241

You are developing a Windows Store app. The app will format a paragraph of text to resemble the following image.

This is sample text. This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text.

This is sample text. This is sample text. This is sample text.
This is sample text. This is sample text.
This is sample text. This is sample text.
This is sample text. This is sample text.

This is sample text. This is sample text.
This is sample text. This is sample text.
This is sample text. This is sample text.
This is sample text. This is sample text.

The app must format the paragraph to meet the following requirements:

The paragraph must be divided among three columns. Columns must be separated by vertical lines that are one pixel wide.

You need to ensure that the format of the paragraph meets the requirements.

Which code segment should you add?

- C A. p {
 column-width: auto 3;
 column-gap: 2em;
 column-rule: 1px solid #808080;
 padding: 2em;
}

- C B. p {
 column-width: auto 3;
 column-gap: 2em;
 column-rule: 1em solid #808080;
 padding: 1px;
}

- C C. p {
 columns: auto 3;
 column-gap: 2em;
 column-rule: 1px solid #808080;
 padding: 2em;
}

- C D. p {
 columns: auto 3;
 column-gap: 2em;
 column-rule: 1em solid #808080;
 padding: 2em;
}

A. Option A

- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 242

You are developing a Windows Store text editor app by using HTML5 and JavaScript.

Users must be able to select text within the app and then cut the text.

You need to enable the Cut feature.

Which code segments should you use? (Each correct answer presents part of the solution.

Choose all that apply.)

- A.

```
var menu = new Windows.UI.Popups.PopupMenu();
menu.commands.append(new Windows.UI.Popups.UICommand("Cut", null, 1));
```
- B.

```
function handleKeyPressUp(e) {
    var KeyID = e.keyCode;
    ...
}
document.oninput = handleKeyPressUp;
```
- C.

```
var menu = new Windows.Graphics.UI.Popups();
menu.commands.append(new Windows.UI.Popups.UICommand("Cut", null, 1));
```
- D.

```
var menu = new Windows.UI.Popups();
menu.commands.append(new Windows.UI.Popups.UICommand("Cut", null, 1));
```
- E.

```
function handleKeyPressUp(e) {
    var KeyID = e.keyCode;
    ...
}
document.onkeyup = handleKeyPressUp;
```
- F.

```
function handleKeyPressUp(e) {
    var KeyID = e.keyCode;
    ...
}
document.onkeyclick = handleKeyPressUp;
```

- A. Option A
- B. Option B

- C. Option C
- D. Option D

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

UICommand.UICommand constructors (Windows)

QUESTION 243

You are developing a Windows Store app. The app has an app bar that is defined as shown in the following code segment.

```
<div data-win-control="WinJS.UI.AppBar"
    data-win-options="{layout:'custom'}">
    ...
</div>
```

You need to style the app bar to match the style of the app.

Which CSS class should you use?

- A. win-commandlayout
- B. win-surface
- C. win-appbar
- D. win-listview
- E. win-viewport

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

WinJS.UI.AppBar object (Windows)

QUESTION 244

You develop a Windows Store app. The app is a memory game that displays a 6x6 grid of squares.

When the user taps or swipes a square, the square must flip over to display an image. When testing the app, you find that swiping the tile does not cause it to flip over. You need to ensure that the game responds correctly to user input.

Which event should you listen for?

- A. pointerover
- B. pointerenter
- C. pointercancel
- D. pointerleave

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

pointerenter | onpointerenter event (Windows)

QUESTION 245

You have an enterprise app that has been distributed outside of the Windows Store. The app deployment includes devices that are joined to an enterprise domain and devices that are not.

Installation of the app and all updates are required for all domain-joined devices.

You need to push a critical update to the app.

What should you do?

- A. Require a mandatory update in the versioning model.
- B. Distribute the update by using group policy.
- C. Distribute the update by deploying a resource pack.
- D. Deploy an .appupload file.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

App packages and deployment (Windows Runtime apps) (Windows)

QUESTION 246

You develop a Windows Store app that uses a peer-to-peer scenario. You submit the app to the Windows Store.

The app fails Windows Store certification.

You need to ensure that the app meets Windows Store certification guidelines.

What should you do?

- A. Enable the Proximity capability in the app manifest.
- B. In the Settings charm for the app, include a link to the privacy policy.
- C. Enable the Shared User Certificates capability in the app manifest.
- D. Enable the Location capability in the app manifest.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

App certification requirements for the Windows Store (Windows)

QUESTION 247

You are developing a Windows Store app by using Microsoft Visual Studio.

The app must use a flat navigation pattern.

You need to start the app development from a built-in Visual Studio project template.

Which project template should you use?

- A. Blank App
- B. Grid App
- C. Hub App
- D. Split App

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

JavaScript project templates for Store apps (Windows)

QUESTION 248

You are developing a Windows Store app. The app includes a handler for the suggestionsrequested event.

The empty event handler is shown in the following code. (Line numbers are included for reference only.)

```
01 function handlingSuggestionRequest(e) {  
02  
03 }
```

The app must meet the following requirements:

Provide an app-defined list of choices in the Search pane that responds to user query text changes.

Provide suggested search topics only when the user enters a query that contains the text "products".

You need to add code to meet the requirements.

Which code segment should you insert at line 02?

- A.

```
if (e.queryText.toLowerCase().indexOf("products") != -1) {  
    e.request.searchSuggestionCollection.appendQuerySuggestion("product 1");  
    e.request.searchSuggestionCollection.appendQuerySuggestion("product 2");  
    e.request.searchSuggestionCollection.appendQuerySuggestion("product 3");  
}
```
- B.

```
if (e.queryText.toLowerCase().indexOf("products") != -1) {  
    e.request.searchSuggestionCollection.appendResultSuggestion("product 1");  
    e.request.searchSuggestionCollection.appendResultSuggestion("product 2");  
    e.request.searchSuggestionCollection.appendResultSuggestion("product 3");  
}
```
- C.

```
if (e.queryText.toLowerCase().indexOf("products") != -1) {  
    e.request.appendResultSuggestion("product 1");  
    e.request.appendResultSuggestion("product 2");  
    e.request.appendResultSuggestion("product 3");  
}
```
- D.

```
if (e.queryText.toLowerCase().indexOf("products") != -1) {  
    e.request.appendQuerySuggestion("product 1");  
    e.request.appendQuerySuggestion("product 2");  
    e.request.appendQuerySuggestion("product 3");  
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

SearchSuggestionCollection class (Windows)

QUESTION 249

You are developing a newsreader app that provides users with daily aggregated articles from popular news sites.

You must allow users to share the URI of the articles.

The app must allow at least one of the following ways to share the URI:

With another Windows Store app

With the user's default web browser

You need to implement the sharing functionality.

Which property of the StandardDataFormats class should you use?

- A. StorageItems
- B. Rtf
- C. ApplicationLink
- D. Text

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

StandardDataFormats class (Windows)

QUESTION 250

You are developing a Windows Store app that includes a handler for the onactivated event.

A portion of the event handler is shown in the following code. (Line numbers are included for reference only.)

```
01 WinJS.Application.onactivated = function (eventObject) {  
02     if (eventObject.detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch)  
03         var printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();  
04  
05     eventArgs.setPromise(WinJS.UI.processAll());  
06 }  
07 };
```

You need to ensure that the app responds to printing requests from the Devices charm.

Which code segment should you insert at line 04?

- A. printManager.printer.onprinttaskrequested = onPrint; printManager.printer.showPrintUIAsync ();
- B. printManager.onPrint = onPrint;
- C. printManager.onprinttaskrequested = onPrint;
- D. printManager.printer.showPrintUIAsync ();

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

[PrintManager.GetForCurrentView | getForCurrentView method \(Windows\)](#)

QUESTION 251

You are developing a Windows Store app that will play video files stored locally on the user's computer. The app will support the Play To feature.

The app includes a button that must programmatically invoke the Play To flyout when pressed.

You need to ensure that clicking the button displays the Play To flyout.

Which code segment should you use?

- A. Windows.Media.PlayTo.PlayToManager.showPlayToUI();
- B. Windows.Media.Devices.MediaDevicesControl.bind("flyout");
- C. Windows.Media.PlayTo.PlayToManager.playTo();
- D. Windows.Media.Devices.VideoDeviceController.bind("flyout");

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

PlayToManager.ShowPlayToUI | showPlayToUI method (Windows)

QUESTION 252

You are developing a Windows Store enterprise app.

The app must retrieve data from other apps asynchronously across domains by using the XMLHttpRequest object.

You need to retrieve the data.

What should you use?

- A. winJS.xhr
- B. getResponseStream()
- C. HttpWebRequest
- D. HttpClient

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

C# and the Web: Writing a Web Client Application with Managed Code in the Microsoft .NET Framework

QUESTION 253

You are developing a Windows Store app.

The app must provide single sign-on (SSO) to a Microsoft account and to social networks. The SSO feature must be accessible from any device.

You need to implement SSO.

Which authentication strategy should you use?

- A. Account settings
- B. Certificate authentication
- C. Credential Picker
- D. Credential Locker

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Authentication and User Identity (HTML) (Windows)

QUESTION 254

You have an application that will send confidential information to a Web server. You need to ensure that the data is encrypted when it is sent across the network.

Which class should you use?

- A. CryptoStream
- B. AuthenticatedStream
- C. PipeStream
- D. NegotiateStream

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 255

You are developing a class named EmployeeRoster. The following code implements the EmployeeRoster class. (Line numbers are included for reference only.)

```
01 public class EmployeeRoster
02 {
03     private Dictionary<string, int> employees = new Dictionary<string, int>();
04     public void Add(string name, int salary)
05     {
06         employees.Add(name, salary);
07     }
08
09 }
```

You create the following unit test method to test the EmployeeRoster class implementation:

```
public void UnitTest1()
{
    EmployeeRoster employeeRoster = new EmployeeRoster();
    employeeRoster.Add("David Jones", 50000);
    employeeRoster.Add("Phyllis Harris", 75000);
    int expectedSalary = 75000;
    int actualSalary = employeeRoster["Phyllis Harris"];
    Assert.AreEqual(expectedSalary, actualSalary);
}
```

You need to ensure that the unit test will pass.

What should you do?

- A. Insert the following code segment at line 08:

```
public Dictionary<string, int> Employees
{
    get
    {
        return employees;
    }
}
```

- B. Insert the following code segment at line 08:

```
public int this[string name]
{
    get
    {
        return employees[name];
    }
}
```

- C. Replace line 03 with the following code segment:

```
public Dictionary<string, int> Employees = new Dictionary<string, int>();
```

- D. Insert the following code segment at line 08:

```
public int salary(string name)
{
    return employees[name];
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 256

You are developing an application that produces an executable named MyApp.exe and an assembly named MyApp.dll.

The application will be sold to several customers.

You need to ensure that enough debugging information is available for MyApp.exe, so that if the application throws an error in a customer's environment, you can debug the error in your own development environment.

What should you do?

- A. Digitally sign MyApp.dll.
- B. Produce program database (PDB) information when you compile the code.
- C. Compile MyApp.exe by using the /unsafe compiler option.
- D. Initializes a new instance of the AssemblyDelaySignAttribute class in the MyApp.dll constructor.

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 257

You are modifying an existing banking application.

The application includes an Account class and a Customer class. The following code segment defines the classes.

```
class Account
{
    public Account(decimal balance, int term, decimal rate)
    {
        Term = term;
        Balance = balance;
        Rate = rate;
    }
    public decimal Balance { get; set; }
    public decimal Rate { get; set; }
    public int Term { get; set; }
}

class Customer
{
    public Customer(string firstName, string lastName, Collection<Account> accounts)
    {
        FirstName = firstName;
        LastName = lastName;
        AccountCollection = accounts;
    }
    public string FirstName { get; set; }
    public string LastName { get; set; }
    public Collection<Account> AccountCollection { get; set; }
}
```

You populate a collection named customerCollection with Customer and Account objects by using the following code segment:

```
Collection<Customer> customerCollection = new Collection<Customer>();
Collection<Account> customerAccounts = new Collection<Account>();
customerAccounts.Add(new Account(1000m, 2, 0.025m));
customerAccounts.Add(new Account(3000m, 4, 0.045m));
customerAccounts.Add(new Account(5000m, 6, 0.045m));
customerCollection.Add(new Customer("David", "Jones", customerAccounts));
```

You create a largeCustomerAccounts collection to store the Account objects by using the following code segment:

```
Collection<Account> largeCustomerAccounts = new Collection<Account>();
```

All accounts with a Balance value greater than or equal to 1,000,000 must be tracked.

You need to populate the largeCustomerAccounts collection with Account objects.



Which code segment should you use?

- A.

```
foreach (Customer customer in customerCollection)
{
    foreach (Account account in customer.AccountCollection)
    {
        if (account.Balance >= 1000000m)
        {
            customer.AccountCollection.Add(account);
        }
    }
}
```
- B.

```
foreach (Account customer in customerCollection)
{
    foreach (Account account in largeCustomerAccounts)
    {
        if (account.Balance >= 1000000m)
        {
            largeCustomerAccounts.Add(account);
        }
    }
}
```
- C.

```
foreach (Customer customer in customerCollection)
{
    foreach (Account account in customer.AccountCollection)
    {
        if (account.Balance >= 1000000m)
        {
            largeCustomerAccounts.Add(account);
        }
    }
}
```
- D.

```
foreach (Account account in largeCustomerAccounts)
{
    foreach (Customer customer in customerCollection)
    {
        if (account.Balance >= 1000000m)
        {
            customer.AccountCollection.Add(account);
        }
    }
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 258

You are implementing a method named GetValidEmailAddresses. The GetValidEmailAddresses() method processes a list of string values that represent email addresses.

The GetValidEmailAddresses() method must return only email addresses that are in a valid format.

You need to implement the GetValidEmailAddresses() method.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validEmailAddresses = new List<String>();
    foreach(Match match in matches)
    {
        if(!match.Success)
        {
            validEmailAddresses.Add(match.Value);
        }
    }
    return validEmailAddresses;
}
```
- B.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Value).ToList();
}
```
- C.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Success.ToString()).ToList();
}
```
- D.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validEmailAddresses = new List<String>();
    foreach(Match match in matches)
    {
        if(match.Success)
        {
            validEmailAddresses.Add(match.Value);
        }
    }
    return validEmailAddresses;
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

Note:

* List<T>.Add Method

Adds an object to the end of the List<T>.

QUESTION 259

You are creating an application that reads from a database.

You need to use different databases during the development phase and the testing phase by using conditional compilation techniques.

What should you do?

- A. Configure the assembly metadata to use the pre-existing public key for the assembly identity by using the AssemblySignatureKeyAttribute attribute.
- B. Disable the strong-name bypass feature of Microsoft .NET Framework in the registry.
- C. Configure the Define DEBUG constant setting in Microsoft Visual Studio.
- D. Decorate the code by using the [assembly:AssemblyDelaySignAttribute(true)] attribute.

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Use one debug version to connect to the development database, and a standard version to connect to the live database.

QUESTION 260

You are troubleshooting an application that uses a class named FullName. The class is decorated with the DataContractAttribute attribute. The application includes the following code. (Line numbers are included for reference only.)

```
01 class Program
02 {
03     MemoryStream WriteName(Name name)
04     {
05         var ms = new MemoryStream();
06         var binary = XmlDictionaryWriter.CreateBinaryWriter(ms);
07         var ser = new DataContractSerializer(typeof(FullName));
08         ser.WriteObject(binary, name);
09
10         return ms;
11     }
12 }
```

You need to ensure that the entire FullName object is serialized to the memory stream object.

Which code segment should you insert at line 09?

- A. binary.WriteEndDocument();
- B. binary.WriteEndDocumentAsync();
- C. binary.WriteEndElementAsync();
- D. binary.Flush();

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

* DataContractSerializer.WriteEndObject Method (XmlDictionaryWriter) Writes the closing XML element using an XmlDictionaryWriter.

* Note on line 07: DataContractSerializer.WriteObject Method Writes all the object data (starting XML element, content, and closing element) to an XML document or stream.

XmlDictionaryWriter

QUESTION 261

You need to write a method that retrieves data from a Microsoft Access 2013 database. The method must meet the following requirements:
Be read-only.

Be able to use the data before the entire data set is retrieved. Minimize the amount of system overhead and the amount of memory usage.

Which type of object should you use in the method?

- A. DbDataReader
- B. DataContext
- C. unTyped DataSet
- D. DbDataAdapter

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

DbDataReader Class

Reads a forward-only stream of rows from a data source.

QUESTION 262

You are creating a console application named App1.

App1 will validate user input for order entries.

You are developing the following code segment (line numbers are included for reference only):

```
01 Console.WriteLine("Enter unit price: ");
02 string price = Console.ReadLine();
03
04     Console.WriteLine("Valid price");
05 else
06     Console.WriteLine("Invalid price")
```

You need to complete the code segment.

The solution must ensure that prices are positive and have two decimal places.

Which code should you insert at line 03?

A. if (!Regex.IsMatch(price, @"^(-)?\d+(\.\d\d)?\$"))

B. if (Regex.IsMatch(price, @"^(-)?\d+(\.\d\d)?\$"))

C. Regex reg = new Regex(@"^-\d+(\.\d\d)?\$");
if (reg.IsMatch(price))

D. Regex reg = new Regex(@"^(-)?\d+(\.\d\d)?\$");
if (reg.IsMatch(price))

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

* Regex.IsMatch Method (String, String)

Indicates whether the specified regular expression finds a match in the specified input string.

Syntax:

```
public static bool IsMatch(  
    string input,  
    string pattern  
)
```

QUESTION 263

You have the following code (line numbers are included for reference only):

```
01 public class Program
02 {
03     private static System.Diagnostics.Stopwatch _execTimer =
04         new System.Diagnostics.Stopwatch();
05     public static void Delay(int delay)
06     {
07         Thread.Sleep(delay);
08     }
09     public static void LogLongExec(string msg)
10     {
11         if (_execTimer.Elapsed.Seconds >= 5)
12             throw new Exception(
13                 string.Format("Execution is too long > {0} > {1}",
14                 msg, _execTimer.Elapsed.TotalMilliseconds));
15     }
16     public static void Main()
17     {
18         _execTimer.Start();
19         try
20         {
21             Delay(10);
22             LogLongExec("Delay(10)");
23             Delay(5000);
24             LogLongExec("Delay(5000)");
25         }
26         catch (Exception ex)
27         {
28
29         }
30     }
31 }
```

You need to ensure that if an exception occurs, the exception will be logged.

Which code should you insert at line 28?

```
A. #if ERROR
    System.Diagnostics.Trace.TraceError(ex.Message, "ApplicationLog");
#endif

B. System.Diagnostics.XmlWriterTraceListener listener =
    new XmlWriterTraceListener("./Error.log");
    listener.WriteLine(ex.Message);
    listener.Flush();
    listener.Close();

C. using (System.Diagnostics.XmlWriterTraceListener log1 =
    new XmlWriterTraceListener("./Error.log"))
{
    log1.TraceEvent(
        new TraceEventCache(), ex.Message, TraceEventType.Error, ex.HResult);
    log1.Flush();
}

D. System.Diagnostics.TraceSource trace = new TraceSource("./Trace.log");
    trace.TraceEvent(TraceEventType.Error, ex.HResult, ex.Message);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

* `XmlWriterTraceListener`

Directs tracing or debugging output as XML-encoded data to a `TextWriter` or to a `Stream`, such as a `FileStream`.

* TraceListener.TraceEvent Method (TraceEventCache, String, TraceEventType, Int32) Writes trace and event information to the listener specific output.

Syntax:

```
[ComVisibleAttribute(false)]
public virtual void TraceEvent(
    TraceEventCache eventCache,
    string source,
    TraceEventType eventType,
    int id
)
```

QUESTION 264

You have the following code:

```
List<Int32> items = new List<int>() {
    100,
    95,
    80,
    75,
    95
};
```

You need to retrieve all of the numbers from the items variable that are greater than 80.

Which code should you use?

- A.

```
var result = from i in items
    where i > 80
    select i;
```

- B.

```
var result = from i in items
    groupby i into grouped
    where grouped.Key > 80
    select i;
```

- C.

```
var result = items.Take(80);
```

- D.

```
var result = items.Skip(80);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 265

You are implementing a new method named ProcessData. The ProcessData() method calls a third-party component that performs a long-running operation to retrieve stock information from a web service.

The third-party component uses the IAsyncResult pattern to signal completion of the long- running operation so that the UI can be updated with the new values.

You need to ensure that the calling code handles the long-running operation as a System.Threading.Tasks.Task object to avoid blocking the UI thread.

Which two actions should you perform? (Each correct answer presents part of the solution.)

Choose two.)

- A. Create a TaskCompletionSource<T> object.
- B. Call the component by using the TaskFactory.FromAsync() method.
- C. Apply the following attribute to the ProcessData() method signature:
[MethodImpl(MethodImplOptions.Synchronized)]
- D. Apply the async modifier to the ProcessData() method signature.

Correct Answer: AB

Section: (none)

Explanation

Explanation/Reference:

A: In many scenarios, it is useful to enable a Task<TResult> to represent an external asynchronous operation. TaskCompletionSource<TResult> is provided for this purpose. It enables the creation of a task that can be handed out to consumers, and those consumers can use the members of the task as they would any other. However, unlike most tasks, the state of a task created by a TaskCompletionSource is controlled explicitly by the methods on TaskCompletionSource. This enables the completion of the external asynchronous operation to be propagated to the underlying Task. The separation also ensures that consumers are not able to transition the state without access to the corresponding TaskCompletionSource.

B: TaskFactory.FromAsync Method

Creates a Task that represents a pair of begin and end methods that conform to the Asynchronous Programming Model pattern. Overloaded.

Example:

TaskFactory.FromAsync Method (IAsyncResult, Action<IAsyncResult>) Creates a Task that executes an end method action when a specified IAsyncResult completes.

Note:

* System.Threading.Tasks.Task

Represents an asynchronous operation.

QUESTION 266

You are developing a class named Account that will be used by several applications. The applications that will consume the Account class will make asynchronous calls to the Account class to execute several different methods.

You need to ensure that only one call to the methods is executed at a time.

Which keyword should you use?

- A. sealed
- B. protected
- C. checked
- D. lock

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 267

You are developing an application by using C#. The application will write events to an event log.

You plan to deploy the application to a server.

You create an event source named MySource and a custom log named MyLog on the server.

You need to write events to the custom log.

Which code segment should you use?

```
A. public void WriteToEventLog(string message)
{
    EventLog eventLog = new EventLog() { Source = "Application" };
    eventLog.WriteEntry(message);
}

B. public void WriteToEventLog(string message)
{
    EventLog eventLog = new EventLog() { Source = "MyLog", EnableRaisingEvents = true };
    EventInstance eventInstance = new EventInstance(0, 1);
    eventLog.WriteEvent(eventInstance, message);
}

C. public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)
{
    EventLog eventLog = new EventLog() { Source = "MyLog" };
    eventLog.WriteEntry(message, eventLogEntryType);
}

D. public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)
{
    EventLog eventLog = new EventLog() { Source = "MySource", EnableRaisingEvents = true };
    eventLog.WriteEntry(message, eventLogEntryType);
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 268

You plan to store passwords in a Windows Azure SQL Database database.

You need to ensure that the passwords are stored in the database by using a hash algorithm,

Which cryptographic algorithm should you use?

- A. ECDSA
- B. RSA-768
- C. AES-256
- D. SHA-256

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 269

You are developing an application that includes methods named ConvertAmount and TransferFunds.

You need to ensure that the precision and range of the value in the amount variable is not lost when the TransferFunds() method is called.

Which code segment should you use?

- A.

```
private static void ConvertAmount(float amount)
{
    TransferFunds(amount);
}
private static void TransferFunds(int funds)
{
    ...
    Console.WriteLine(funds);
}
```
- B.

```
private static void ConvertAmount(float amount)
{
    TransferFunds((int) funds);
}
private static void TransferFunds(float funds)
{
    ...
}
```
- C.

```
private static void ConvertAmount(float amount)
{
    TransferFunds(amount);
}
private static void TransferFunds(float funds)
{
    ...
}
```
- D.

```
private static void ConvertAmount(float amount)
{
    TransferFunds(Double.Parse(amount));
}
private static void TransferFunds(double funds)
{
    ...
    Console.WriteLine(funds);
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Simply use float for the TransferFunds parameter.

Note:

- * The float keyword signifies a simple type that stores 32-bit floating-point values.
- * The double keyword signifies a simple type that stores 64-bit floating-point values

QUESTION 270

You need to write a console application that meets the following requirements:

If the application is compiled in Debug mode, the console output must display Entering debug mode.

If the application is compiled in Release mode, the console output must display Entering release mode.

Which code should you use?

```
A. #if (TRACE)
    Console.WriteLine("Entering debug mode");
#else
    Console.WriteLine("Entering release mode");
#endif

B. #if (DEBUG)
    Console.WriteLine("Entering debug mode");
#else
    Console.WriteLine("Entering release mode");
#endif

C. if(System.Diagnostics.Debugger.IsAttached)
    Console.WriteLine("Entering debug mode");
else
    Console.WriteLine("Entering release mode");

D. #region DEBUG
    Console.WriteLine("Entering debug mode");
#endregion
#region RELEASE
    Console.WriteLine("Entering release mode");
#endregion
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

When the C# compiler encounters an #if directive, followed eventually by an #endif directive, it will compile the code between the directives only if the

specified symbol is defined. Unlike C and C++, you cannot assign a numeric value to a symbol; the #if statement in C# is Boolean and only tests whether the symbol has been defined or not. For example, #define DEBUG

```
// ...
#define DEBUG
Console.WriteLine("Debug version");
#endif
```

QUESTION 271

You have the following class (line numbers are included for reference only):

```
01 public class Class1
02 {
03     private String value = String.Empty;
04     private ServiceProxy proxy = new ServiceProxy();
05
06     public String Value
07     {
08         get {return value;}
09     }
10    public void Modify(Object newValue)
11    {
12
13        value += proxy.Update(newValue.ToString());
14    }
15 }
16 public class Test
17 {
18    public void Execute()
19    {
20        Class1 class1 = new Class1();
21        (new ParameterizedThreadStart(class1.Modify)).Invoke(1);
22        (new ParameterizedThreadStart(class1.Modify)).Invoke(2);
23        (new ParameterizedThreadStart(class1.Modify)).Invoke(3);
24        Console.WriteLine(class1.Value);
25    }
26 }
```

ServiceProxy is a proxy for a web service. Calls to the Update method can take up to five seconds. The Test class is the only class that uses Class1.

You run the Execute method three times, and you receive the following results:

You need to ensure that each value is appended to the Value property in the order that the Modify methods are invoked.

What should you do?

- A. Insert the following at line 5:

```
Object obj1 = new Object();
```

Insert the following at line 12:

```
Monitor.Enter(obj1);
```

- B. Insert the following at line 5:

```
Object obj1 = new Object();
```

Insert the following at line 12:

```
lock (obj1)
```

- C. Insert the following at line 12:

```
Monitor.Enter(this);
```

- D. Insert the following at line 12:

```
lock (value)
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 272

You are developing a method named GetHash that will return a hash value for a file. The method includes the following code. (Line numbers are included for reference only.)

```
01 public byte[] GetHash(string filename, string algorithmType)
02 {
03     var hasher = HashAlgorithm.Create(algorithmType);
04     var fileBytes = System.IO.File.ReadAllBytes(filename);
05
06 }
```

You need to return the cryptographic hash of the bytes contained in the fileBytes variable.

Which code segment should you insert at line 05?

- A.

```
var outputBuffer = new byte[fileBytes.Length];
hasher.TransformBlock(fileBytes, 0, fileBytes.Length, outputBuffer, 0);
hasher.TransformFinalBlock(fileBytes, fileBytes.Length - 1, fileBytes.Length);
return outputBuffer;
```

 - B.

```
hasher.ComputeHash(fileBytes);
return hasher.GetHashCode();
```

 - C.

```
var outputBuffer = new byte[fileBytes.Length];
hasher.TransformBlock(fileBytes, 0, fileBytes.Length, outputBuffer, 0);
return outputBuffer;
```

 - D.

```
hasher.ComputeHash(fileBytes);
return hasher.Hash;
```
-
- A. Option A
 - B. Option B
 - C. Option C
 - D. Option D

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

QUESTION 273

You are developing an application that includes the following code segment:

```
interface IFile
{
    void Open();
}
interface IDbConnection
{
    void Open();
}
```

You need to implement the Open() method of each interface in a derived class named UseResources and call the Open() method of each interface.

Which two code segments should you use? (Each correct answer presents part of the solution.
Choose two.)

- A.

```
class UseResources : IFile, IDbConnection
{
    void IFile.Open()
    {
        ...
    }
    void IDbConnection.Open()
    {
        ...
    }
}
```

- B.

```
var manager = new UseResources ();
manager.Open();
```

- C.

```
var manager = new UseResources ();
((IFile)manager).Open();
((IDbConnection)manager).Open();
```

- D.

```
class UseResources : IFile, IDbConnection
{
    public void IFile.Open()
    {
        ...
    }
    public void IDbConnection.Open()
    {
        ...
    }
}
```

- E.

```
var manager = new UseResources ();
manager.Open(IFile);
manager.Open(IDbConnection);
```

- F.

```
var manager = new UseResources ();
((IFile, IDbConnection)manager).Open();
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: AC

Section: (none)

Explanation

Explanation/Reference:

* An interface contains only the signatures of methods, properties, events or indexers. A class or struct that implements the interface must implement the members of the interface that are specified in the interface definition.

* Example:

```
interface ISampleInterface
{
    void SampleMethod();
}

class ImplementationClass : ISampleInterface
{
    // Explicit interface member implementation:
    void ISampleInterface.SampleMethod()
    {
        // Method implementation.
    }

    static void Main()
    {
        // Declare an interface instance.
        ISampleInterface obj = new ImplementationClass();

        // Call the member.
        obj.SampleMethod();
    }
}
```

QUESTION 274

You are implementing a method named ProcessData that performs a long-running task. The ProcessData() method has the following method signature:

```
public void ProcessData(List<decimal> values, CancellationTokenSource source, CancellationToken token)
```

If the calling code requests cancellation, the method must perform the following actions:

Cancel the long-running task.

Set the task status to TaskStatus.Canceled.

You need to ensure that the ProcessData() method performs the required actions.

Which code segment should you use in the method body?

- A. if (token.IsCancellationRequested)
 return;
- B. throw new AggregateException();
- C. token.ThrowIfCancellationRequested();
- D. source.Cancel();

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 275

You are developing an application by using C#. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public interface IDataContainer
02 {
03     string Data { get; set; }
04 }
05 void DoWork(object obj)
06 {
07
08     if (dataContainer != null)
09     {
10         Console.WriteLine(dataContainer.Data);
11     }
12 }
```

The DoWork() method must throw an InvalidCastException exception if the obj object is not of type IDataContainer when accessing the Data property.

You need to meet the requirements. Which code segment should you insert at line 07?

- A. var dataContainer = (IDataContainer) obj;
- B. var dataContainer = obj as IDataContainer;
- C. var dataContainer = obj is IDataContainer;
- D. dynamic dataContainer = obj;

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

<http://msdn.microsoft.com/en-us/library/ms173105.aspx>

QUESTION 276

An application receives JSON data in the following format:

```
{ "FirstName" : "David",
  "LastName" : "Jones",
  "Values" : [0, 1, 2] }
```

The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public class Name
02 {
03     public int[] Values { get; set; }
04     public string FirstName { get; set; }
05     public string LastName { get; set; }
06 }
07 public static Name ConvertToName(string json)
08 {
09     var ser = new JavaScriptSerializer();
10
11 }
```

You need to ensure that the ConvertToName() method returns the JSON input string as a Name object.

Which code segment should you insert at line 10?

- A. Return ser.Deserialize (json, typeof(Name));
- B. Return ser.ConvertToType<Name>(json);
- C. Return ser.Deserialize<Name>(json);
- D. Return ser.ConvertToType (json, typeof (Name));

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

QUESTION 277

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 class Customer
02 {
03     public string CompanyName { get; set; }
04     public string Id { get; set; }
05 }
06 const string sqlSelectCustomers = "SELECT CustomerID, CompanyName FROM Customers";
07 private static IEnumerable<Customer> GetCustomers(string sqlConnectionString)
08 {
09     List<Customer> customers = new List<Customer>();
10     SqlConnection sqlConnection = new SqlConnection(sqlConnectionString);
11     using (sqlConnection)
12     {
13         SqlCommand sqlCommand = new SqlCommand(sqlSelectCustomers, sqlConnection);
14
15         using (SqlDataReader sqlDataReader = sqlCommand.ExecuteReader())
16         {
17             while (sqlDataReader.Read())
18             {
19                 Customer customer = new Customer();
20                 customer.Id = (string)sqlDataReader["CustomerID"];
21                 customer.CompanyName = (string)sqlDataReader["CompanyName"];
22                 customers.Add(customer);
23             }
24         }
25     }
26     return customers;
27 }
```

The GetCustomers() method must meet the following requirements:

Connect to a Microsoft SQL Server database.

Populate Customer objects with data from the database. Return an IEnumerable<Customer> collection that contains the populated Customer objects.

You need to meet the requirements.

Which two actions should you perform? (Each correct answer presents part of the solution.

Choose two.)

- A. Insert the following code segment at line 17:
while (sqlDataReader.GetValues())
- B. Insert the following code segment at line 14:
sqlConnection.Open();
- C. Insert the following code segment at line 14:
sqlConnection.BeginTransaction();
- D. Insert the following code segment at line 17:
while (sqlDataReader.Read())
- E. Insert the following code segment at line 17:
while (sqlDataReader.NextResult())

Correct Answer: BD

Section: (none)

Explanation

Explanation/Reference:

Explanation:

SqlConnection.Open - Opens a database connection with the property settings specified by the ConnectionString.

<http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqlconnection.open.aspx> SqlDataReader.Read - Advances the SqlDataReader to the next record. <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqldatareader.read.aspx>

QUESTION 278

An application will upload data by using HTML form-based encoding. The application uses a method named SendMessage. The SendMessage() method includes the following code. (Line numbers are included for reference only.)

```
01 public Task<byte[]> SendMessage(string url, int intA, int intB)
02 {
03     var client = new WebClient();
04
05 }
```

The receiving URL accepts parameters as form-encoded values.

You need to send the values intA and intB as form-encoded values named a and b, respectively.

Which code segment should you insert at line 04?

- A.

```
var data = string.Format("a={0}&b={1}", intA, intB);
return client.UploadStringTaskAsync(new Uri(url), data);
```
 - B.

```
var data = string.Format("a={0}&b={1}", intA, intB);
return client.UploadFileTaskAsync(new Uri(url), data);
```
 - C.

```
var data = string.Format("a={0}&b={1}", intA, intB);
return client.UploadDataTaskAsync(new Uri(url), Encoding.UTF8.GetBytes(data));
```
 - D.

```
var nvc = new NameValueCollection() { { "a", intA.ToString() }, { "b", intB.ToString() } }
return client.UploadValuesTaskAsync(new Uri(url), nvc);
```
- A. Option A
B. Option B
C. Option C
D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

WebClient.UploadValuesTaskAsync - Uploads the specified name/value collection to the resource identified by the specified URI as an asynchronous operation using a task object. These methods do not block the calling thread.

<http://msdn.microsoft.com/en-us/library/system.net.webclient.uploadvaluetaskasync.aspx>

QUESTION 279

You are developing an application. The application converts a Location object to a string by using a method named WriteObject. The WriteObject() method accepts two parameters, a Location object and an XmlObjectSerializer object.

The application includes the following code. (Line numbers are included for reference only.)

```
01 public enum Compass
02 {
03     North,
04     South,
05     East,
06     West
07 }
08 [DataContract]
09 public class Location
10 {
11     [DataMember]
12     public string Label { get; set; }
13     [DataMember]
14     public Compass Direction { get; set; }
15 }
16 void DoWork()
17 {
18     var location = new Location { Label = "Test", Direction = Compass.West };
19     Console.WriteLine(WriteObject(location,
20
21     ));
22 }
```

You need to serialize the Location object as XML.

Which code segment should you insert at line 20?

- A. New XmlSerializer(typeof(Location))
- B. New NetDataContractSerializer()
- C. New BataContractJsonSerializer (typeof (Location))
- D. New DataContractSerializer(typeof(Location))

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Explanation:

The code is using [DataContract] attribute here so need to used DataContractSerializer class.

QUESTION 280

You are developing an application that includes a class named Order. The application will store a collection of Order objects.

The collection must meet the following requirements:

Internally store a key and a value for each collection item. Provide objects to iterators in ascending order based on the key. Ensure that item are accessible by zero-based index or by key.

You need to use a collection type that meets the requirements.

Which collection type should you use?

- A. LinkedList
- B. Queue
- C. Array
- D. HashTable
- E. SortedList

Correct Answer: E

Section: (none)

Explanation

Explanation/Reference:

Explanation:

SortedList<TKey, TValue> - Represents a collection of key/value pairs that are sorted by key based on the associated IComparer<T> implementation.
<http://msdn.microsoft.com/en-us/library/ms132319.aspx>

QUESTION 281

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 using System;
02 class MainClass
03 {
04     public static void Main(string[] args)
05     {
06         bool bValidInteger = false;
07         int value = 0;
08         do
09         {
10             Console.WriteLine("Enter an integer:");
11             bValidInteger = GetValidInteger(ref value);
12         } while (!bValidInteger);
13         Console.WriteLine("You entered a valid integer, " + value);
14     }
15     public static bool GetValidInteger(ref int val)
16     {
17         string sLine = Console.ReadLine();
18         int number;
19
20         {
21             return false;
22         }
23         else
24         {
25             val = number;
26             return true;
27         }
28     }
29 }
```

You need to ensure that the application accepts only integer input and prompts the user each time non-integer input is entered.

Which code segment should you add at line 19?

- A. If (!int.TryParse(sLine, out number))
- B. If ((number = Int32.Parse(sLine)) == Single.NaN)
- C. If ((number = int.Parse(sLine)) > Int32.MaxValue)
- D. If (Int32.TryParse(sLine, out number))

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

Explanation:

B and C will throw exception when user enters non-integer value. D is exactly the opposite what we want to achieve.

Int32.TryParse - Converts the string representation of a number to its 32-bit signed integer equivalent. A return value indicates whether the conversion succeeded. <http://msdn.microsoft.com/en-us/library/f02979c7.aspx>

QUESTION 282

You are debugging an application that calculates loan interest. The application includes the following code. (Line numbers are included for reference only.)

```
01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
02 {
03
04     decimal interestAmount = loanAmount * loanRate * loanTerm;
05
06     return interestAmount;
07 }
```

You have the following requirements:

The debugger must break execution within the CalculateInterest() method when the loanAmount variable is less than or equal to zero. The release version of the code must not be impacted by any changes.

You need to meet the requirements.

What should you do?

- A. Insert the following code segment at line 05:
Debug.WriteLine(loanAmount > 0);
- B. Insert the following code segment at line 05:
Trace.WriteLine(loanAmount > 0);

- C. Insert the following code segment at line 03:
Debug.Assert(loanAmount > 0);
- D. Insert the following code segment at line 03:
Trace.Assert(loanAmount > 0);

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

By default, the Debug.Assert method works only in debug builds. Use the Trace.Assert method if you want to do assertions in release builds. For more information, see Assertions in Managed Code.

<http://msdn.microsoft.com/en-us/library/kssw4w7z.aspx>

QUESTION 283

You are developing an application that will process orders. The debug and release versions of the application will display different logo images.

You need to ensure that the correct image path is set based on the build configuration.

Which code segment should you use?

- C A.

```
#if (DEBUG)
    imgPath = "TempFolder/Images/";
#elif (RELEASE)
    imgPath = "DevFolder/Images/";
#endif
```
- C B.

```
if (DEBUG)
    imgPath = "TempFolder/Images/";
else
    imgPath = "DevFolder/Images/";
endif
```
- C C.

```
#if (DEBUG)
    imgPath = "TempFolder/Images/";
#else
    imgPath = "DevFolder/Images/";
#endif
```
- C D.

```
if(Debugger.IsAttached)
{
    imgPath = "TempFolder/Images/";
}
else
{
    imgPath = "DevFolder/Images/";
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: C

Section: (none)

Explanation

Explanation/Reference:

Explanation:

There is no such constraint (unless you define one explicitly) RELEASE. <http://stackoverflow.com/questions/507704/will-if-release-work-like-if-debug-does-in-c>

QUESTION 284

You are testing an application. The application includes methods named CalculateInterest and LogLine. The CalculateInterest () method calculates loan interest. The LogLine() method sends diagnostic messages to a console window.

The following code implements the methods. (Line numbers are included for reference only.)

```
01
02  private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
03  {
04      decimal interestAmount = loanAmount * loanRate * loanTerm;
05
06      LogLine("Interest Amount : ", interestAmount.ToString("c"));
07
08      return interestAmount;
09  }
10
11  public static void LogLine(string message, string detail)
12  {
13      Console.WriteLine("Log: {0} = {1}", message, detail);
14  }
```

You have the following requirements:

The CalculateInterest() method must run for all build configurations. The LogLine() method must run only for debug builds.

You need to ensure that the methods run correctly.

What are two possible ways to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

A. Insert the following code segment at line 01:

- ```
#region DEBUG
Insert the following code segment at line 10:
#endregion

B. Insert the following code segment at line 10:
[Conditional(MDEBUG")]
C. Insert the following code segment at line 05:
#region DEBUG
Insert the following code segment at line 07:
#endregion

D. Insert the following code segment at line 01:
#if DE30G
Insert the following code segment at line 10:
#endif

E. Insert the following code segment at line 01:
[Conditional(MDEBUG")]
F. Insert the following code segment at line 05:
#if DEBUG
Insert the following code segment at line 07:
#endif

G. Insert the following code segment at line 10:
[Conditional("RELEASE")]
```

**Correct Answer:** BF

**Section:** (none)

**Explanation**

**Explanation/Reference:**

Explanation:

#if DEBUG: The code in here won't even reach the IL on release. [Conditional("DEBUG")]: This code will reach the IL, however the calls to the method will not execute unless DEBUG is on.

<http://stackoverflow.com/questions/3788605/if-debug-vs-conditionaldebug>