

- **Vendor: Microsoft**
- **Exam Code: 70-483**
- **Exam Name: Microsoft Programming in C#**
- **Question 151 -- Question 180**

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QUESTION 151

Drag and Drop Question

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:

```
abstract class BaseLogger
{
    public virtual void Log(string message)
    {
        Console.WriteLine("Base: " + message);
    }
    public void LogCompleted()
    {
        Console.WriteLine("Completed");
    }
}

class Logger : BaseLogger
{
    public override void Log(string message)
    {
        Console.WriteLine(message);
    }
    public new void LogCompleted()
    {
        Console.WriteLine("Finished");
    }
}
```

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.)

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();

Answer:

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();

BaseLogger logger = new Logger();

logger.Log("Log started");

logger.Log("Base: Log continuing");

logger.LogCompleted();

QUESTION 152

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;

Answer: AE

QUESTION 153

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

Answer: A

QUESTION 154

Hotspot Question

You have an existing order processing system that accepts .xml files,
The following code shows an example of a properly formatted order in XML:

```
<Order OrderID="42">  
  <Customer>Ben Smith</Customer>  
  <CustomerID>206</CustomerID>  
  <OrderDate>2013-04-19T09:13:14.7265994-05:00</OrderDate>  
</Order>
```

You create the following class that will be serialized:

```
[DataContract()]  
public class Order  
{  
  [DataMember()]  
  public Int32 OrderID { get; set; }  
  
  [DataMember(Name = "Customer")]  
  public String CustomerName { get; set; }  
  
  [DataMember()]  
  private Int32 CustomerID { get; set; }  
  
  public DateTime OrderDate { get; set; }  
}
```

For each of the following properties, select Yes if the property is serialized according to the defined schema. Otherwise, select No.

| | Yes | No |
|--------------|-----------------------|-----------------------|
| OrderID | <input type="radio"/> | <input type="radio"/> |
| OrderDate | <input type="radio"/> | <input type="radio"/> |
| CustomerName | <input type="radio"/> | <input type="radio"/> |

Answer:

| | 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"/> |

QUESTION 155

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

Answer: B

Explanation:

* `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 156

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

Answer: BC

Explanation/:

B: IEnumerable

C: 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 157

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

Answer: A

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 158

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

Answer: D

Explanation:

* 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 159

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

Answer: DE

Explanation:

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 160

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. WaitForFullGCCComplete()
- B. SuppressFinalize()
- C. WaitForFullGCApproach()
- D. WaitForPendingFinalizers()

Answer: B

QUESTION 161

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);

Answer: D

QUESTION 162

Hotspot Question

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

```
public static Object GetTypeDefault(DbType dbDataType)  
{  
    switch (dbDataType)  
    {  
        case DbType.Boolean:  
            return false;  
        case DbType.DateTime:  
            return DateTime.MinValue;  
        case DbType.Decimal:  
            return 0m;  
        case DbType.Int32:  
            return 0;  
        case DbType.String:  
            return String.Empty;  
        default:  
            return null;  
    }  
}
```

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

| | Yes | No |
|--|-----------------------|-----------------------|
| If dbDataType is DateTime, today's date is returned. | <input type="radio"/> | <input type="radio"/> |
| If dbDatatype is Int64, Null is returned. | <input type="radio"/> | <input type="radio"/> |
| If dbDatatype is Double, 0 is returned. | <input type="radio"/> | <input type="radio"/> |

Answer:

| | Yes | No |
|--|-------------------------------------|-------------------------------------|
| If dbDataType is DateTime, today's date is returned. | <input type="radio"/> | <input checked="" type="checkbox"/> |
| If dbDatatype is Int64, Null is returned. | <input type="radio"/> | <input type="checkbox"/> |
| If dbDatatype is Double, 0 is returned. | <input checked="" type="checkbox"/> | <input type="checkbox"/> |

QUESTION 163

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

Answer: B

Explanation:

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
// ...
#if DEBUG
Console.WriteLine("Debug version");
#endif
```

QUESTION 164

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

Answer: B

QUESTION 165

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

Answer: A

QUESTION 166

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();

Answer: B

QUESTION 167

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 the uses Class1.

You run the Execute method three times, and you receive the following results:

213

312

231

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

Answer: B

QUESTION 168

Drag and Drop Question

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.)

| | |
|-------------------------------|--|
| <code>.Skip(2)</code> | |
| <code>.First(10)</code> | |
| <code>.Take(10)</code> | |
| <code>var page = items</code> | |
| <code>.Take(1)</code> | |
| <code>.Skip(30)</code> | |
| <code>int page = items</code> | |
| <code>.Skip(20)</code> | |

Answer:

| | |
|-------------------------------|-------------------------------|
| <code>.Skip(2)</code> | <code>var page = items</code> |
| <code>.First(10)</code> | |
| <code>.Take(10)</code> | <code>.Skip(20)</code> |
| <code>var page = items</code> | <code>.Take(10)</code> |
| <code>.Take(1)</code> | |
| <code>.Skip(30)</code> | |
| <code>int page = items</code> | |
| <code>.Skip(20)</code> | |

QUESTION 169

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.

Answer: D

Explanation:

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 170

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;

Answer: D

QUESTION 171

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

Answer: D

QUESTION 172

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. WaitForFullGCCComplete()
- D. KeepAlive()

Answer: D

QUESTION 173

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

Answer: D

QUESTION 174

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.StartOnError 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.

Answer: C

QUESTION 175

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, CancellationTokentSource  
cts, CancellationTokent 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();

Answer: B

QUESTION 176

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

Answer: D

Explanation:

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 177

Drag and Drop Question

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.)

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.

Answer:

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.

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.

QUESTION 178

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.

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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

Answer: C

QUESTION 179

Drag and Drop Question

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.)

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

Answer:

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

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

QUESTION 180

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

Answer: C

Explanation:

* `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  
)
```

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