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Exam Code: 70-483

Exam Name: Programming in C#

Version 16.5

70-483**QUESTION 1**

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(IEnumerable<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(IEnumerable<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:

QUESTION 2

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: AF

Section: (none)

Explanation

Explanation/Reference:

QUESTION 3

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:

QUESTION 4

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?

C A. Insert the following code segment at line 14:

```
private static void PrintUserCount(int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddUserCallback callback = PrintUserCount;
```

C B. Insert the following code segment at line 11:

```
delegate void AddUserDelegate(UserTracker userTracker);
```

Insert the following code segment at line 18:

```
AddUserDelegate addDelegate = (userTracker) =>
{
    ...
};
addDelegate(tracker);
```

C C. Insert the following code segment at line 11:

```
delegate void AddUserDelegate(string name, AddUserCallback callback);
```

Insert the following code segment at line 18:

```
AddUserDelegate adder = (i, callback) =>
{
    ...
};
```

C D. Insert the following code segment at line 18:

```
tracker.AddUser(name, delegate(int i)
{
    ...
});
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

QUESTION 5

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 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:

Compiled run once

QUESTION 6

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:

QUESTION 7

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:

All builds

QUESTION 8

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.Write(loanAmount > 0);
- B. Insert the following code segment at line 05:
Trace.Write(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:

Debug.Assert (line number 03)

Because must not be impacted by any changes.

QUESTION 9

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?

- A.

```
bool validDate = DateTime.TryParse(inputDate,
    CultureInfo.CurrentCulture, DateTimeStyles.AdjustToUniversal | DateTimeStyles.AssumeUniversal, out validatedDate);
```
- B.

```
bool validDate = DateTime.TryParse(inputDate,
    CultureInfo.CurrentCulture, DateTimeStyles.AssumeUniversal, out validatedDate);
```
- C.

```
bool validDate = true;
try
{
    validatedDate = DateTime.Parse(inputDate);
}
catch
{
    validDate = false;
}
```
- 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:

`AdjustToUniversal` parses 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 10

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:

* AssemblyDelaySignAttribute

Specifies that the assembly is not fully signed when created.

* The following code example shows the use of the AssemblyDelaySignAttribute attribute with the AssemblyKeyFileAttribute.

```
using System;
using System.Reflection;
```

```
[assembly:AssemblyKeyFileAttribute("TestPublicKey.snk")]
[assembly:AssemblyDelaySignAttribute(true)]
```

```
namespace DelaySign
{
    public class Test { }
}
```

QUESTION 11

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?

C A. Insert the following code segment at line 14:

```
private static void PrintBookCount(int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddBookCallback callback = PrintBookCount;
```

C B. Insert the following code segment at line 18:

```
tracker.AddBook(name, delegate(int i)
{
    ...
});
```

C C. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(BookTracker bookTracker);
```

Insert the following code segment at line 18:

```
AddBookDelegate addDelegate = (bookTracker) =>
{
    ...
};
addDelegate(bookTracker);
```

C D. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(string name, AddBookCallback callback);
```

Insert the following code segment at line 18:

```
AddBookDelegate adder = (i, callback) =>
{
    ...
};
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: B

Section: (none)

Explanation

Explanation/Reference:

QUESTION 12

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:

QUESTION 13

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:

The GetData() method should be private. It would then only be visible within the Person class.

QUESTION 14

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:****QUESTION 15**

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:**

Values as return

QUESTION 16

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 DataContractJsonSerializer (typeof (Location))
- D. New DataContractSerializer(typeof(Location))

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Because class decorated by Datacontract & DataMember

QUESTION 17

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:

<http://msdn.microsoft.com/en-us/library/system.collections.sortedlist.aspx>

QUESTION 18

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:**QUESTION 19**

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:

There is no such constraint (unless you define one explicitly) RELEASE.

QUESTION 20

You are testing an application. The application includes methods named CalculateInterest aid 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
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("DEBUG")]
```

- 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("DEBUG")]
```

- 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:

QUESTION 21

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. Insert the following code segment at line 18:

```
tracker.AddBook(name, delegate(int i)
{
    ...
});
```

B. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(string name, AddBookCallback callback);
```

Insert the following code segment at line 18:

```
AddBookDelegate adder = (i, callback) =>
{
    ...
};
```

C. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(BookTracker bookTracker);
```

Insert the following code segment at line 18:

```
AddBookDelegate addDelegate = (bookTracker) =>
{
    ...
};
addDelegate(bookTracker);
```

D. Insert the following code segment at line 14:

```
private static void PrintBookCount(int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddBookCallback callback = PrintBookCount;
```

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

Correct Answer: A

Section: (none)

Explanation

Explanation/Reference:

delegate int param on line 01

QUESTION 22

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:

QUESTION 23

You are developing an application by using G#. 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:

* AssemblyDelaySignAttribute

Specifies that the assembly is not fully signed when created.

* The following code example shows the use of the AssemblyDelaySignAttribute attribute with the AssemblyKeyFileAttribute.

```
using System;
using System.Reflection;
```

```
[assembly:AssemblyKeyFileAttribute("TestPublicKey.snk")]
[assembly:AssemblyDelaySignAttribute(true)]
```

```
namespace DelaySign
{
    public class Test { }
```

QUESTION 24

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 25

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 26

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 27

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 28

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 29

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                {
17                    var bar = new Bar();
18                    bar.barName = (String)fooSqlReader["sqlName"];
19                    bar.barColor = (String)fooSqlReader["sqlColor"];
20                    bars.Add(bar);
21                }
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 30

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 31

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

Correct Answer: D

Section: (none)

Explanation

Explanation/Reference:

Approved

QUESTION 32

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 33

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 34**

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 35**

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 36**

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

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

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 37**

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 38

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 39

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 40**

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:**

Because parse the text and not build string...  
Green Book p. 161

#### QUESTION 41

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 42

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 43**

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 44**

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 45

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 46**

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 47**

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 48**

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 49**

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

And not Flush(); because Flush clear the buffer

### QUESTION 50

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.WriteEndDocument();
- 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 51

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:** A

**Section:** (none)

**Explanation**

**Explanation/Reference:**

DbDataReader Class

Reads a forward-only stream of rows from a data source.

Car la **dataContext** c'est pour faire du **LINQ to SQL**

**DataSet** est utilisé lorsqu'il s'agit de travailler **hors ligne avec les DB** et d'imiter les relations entre les bases de données..

.. et enfin le **dataAdapter fonctionne de pair avec Dataset** qui servira à **envoyer les requêtes lorsque la connexion est établie**.

Cfr green book C# p. 271

## QUESTION 52

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: C**

**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)
```

)

Approved

```
Regex reg = new Regex(@"^\d+(\.\d\d)?$"); if(reg.IsMatch(price))
```

### QUESTION 53

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 54

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 5

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:**

B: Raise the event.

D: Declare the event handler.

#### **QUESTION 56**

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 57

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 58**

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:**

#### **QUESTION 59**

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: C**

**Section: (none)**

**Explanation**

**Explanation/Reference:**

#### **QUESTION 60**

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 I Enumerable<int> Page(I Enumerable<int> source, int page, int pageSize)
{
 return source.Take((pageSize - 1) * page).Skip(pageSize);
}

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

C. public static I Enumerable<int> Page(I Enumerable<int> source, int page, int pageSize)
{
 return source.Skip((pageSize - 1) * page).Take(pageSize);
}

D. public static I Enumerable<TSource> Page<TSource>(this I Enumerable<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:**

Always Skip() before Take()

### QUESTION 61

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 62

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. static void Main(string[] args)
{
 dynamic message = new { From = "Jon Morris", To = "Mary North", Content = "Hello World" };
 SendMessage(message);
}
private static void SendMessage(Object msg)
{
 Console.WriteLine(msg.From);
 Console.WriteLine(msg.To);
 Console.WriteLine(msg.Content);
}

B. static void Main(string[] args)
{
 var message = new Object();
 message.From = "Jon Morris";
 message.To = "Mary North";
 message.Content = "Hello World";
 SendMessage(message);
}
private static void SendMessage(dynamic msg)
{
 Console.WriteLine(msg.From);
 Console.WriteLine(msg.To);
 Console.WriteLine(msg.Content);
}

C. static void Main(string[] args)
{
 var message = new { From = "Jon Morris", To = "Mary North", Content = "Hello World" };
 SendMessage(message);
}
private static void SendMessage(dynamic msg)
{
 Console.WriteLine(msg.From);
 Console.WriteLine(msg.To);
 Console.WriteLine(msg.Content);
}

D. static void Main(string[] args)
{
 dynamic message = new ExpandoObject();
 message.From = "Jon Morris";
 message.To = "Mary North";
 message.Content = "Hello World";
 SendMessage(message);
}
private static void SendMessage(dynamic msg)
{
 Console.WriteLine(msg.From);
 Console.WriteLine(msg.To);
 Console.WriteLine(msg.Content);
}

```

- 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 63

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:**

WebClient.DownloadFile Method check on [msdn](#)

Downloads the resource with the specified URI to a local file.

DownloadFile(String, String) Downloads the resource with the specified URI to a local file.

DownloadFile(Uri, String) Downloads the resource with the specified URI to a local file.

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

### QUESTION 64

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 65**

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 66

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 67

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:** C

**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 68

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 69**

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 70**

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:**

Source must is "MySource"

#### **QUESTION 71**

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 72

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

```

**QUESTION 73**

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 74

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:

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 75**

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 76**

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 77**

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 78**

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 catch(ArithmeticException e) {Console.WriteLine("Arithmetic error");}
02
03 catch(ArgumentException e) {Console.WriteLine("Bad Argument");}
04
05 catch(Exception e) {Console.WriteLine("General error");}
06
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 79**

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 80**

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 81**

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 82**

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 83**

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 84**

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 85**

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 86

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 87

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 88**

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 89**

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 90

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 91

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 92

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 93

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:** B

**Section:** (none)

**Explanation**

**Explanation/Reference:**

StringBuilder because unknown number of strings..

And not String.Concat because must be know the number of params...

<http://coders-corner.net/2014/08/20/concatenate-strings-in-c-operator-vs-string-concat-vs-stringbuilder/>

### QUESTION 94

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 95

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:

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

IEnumerable<decimal> loanQuery =
[REDACTED] amount in loanAmounts
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
```

#### Correct Answer:

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

IEnumerable<decimal> loanQuery =
from [REDACTED] amount in loanAmounts
where [REDACTED]
orderby [REDACTED] amount ascending
select [REDACTED]
```

#### Section: (none)

#### Explanation

#### Explanation/Reference:

Explanation:

Box 1: from

Box 2: where

Box 3: orderby

Box 4: ascending

Box 5: select

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.

```
IEnumerable<string> sortAscendingQuery =
from fruit in fruits
```

```
orderby fruit // "ascending" is default
select fruit;

// Query for descending sort.
IEnumerable<string> sortDescendingQuery =
from w in fruits
orderby w descending
select w;
```

#### QUESTION 96

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

```
<Name xmlns="http://www.contoso.com/2012/06">
 <LastName>Jones</LastName>
 <FirstName>David</FirstName>
</Name>
```

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:**

**QUESTION 97**

You are developing a class named ExtensionMethods

You need to ensure that the ExtensionMethods class implements the IsUrl() 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

String str

protected static class ExtensionMethods

public static class ExtensionMethods
{
 public static bool IsUrl(
 this 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 98**

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());
 }
}
```

**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;
 }
}
```

### Section: (none)

#### Explanation

#### Explanation/Reference:

### 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:**

## QUESTION 100

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:**

ReadLineAsync()  
();

ReadToEndAsync()  
();

await

async

ReadLine()  
;

ReadToEnd()  
;

ToString()  
;

```
private [] void GetData(WebResponse response)
{
 var streamReader = new StreamReader(response.GetResponseStream());
 urlText.Text = [] streamReader.[];
}
```

**Correct Answer:**

ReadToEndAsync()  
();

```
private [] async void GetData(WebResponse response)
{
 var streamReader = new StreamReader(response.GetResponseStream());
 urlText.Text = await [] streamReader.[];
}
```

ReadLine()  
;

ReadToEnd()  
;

ToString()  
;

**Section: (none)**

**Explanation**

**Explanation/Reference:**

The first line of the response from the web service --> ReadLineAsync();

**QUESTION 101**

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:**

**Correct Answer:**

```
public async void GetData(WebResponse response)
{
 string urlText;
 var sr = new StreamReader(response.GetResponseStream());
 urlText = await sr. ReadToEndAsync();}
```

**Section: (none)**  
**Explanation**

**Explanation/Reference:**

The entire response from the web service ==> ReadLineToEndAsync();

**QUESTION 102**

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:

```
public class AdventureWorksException : System.Exception { ... }
public class AdventureWorksDbException : AdventureWorksException { ... }
public class AdventureWorksValidationException : AdventureWorksException { ... }
```

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

The application contains only the following logging methods:

```
static void Log(Exception ex) { ... }
static void Log(AdventureWorksException ex) { ... }
static void Log(AdventureWorksValidationException ex) { ... }
```

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 [redacted]
{
 Log(ex);
}
catch [redacted]
{
 Log(ex);
}
catch [redacted]
{
 Log(ex);
}
```

**Correct Answer:**

```
(ContosoDbException ex)
```

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

**Section: (none)**

**Explanation**

**Explanation/Reference:**

**QUESTION 103**

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:

```
public class ContosoException : System.Exception { ... }
public class ContosoDbException : ContosoException { ... }
public class ContosoValidationException : ContosoException { ... }
```

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

```
static void Log(Exception ex) { ... }
static void Log(ContosoException ex) { ... }
static void Log(ContosoValidationException ex) { ... }
```

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:**

```
[REDACTED]
[REDACTED]
(ContosoDbException ex)

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

**Section: (none)**

**Explanation**

**Explanation/Reference:**

**QUESTION 104**

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 interestRate)
{
 decimal interestAmount = loanAmount * interestRate * 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")]
#endregion
#region DEBUG
#endif
#endregion
```

```
private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal interestRate)
{
 decimal interestAmount = loanAmount * interestRate * 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);
}
```

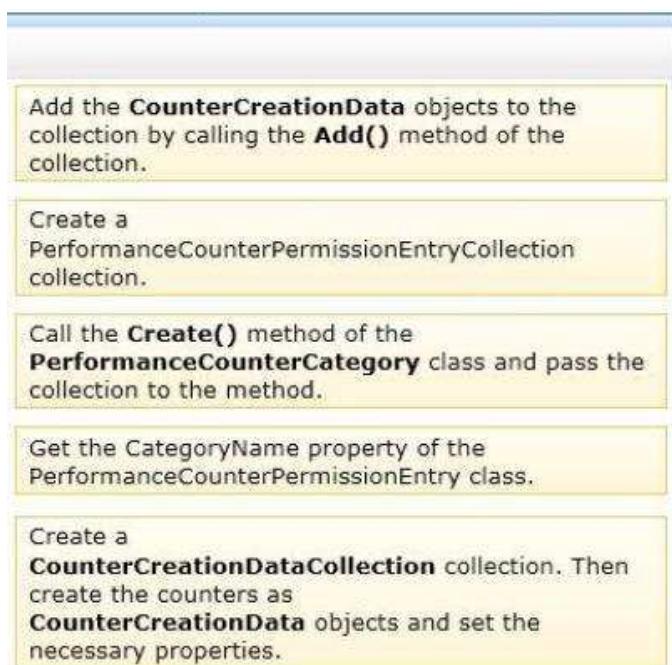
**Section: (none)****Explanation****Explanation/Reference:****QUESTION 105**

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:**



#### Correct Answer:



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:

Explanation:

Box 1: Create a CounterCreationDataCollection collection. Then create the counters as CounterCreationData object and set necessary properties.

Box 2: Add ConterCreationData to the collection by calling the Add() method of the collection

Box 3: Call the Create method of the PerformanceCounterCategory and pass the collection to the method

#### QUESTION 106

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 **CounterCreationDataCollection** collection. Then create the counters as **CounterCreationData** objects and set the necessary properties.

Create a **PerformanceCounterPermissionEntryCollection** collection.

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.

Get the **CategoryName** property of the **PerformanceCounterPermissionEntry** class.

## 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 107

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);
 {
 Log("User {0} was renamed to {1}", e.OldName, e.Name);
 };
}
```

**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 108**

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("\t");
sb.Append(String.Empty);
sb.Append("Second Line");
```

**Section: (none)**

**Explanation**

**Explanation/Reference:**

**QUESTION 109**

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:

```
<?xml version="1.0" encoding="utf-8"?>
<Prospect xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
 xmlns:xsd="http://www.w3.org/2001/XMLSchema"
 ProspectId="9c027bb8-65f1-40a9-8afa-ac839f3cdc5d" xmlns="http://prospect">
 <FullName>David Jones</FullName>
 <DateOfBirth>1977-06-11T00:00:00</DateOfBirth>
</Prospect>
```

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("ProspectId")]  
[XmlElement("ProspectId")]  
[XmlAttribute("ProspectId")]  
[XmlElement("ProspectId")]  
[XmlAttribute("ProspectId")]  
[XmlAttribute("ProspectId")]  
[XmlAttribute("ProspectId")]  
[XmlAttribute("ProspectId")]

```
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:**

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

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

```
[XmlChoiceIdentifier]
```

```
[XmlArrayItem]
```

```
[XmlAttribute("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("Tin")]
```

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

```
}
```

#### Section: (none)

#### Explanation

#### Explanation/Reference:

#### QUESTION 110

You have the following class:

```
public class Class1 : IEquatable<Class1>
{
 public Int32 ID { get; set; }
 public String Name { get; set; }
 public bool Equals(Class1 other)
 {
 }
}
```

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 (!Object.Equals
(this.Name, other.Name)) return false;

if (this.ID == other.ID) return false;

return false;

break
```

```
if (other == null) return false;

if (this.ID != other.ID) return false;

if (!this.Name.Equals
(other.Name)) return false;

return true;
```

### Section: (none) Explanation

#### Explanation/Reference:

#### QUESTION 111

You are reviewing the following code:

```

[System.FlagsAttribute()]
public enum Group
{
 Users = 1,
 Supervisors = 2,
 Managers = 4,
 Administrators = 8
}
public class User
{
 public Group UserGroup { get; set; }
}

```

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 112

You have the following code:

```

private static Dictionary<string, int> CreateTestData()
{
 Dictionary<string, int> dict = new Dictionary<string, int>()
 {
 {"Accounting", 1},
 {"Marketing", 2},
 {"Operations", 3}
 };
 return dict;
}
private static bool? FindInList(string searchTerm)
{
 Dictionary<string, int> data = CreateTestData();

 if (data.ContainsKey(searchTerm))
 {
 return true;
 }
 else
 {
 return false;
 }
}

```

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 ...

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

#### Section: (none)

## Explanation

### Explanation/Reference:

Explanation:

If the search term is set to "Finance", the result will be ...



If the search term is set to "1", the result will be ...



If the search term is set to "Operations", the result will be ...



## QUESTION 113

You have the following code:

```
[DataContract(Name="Individual")]
public class Individual
{
 private string m_FirstName;
 private string m_LastName;

 [DataMember]
 public string FirstName
 {
 get { return m_FirstName; }
 set { m_FirstName = value; }
 }

 [DataMember(EmitDefaultValue=false)]
 public string LastName
 {
 get { return m_LastName; }
 set { m_LastName = value; }
 }

 public Individual()
 {}

 public Individual(string firstName, string lastName)
 {
 m_FirstName = firstName;
 m_LastName = lastName;
 }
}
```

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

### Hot Area:

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

LastName will be serialized after firstName.

The namespace used in the serialized XML will be Individual.

The lastName node will always appear in the serialized XML.

### 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"/>

LastName will be serialized after firstName.

The namespace used in the serialized XML will be Individual.

The lastName node will always appear in the serialized XML.

### Section: (none)

#### Explanation

#### Explanation/Reference:

Explanation:

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

LastName will be serialized after firstName.

The namespace used in the serialized XML will be Individual.

The lastName node will always appear in the serialized XML.

#### 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 114

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.)

**Select and Place:**

```
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:**

```
Task<List<Int32>> validCustomers =

(from c in customers
where ValidateCustomer(c)
select c).ToList();
```

```
public async Task<List<Int32>> GetValidCusto
mers()

(from c in customers.AsParallel()
where ValidateCustomer(c)
select c).ToList();
```

```
public List<Int32> GetValidCustomers()
{

 List<Int32> validCustomers =

 (from c in customers
 where ValidateCustomer(c)
 select c).AsParallel().ToList();

 return validCustomers;
}
```

## Section: (none)

### Explanation

#### Explanation/Reference:

Note:

\* ParallelEnumerable.AsParallel Method

Enables parallelization of a query.

/ We parallelize the execution of the ValidateCustomer instances.

## QUESTION 115

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):

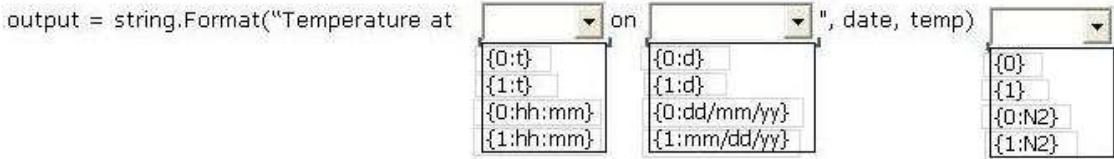
```
01 public void DisplayTemperature(DateTime date, double temp)
02 {
03 string output;
04 string lblMessage = output;
05 }
06 }
```

You need to ensure that the message displayed in the lblMessage object shows the time formatted according to the following requirements:

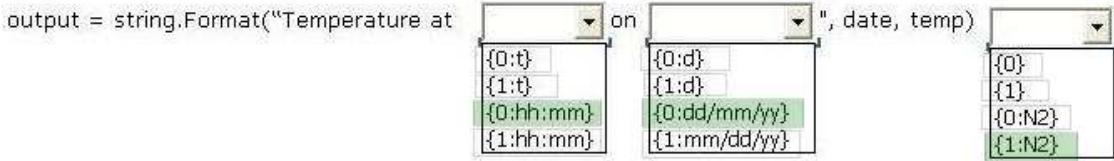
The time must be formatted as hour:minute AM/PM, for example 2:00 PM. The date must be formatted as month/day/year, for example 04/21/2013. The temperature must be formatted to have two decimal places, for example 23.45.

Which code should you insert at line 04? (To answer, select the appropriate options in the answer area.)

### Hot Area:



**Correct Answer:**

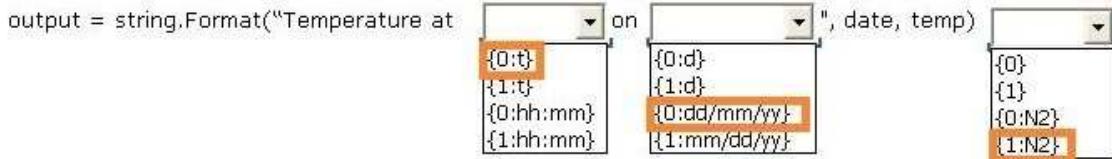


**Section: (none)**

**Explanation**

**Explanation/Reference:**

Explanation:



There are some syntax and place errors on this pictures !!!

The true answer is like that:

```
string output = string.Format("Temperature at {0:h:mm} on {0:MM/dd/yy} {1:N2}", DateTime.Now, 29); // naturally DateTime.Now it will be replace by date and 29 by temp !
{0:h:mm} hour format asked on question is one number for the hour like 1:30
{0:MM/dd/yy} MM and not mm. Because MM it's Month and mm it's minutes
{1:N2} N2 for decimal
```

**QUESTION 116**

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",
[REDACTED]
);
public void DoWork()
{
 var originalId = Trace.CorrelationManager.ActivityId;
 try
 {
 var guid = Guid.NewGuid();
[REDACTED]
 Trace.CorrelationManager.ActivityId = guid;
[REDACTED]
 }
 finally
 {
[REDACTED]
[REDACTED]
 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");
ts.TraceInformation("Stop");

 Trace.CorrelationManager.ActivityId = originalId;
}
}
```

**Correct Answer:**

```
static TraceSource ts = new TraceSource("Contoso",
 new[] { SourceLevels.ActivityTracing },
 null);

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");
 ts.TraceInformation("Stop");

 Trace.CorrelationManager.ActivityId = originalId;
 }
}
```

## Section: (none)

Explanation

## Explanation/Reference:

Explanation:

```

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");
 ts.TraceInformation("Stop");

 Trace.CorrelationManager.ActivityId = originalId;
 }
}

```

### QUESTION 117

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 Equals
 (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");
 }
}
```

### Correct Answer:

```
public class Temperature : IComparable
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 118

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",
 new XElement("firstName", c.FName),
 new XElement("lastName", c.LName));
```

### Correct Answer:

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

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

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

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

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

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

### Section: (none)

#### Explanation

## Explanation/Reference:

### QUESTION 119

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:

```
staticDictionary<int, WeakReference> _data;

staticDictionary<int, Int32> _data;

_data.Add(i, new WeakReference(new Class(i * 2), false));

_data.Add(i, (Int32)(i * 2));
```

```
public class Data
{

 public Data(int count)
 {
 for (int i = 0; i < count; i++)
 {
 _data.Add(i, (Int32)(i * 2));
 }
 }
}
```

#### 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 120

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, 0, header.Length);

fsBody.Write(body, 0, 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 121

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.

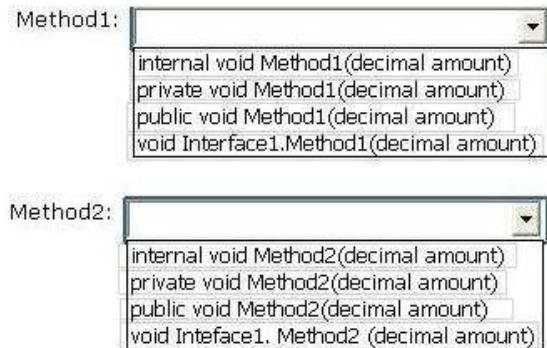
All of the classes will implement the following interface, which is also part of Assembly.dll:

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

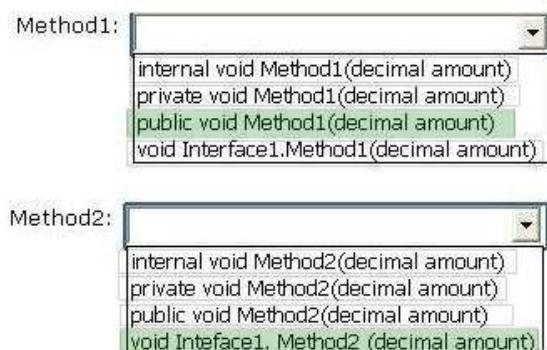
You need to ensure that the Method2 method for the Class3 class can be executed only when instances of the class are accessed through the Interface1 interface. The solution must ensure that calls to the Method1 method can be made either through the interface or through an instance of the class.

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:

Explanation:

Method1:

```
internal void Method1(decimal amount)
private void Method1(decimal amount)
public void Method1(decimal amount)
void Interface1.Method1(decimal amount)
```

Method2:

```
internal void Method2(decimal amount)
private void Method2(decimal amount)
public void Method2(decimal amount)
void Interface1.Method2 (decimal amount)
```

### QUESTION 122

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) {

}

 LogHelper.Log(ex);

 throw;

}

throw new FileNotFoundException();

throw ex;

}

throw new SQLException();
```

```
catch (SQLException ex) {

 LogHelper.Log(ex);

 throw;

}
```

## Section: (none)

### Explanation

#### Explanation/Reference:

throw ex resets the stack trace (so your errors would appear to originate from HandleException)  
throw doesn't - the original offender would be preserved.

### QUESTION 123

You have the following code:

```

public class Alert
{
 public event EventHandler<EventArgs> SendMessage;

 public void Execute()
 {
 SendMessage(this, new EventArgs());
 }
}

public class Subscriber
{
 Alert alert = new Alert();

 public void Subscribe()
 {
 alert.SendMessage += (sender, e) => { Console.WriteLine("First"); };
 alert.SendMessage += (sender, e) => { Console.WriteLine("Second"); };
 alert.SendMessage += (sender, e) => { Console.WriteLine("Third"); };
 alert.SendMessage += (sender, e) => { Console.WriteLine("Third"); };
 }

 public void Execute()
 {
 alert.Execute();
 }
}

public static void Main()
{
 Subscriber subscriber = new Subscriber();
 subscriber.Subscribe();
 subscriber.Execute();
}

```

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

**Hot Area:**

Yes	No
-----	----

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
-----	----

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:**

Explanation:

**Yes      No**

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.

**QUESTION 124**

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.

**Hot Area:**

**Yes      No**

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
If dbDataType is DateTime, today's date is returned.	<input type="radio"/>	<input checked="" type="radio"/>
If dbDatatype is Int64, Null is returned.	<input checked="" type="radio"/>	<input type="radio"/>
If dbDatatype is Double, 0 is returned.	<input type="radio"/>	<input checked="" type="radio"/>

## Section: (none)

### Explanation

#### Explanation/Reference:

Explanation:

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

## QUESTION 125

You have the following code:

```
public class Customer
{
 private int CustomerId { get; set; }
 public string CompanyName { get; set; }
 protected string State { get; set; }
 public string City { get; set; }

 public Customer(int customerId, string companyName, string state, string city)
 {
 CustomerId = customerId;
 CompanyName = companyName;
 State = state;
 City = city;
 }
 public Customer() {}
}

public interface ICustomer
{
 string GetCustomerById(int customerId);
 string GetCustomerByDate(DateTime dateFrom, DateTime dateTo);
}

public class MyCustomerClass : Customer, ICustomer
{
 public string Zip { get; set; }
 public string Phone { get; set; }
 public string GetCustomerById(int customerId)
 {
 ...
 }
 public string GetCustomerByDate(DateTime dateFrom, DateTime dateTo)
 {
 ...
 }
}
```

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"/>
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.	

**Correct Answer:**

Yes	No
<input type="radio"/>	<input checked="" type="radio"/>
All of the objects derived from MyCustomerClass have CustomerID as a property.	
<input checked="" type="radio"/>	<input 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.	

**Section: (none)**

**Explanation:**

**Explanation/Reference:**

Explanation:

Yes	No
<input type="radio"/>	<input checked="" type="radio"/>
All of the objects derived from MyCustomerClass have CustomerID as a property.	
<input checked="" type="radio"/>	<input 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.	

**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 126**

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

```

01 DataTable dataTable;
02 string connString = "Data Source=192.168.1.100;Initial Catalog=Database1;User Id=sa;Password=p@ssw0rd";
03 using (SqlConnection sqlConn = new SqlConnection(connString))
04 {
05 sqlConn.Open();
06 using (SqlCommand sqlCmd = new SqlCommand())
07 {
08 sqlCmd.Connection = sqlConn;
09 sqlCmd.CommandType = CommandType.StoredProcedure;
10 sqlCmd.CommandText = "p_Procedure1";
11 using (SqlDataAdapter adapter = new SqlDataAdapter(sqlCmd))
12 {
13 using (dataTable = new DataTable())
14 {
15 adapter.Fill(dataTable);
16 }
17 }
18 }
19 }

```

To answer, complete each statement according to the information presented in the code.

**Hot Area:**

The database connection gets closed at line...

15
16
17
18
19

The adapter object gets disposed at line..

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:**

Explanation:

The database connection gets closed at line...

A dropdown menu containing the numbers 15, 16, 17, 18, and 19. The number 19 is enclosed in a red rectangular border, indicating it is the correct answer.

The adapter object gets disposed at line..

A dropdown menu containing the numbers 15, 16, 17, 18, and 19. The number 17 is enclosed in a red rectangular border, indicating it is the correct answer.

### QUESTION 127

You define a class by using the following code:

```
public class Department
{
 public int Id { get; set; }
 public string Name { get; set; }
 public string Manager { get; set; }
 public int BuildingId { get; set; }
}
```

You create a collection by using the following code:

```
Department[] departments =
{
 new Department
 { Id = 1, Name = "Accounting", Manager = "User1", BuildingId = 15 },
 new Department
 { Id = 2, Name = "Sales", Manager = "User2", BuildingId = 3 },
 new Department
 { Id = 3, Name = "IT", Manager = "User3" , BuildingId = 15},
 new Department
 { Id = 4, Name = "Marketing", Manager = "User4", BuildingId = 3}
};
var output =
 from d in departments
 group d by d.BuildingId into dp
 select new { sorted = dp.Key, Department = dp };
```

To answer, complete each statement according to the information presented in the code.

#### Hot Area:

The output collection will contain ...  
object(s).

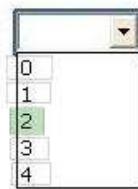
A dropdown menu containing the numbers 0, 1, 2, 3, and 4. Each number is in its own separate box.

The sorted property of the output  
collection will be the ... type.

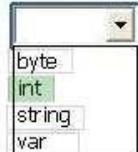
A dropdown menu containing the words byte, int, string, and var. Each word is in its own separate box.

#### Correct Answer:

The output collection will contain ...  
object(s).



The sorted property of the output  
collection will be the ... type.



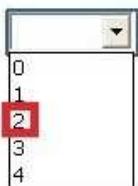
## Section: (none)

### Explanation

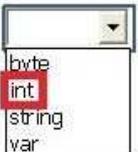
#### Explanation/Reference:

Explanation:

The output collection will contain ...  
object(s).



The sorted property of the output  
collection will be the ... type.



## QUESTION 128

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.)

#### 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.LogCompleted();
```

```
BaseLogger logger = new Logger();

logger.Log("Log started");

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

((Logger)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 129

You define a class by using the following code:

```

public class Class1 : IComparable<Class1>
{
 public Int32 ID { get; set; }
 public String Name { get; set; }
 public int CompareTo(Class1 other)
 {
 if(ID == other.ID) return 0;
 else return ID.CompareTo(other.ID);
 }
}

```

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

```

01 List<Class1> list = new List<Class1>() {
02 new Class1() { ID = 5, Name = "User1" },
03 new Class1() { ID = 6, Name = "User2" },
04 new Class1() { ID = 3, Name = "User3" },
05 new Class1() { ID = 4, Name = "User4" }
06 };
07 Console.WriteLine(list.Count);
08 list.Sort();
09 Console.WriteLine(list[0].Name);

```

To answer, complete each statement according to the information presented in the code.

**Hot Area:**

Line 07 of the method will display ...

Line 09 of the method will display ...

**Correct Answer:**

Line 07 of the method will display ...

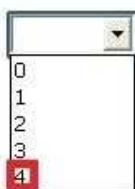
Line 09 of the method will display ...

**Section: (none)**  
**Explanation**

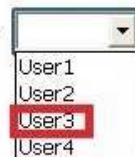
**Explanation/Reference:**

Explanation:

Line 07 of the method will display ...



Line 09 of the method will display ...

**QUESTION 130**

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:**

al.exe  
gacutil.exe  
ildasm.exe  
resgen.exe  
sn.exe

Program    -k assemblyKey.snk  
Program    /out:Assembly1.dll /keyfile assemblyKey.snk

**Correct Answer:**

gacutil.exe  
ildasm.exe  
resgen.exe

sn.exe    -k assemblyKey.snk  
al.exe    /out:Assembly1.dll /keyfile assemblyKey.snk

**Section: (none)**

Explanation

**Explanation/Reference:****QUESTION 131**

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("proc1", 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
("proc1", 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 132

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:

```
.Skip(2)

.First(10)

)

var page = items

.Skip(20)

.Take(10)

.Take(1)
)

.Skip(30)

int page = items
```

#### Section: (none)

#### Explanation

#### Explanation/Reference:

Explanation:

Box 1: var page = items  
Box 2: .Skip (20)  
Box 3: .Take (10)

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 133

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.

#### Hot Area:

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

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

Explanation:

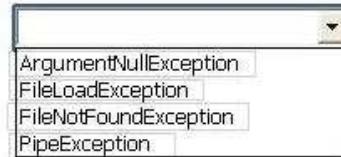
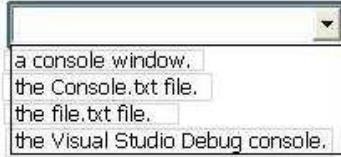
	Yes	No
OrderID	<input type="radio"/>	<input checked="" type="radio"/>
OrderDate	<input type="radio"/>	<input checked="" type="radio"/>
CustomerName	<input checked="" type="radio"/>	<input type="radio"/>

**QUESTION 134**

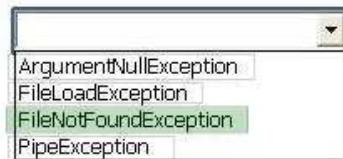
You have the following code (line numbers are included for reference only):

```
01 using (StreamWriter writer = new StreamWriter(@"C:\console.txt"))
02 {
03 Console.SetOut(writer);
04 using (FileStream stream = new FileStream(@"C:\file.txt", FileMode.Open))
05 {
06 using (StreamReader reader = new StreamReader(stream))
07 {
08 while (!reader.EndOfStream) Console.WriteLine(reader.ReadLine());
09 }
010 }
011 }
```

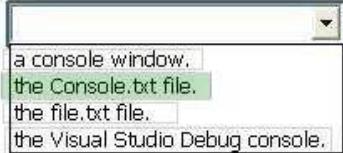
To answer, complete each statement according to the information presented in the code.

**Hot Area:**If File.txt does NOT exist in the root of  
C:, ... will be thrown.The final output of the streaming  
operation will be ...**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 ...



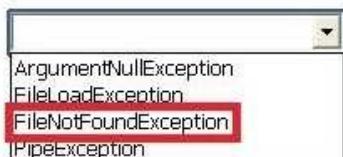
## Section: (none)

### Explanation

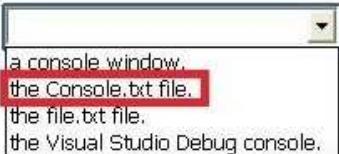
#### Explanation/Reference:

Explanation:

If File.txt does NOT exist in the root of C:, ... will be thrown.



The final output of the streaming operation will be ...



## QUESTION 135

You are developing a C# application. The application includes a class named Rate. The following code segment implements the Rate class:

```
public class Rate
{
 public string Category { get; set; }
 public DateTime Date { get; set; }
 public decimal Value { get; set; }
}
```

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:

```
<?xml version="1.0" encoding="utf-8" ?>
<RateSheet>
 <rate category="buyout" date="2012-03-22">
 <value>0.0375</value>
 </rate>
 <rate category="fixed" date="2012-03-23">
 <value>0.0475</value>
 </rate>
</RateSheet>
```

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(
{
 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(),
 {
 rate.Value = value;
 }
 rateCollection.Add(rate);
 }
})
```

### Correct Answer:

```
while(reader.ReadToFollowing

reader.MoveToElement();

reader.MoveToContent();

reader.ReadToFollowing("value");
```

```
using (XmlReader reader = XmlReader.Create(new StringReader(
{
 while(reader.ReadToFollowing("rate"))
 {
 Rate rate = new Rate();
 reader.MoveToFirstAttribute();
 rate.Category = 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(),
 {
 rate.Value = value;
 }
 rateCollection.Add(rate);
 }
})
```

### Section: (none)

### Explanation

### Explanation/Reference:

**QUESTION 136**

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 137**

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.WriteLine(value);

streamWriter = new StreamWriter(fileName);

streamWriter.Open();

streamWriter.Close();

StreamWriter streamWriter = null;
```

**Correct Answer:**

```
StreamWriter streamWriter = null;

streamWriter = new StreamWriter(fileName);

streamWriter.WriteLine(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.