

1.

```
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();
    }
}
```

2. D

3. C

4.

```
public static class ExtensionMethods
{
    public static bool IsUrl(
        this String str
    )
    {
        var regex = new Regex(
            "(https?://)?([A-Za-z9-0-]*\\.)?([A-Za-z0-9-]*)" +
            "\\.[A-Za-z0-9]*/*.*");
        return regex.IsMatch(str);
    }
}
```

5. B

6. BD

7.

Answer Area

Target 1: `public static class ExtensionMethods`

Target 2: `this String str`

8. A

9. D

10.

```
string response;  
switch (letter)  
{  
    case 'a':  
        response = "animal";  
        break;  
    case 'm':  
        response = "mineral";  
        break;  
    default:  
        response = "other";  
}
```

11.

Target 1:	<code>GetProperties</code>
Target 2:	<code>GetType</code>
Target 3:	<code>GetValue</code>
Target 4:	<code>"oneProduct"</code>

12.

Target 1:

```
: IEnumerable
```

Target 2:

```
public IEnumerator  
GetEnumerator()
```

Target 3:

```
return _loanCollection.  
GetEnumerator();
```

13. D

14. C

15. D

16.

```
var sb = new StringBuilder();
```

```
sb.Append("First Line");
```

```
sb.AppendLine();
```

```
sb.Append("Second Line");
```

17. AC

18.

```
public static class ExtensionMethods
```

```
{
```

```
    public static bool IsEmail(  
        this String str
```

```
)
```

```
{
```

```
    var regex = new Regex(@"^([{\w\.\-}+){1}@([{\w\-}+){1}((\.\({\w}{2,3})+){1}$");
```

```
    return regex.IsMatch(str);
```

```
}
```

```
}
```

19. D

20. B

21. D

22. B

23. D

24. EF

25.

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

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

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

26.

	Yes	No
A user can be a member of more than one of the groups.	<input type="radio"/>	<input checked="" type="radio"/>
If the user belongs to only the Administrators group, the following code will return a value of true: user.UserGroup == Group.Administrators	<input checked="" type="radio"/>	<input type="radio"/>
If the user belongs to only the Supervisors group, the following code will return a value of true: user.UserGroup != Group.Administrators	<input type="radio"/>	<input checked="" type="radio"/>

27. B

28.

output = string.Format("Temperature at ▼ on ▼ : ▼ ", date, temp);

{0:t}	{0:d}	{0}
{1:t}	{1:d}	{1}
{0:hh:mm}	{1:dd/mm/yyyy}	{0:N2}
{1:hh:mm}	{0:mm/dd/yyyy}	{1:N2}

29. D

30. B

31.

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)

32. A

33. C

34. A

35. C

36. BC

37. A

38.

	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"/>

39.

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

40. C

41. D

42.

```
BaseLogger logger = new Logger();
```

```
logger.Log("Log started");
```

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

```
logger.LogCompleted();
```

43.

Line 07 of the method will display ...

0
1
2
3
4

Line 09 of the method will display ...

User1
User2
User3
User4

44. AC

45. D

46.

```
Int32 returnStatus = Int32.MinValue;
switch (status) {
    case "Active":
        returnStatus = 1;
        break;
    case "Inactive":
        returnStatus = 0;
        break;
    default:
        returnStatus = -1;
        break;
}
return returnStatus;
```

47. CD

48. C

49. B

50. A