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Questions and Answers No.: 131-140 (231Q&As)

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QUESTION 131
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

Answer: CD
Explanation:

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 132
You have the following code (line numbers are included for reference only):
You need to identify the missing line of code at line 15.
Which line of code should you identify?

```
01class Bar
02{
03   pub lic 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
           ("Select sqlName,sqlColor from Animals", fooSqlConn);
12         fooSqlConn.Open();
13         using (SqlDataReader fooSqlReader = fooSqlCmd.ExecuteReader())
14         {
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}
```

A. using (fooSqlConn.BeginTransaction())
B. while (fooSqlReader.Read())
C. while (fooSqlReader.NextResult())
D. while (fooSqlReader.GetBoolean(0))

Answer: B

QUESTION 133
You are developing an application that uses multiple asynchronous tasks to optimize performance.
The application will be deployed in a distributed environment.
You need to retrieve the result of an asynchronous task that retrieves data from a web service.
The data will later be parsed by a separate task.
Which code segment should you use?

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

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

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

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

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

Answer: B

QUESTION 134
You are developing an application that includes methods named ConvertAmount and TransferFunds.
You need to ensure that the precision and range of the value in the amount variable is not lost when the TransferFunds() method is called.
Which code segment should you use?

```
A.  private static void ConvertAmount(float amount)
    {
       TransferFunds(amount);
    }
    private static void TransferFunds(int funds)
    {
       ...
       Console.WriteLine(funds);
    }
```

```
B.  private static void ConvertAmount(float amount)
    {
       TransferFunds((int)funds);
    }
    private static void TransferFunds(float funds)
    {
       ...
    }
```

```
C.  private static void ConvertAmount(float amount)
    {
       TransferFunds(amount);
    }
    private static void TransferFunds(float funds)
    {
       ...
    }
```

```
D.  private static void ConvertAmount(float amount)
    {
       TransferFunds(Double.Parse(amount));
    }
    private static void TransferFunds(double funds)
    {
       ...
       Console.WriteLine(funds);
    }
```

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

Answer: C
Explanation:

Simply use float for the TransferFunds parameter.
Note:
- The float keyword signifies a simple type that stores 32-bit floating-point values.
- The double keyword signifies a simple type that stores 64-bit floating-point values

QUESTION 135
You are developing an application.
The application calls a method that returns an array of integers named customerIds.
You define an integer variable named customerIdToRemove and assign a value to it.
You declare an array named filteredCustomerIds.
You have the following requirements.
- Remove duplicate integers from the customerIds array.
- Sort the array in order from the highest value to the lowest value.
- Remove the integer value stored in the customerIdToRemove variable
from the customerIds array.
You need to create a LINQ query to meet the requirements.
Which code segment should you use?

A. `int[] filteredCustomerIds = customerIds.Distinct().OrderByDescending(x => x).ToArray();`

B. `int[] filteredCustomerIds = customerIds.Where(value => value !=`
    `customerIdToRemove).OrderByDescending(x => x).ToArray();`

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

D. `int[] filteredCustomerIds = customerIds.Where(value => value !=`
    `customerIdToRemove).OrderBy(x => x).ToArray();`

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

Answer: C

QUESTION 136
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

Answer: A
Explanation:
- XmlWriterTraceListener
Directs tracing or debugging output as XML-encoded data to a TextWriter or to a Stream, such as a FileStream.

QUESTION 137
You have an application that accesses a Web server named Server1.
You need to download an image named imagel.jpg from Server1 and store the image locally as Filel.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

Answer: C

QUESTION 138
You are developing a game that allows players to collect from 0 through 1000 coins.
You are creating a method that will be used in the game.
The method includes the following code. (Line numbers are included for reference only.)
```
01 public string FormatCoins(string name, int coins)
02 {
03
04 }
```

The method must meet the following requirements:
- Return a string that includes the player name and the number of
coins.
- Display the number of coins without leading zeros if the number is 1
or greater.
- Display the number of coins as a single 0 if the number is 0.
You need to ensure that the method meets the requirements.
Which code segment should you insert at line 03?

A. `return String.Format("Player {0}, collected {1} coins", name, coins.ToString("###0"));`

B. `return String.Format("Player {0} collected {1:000#} coins.", name, coins);`

C. `return String.Format("Player {name} collected {coins.ToString('000')} coins");`

D. `return String.Format("Player {1} collected {2:D3} coins.", name, coins);`

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

Answer: A

QUESTION 139
You are developing an application that includes methods named EvaluateLoan, ProcessLoan,
and FundLoan.
The application defines build configurations named TRIAL, BASIC, and ADVANCED.
You have the following requirements:
- The TRIAL build configuration must run only the EvaluateLoan()
method.
- The BASIC build configuration must run all three methods.
- The ADVANCED build configuration must run only the EvaluateLoan() and
ProcessLoan() methods.
You need to meet the requirements.
Which code segment should you use?

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

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

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

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

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

Answer: C

QUESTION 140
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

Answer: D