Vendor: Microsoft

Exam Code: 70-483

Exam Name: Microsoft Programming in C#

Questions and Answers No.: 191-200 (231Q&As)

QUESTION 191
You are developing an application that uses structured exception handling.
The application includes a class named Logger.
The Logger class implements a method named Log by using the following code segment:
`public static void Log(Exception ex) { }`
You have the following requirements:
- Log all exceptions by using the Log() method of the Logger class.
- Rethrow the original exception, including the entire exception stack.

You need to meet the requirements.
Which code segment should you use?

A.
```
catch
{
  var ex = new Exception();
  throw ex;
}
```

B.
```
catch (Exception ex)
{
  Logger.Log(ex);
  throw ex;
}
```

C.
```
catch
{
  Logger.Log(new Exception());
  throw;
}
```

D.
```
catch (Exception ex)
{
  Logger.Log(ex);
  throw;
}
```

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

Answer: D

QUESTION 192
Hotspot Question
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.

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]

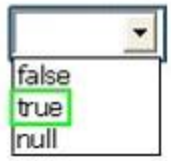
If the search term is set to "Operations", the result will be ... [▼ false / true / null]

Answer:

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 ...



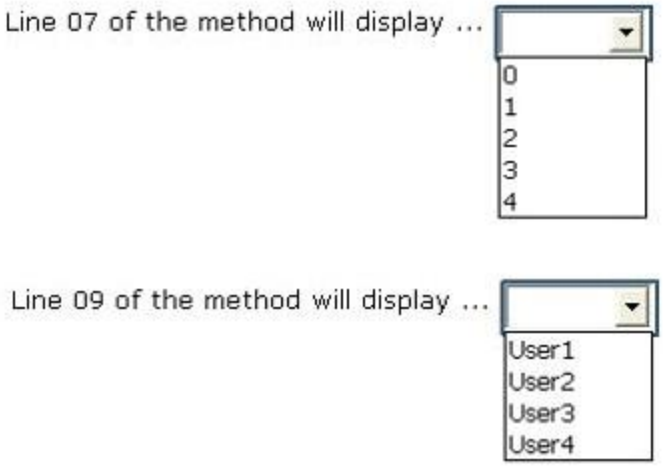
QUESTION 193
Hotspot Question
You define a class by using the following code:

```
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);
  }
}
```

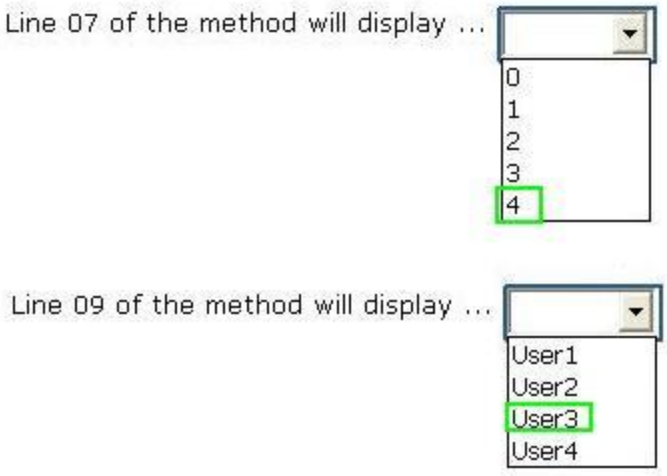
You write the following code for a method (line numbers are included for reference only):

```
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.



Answer:



QUESTION 194
You have the following code:

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

You need to retrieve all of the numbers from the items variable that are greater than 80.
Which code should you use?

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

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

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

D.
```
var result = items.Any(i => i > 80);
```

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

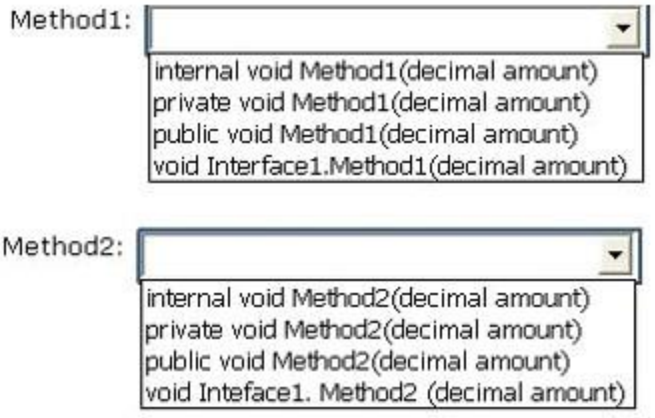
Answer: A

QUESTION 195
Hotspot Question
You are developing the following classes named:
- Class1
- Class2
- Class3

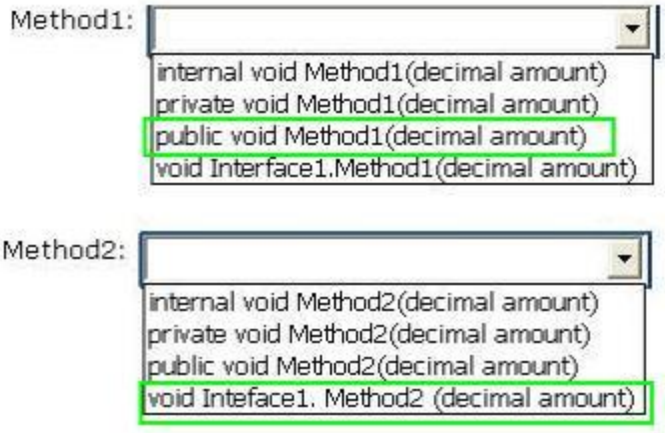
All of the classes will be part of a single assembly named Assembly.dll.
Assembly.dll will be used by multiple applications.
All of the classes will implement the following interface, which is also part ofAssembly.dll:

```
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.)



Answer:



QUESTION 196
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

Answer: D
Explanation:
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 197
You are developing an application that uses multiple asynchronous tasks to optimize performance.
You need to retrieve the result of an asynchronous task.
Which code segment should you use?

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

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

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

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

A. Option A
B. Option B

C. Option C
D. Option D

Answer: C

QUESTION 198
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?

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

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

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

Answer: A
Explanation:
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 199
You have the following code:

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

You need to retrieve all of the numbers from the items variable that are greater than 80.
Which code should you use?

A.
```
var result = items.First(i => i > 80);
```

B.
```
var result = items.Where(i => i > 80);
```

C.
```
var result = from i in items
  groupby i into grouped
  where grouped.Key > 80
  select i;
```

D.
```
var result = items.Any(i => i > 80);
```

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

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

```
List<string> fruits =
new List<string> { "apple", "passionfruit", "banana", "mango",
"orange", "blueberry", "grape", "strawberry" };
IEnumerable<string> query = fruits.Where(fruit => fruit.Length < 6);
foreach (string fruit in query)
{
Console.WriteLine(fruit);
}
/*
```

This code produces the following output:

```
apple
mango
grape
*/
```

QUESTION 200
You are developing an application that produces an executable named MyApp.exe and an

assembly named MyApp.dll.
The application will be sold to several customers.
You need to ensure that enough debugging information is available for MyApp.exe, so that if the application throws an error in a customer's environment, you can debug the error in your own development environment.
What should you do?

A. Digitally sign MyApp.dll.
B. Produce program database (PDB) information when you compile the code.
C. Compile MyApp.exe by using the /unsafe compiler option.
D. Initializes a new instance of the AssemblyDelaySignAttribute class in the MyApp.dll constructor.

Answer: B