Vendor: Microsoft

Exam Code: 70-483

Exam Name: Microsoft Programming in C#

Questions and Answers No.: 121-130 (231Q&As)

QUESTION 121
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?

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(dataFileId + ".dat"))
{
  writer.Write(reader.ReadToEnd());
}
```

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(dataFileId + ".dat"))
{
  writer.Write(reader.ReadToEnd());
}
```

C.
```
WebRequest request = WebRequest.Create(dataFileUri);
using (WebResponse response = request.GetResponse())
using (Stream responseStream = response.GetResponseStream())
{
  StreamWriter writer = new StreamWriter(responseStream);
  writer.Write(dataFileId + ".dat");
}
```

D.
```
WebRequest request = WebRequest.Create(dataFileUri);
using (WebResponse response = request.GetResponse())
using (StreamReader reader = new StreamReader(response.GetResponseStream()))
using (StreamWriter writer = new StreamWriter(dataFileId + ".dat"))
{
  writer.Write(reader.ReadToEnd());
}
```

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

Answer: D
Explanation:
- 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 122
Drag and Drop Question
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.)

Answer:

QUESTION 123
Drag and Drop Question
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.)

Answer:

QUESTION 124
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.
```
#define DEBUG
  Console.WriteLine("Entering debug mode");
#define RELEASE
  Console.WriteLine("Entering release mode");
```

B.
```
if(System.Reflection.Assembly.GetExecutingAssembly().IsDefined
 (typeof(System.Diagnostics.Debugger), false))
  Console.WriteLine("Entering debug mode");
else
  Console.WriteLine("Entering release mode");
```

C.
```
#region DEBUG
  Console.WriteLine("Entering debug mode");
#endregion
#region RELEASE
  Console.WriteLine("Entering release mode");
#endregion
```

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

Answer: D
Explanation:
#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.Dignostics.Debugger Class
Enables communication with a debugger.
Property: IsAttached
Gets a value that indicates whether a debugger is attached to the process.

QUESTION 125
Hotspot Question
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:

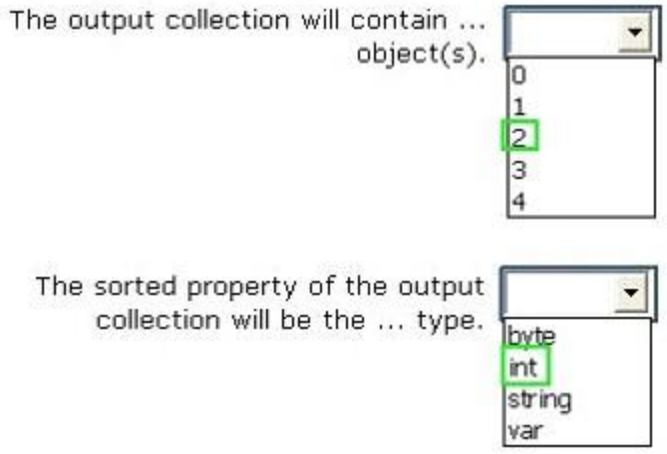
```
Department[] departments =
{
  new Department
   { Id = 1, Name = "Accounting", Manager = "User1", BuildingId = 15 },
  new Department
   { Id = 2, Name = "Sales", Manager = "User2", BuildingId = 3 },
  new Department
   { Id = 3, Name = "IT", Manager = "User3" , BuildingId = 15},
  new Department
   { 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.

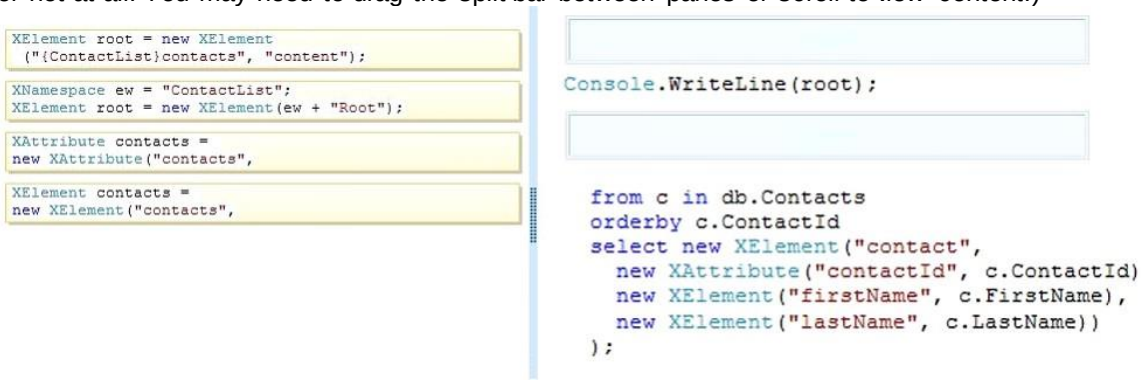
The output collection will contain ... object(s).
- 0
- 1
- 2
- 3
- 4

The sorted property of the output collection will be the ... type.
- byte
- int
- string
- var

Answer:



QUESTION 126
Drag and Drop Question
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.)



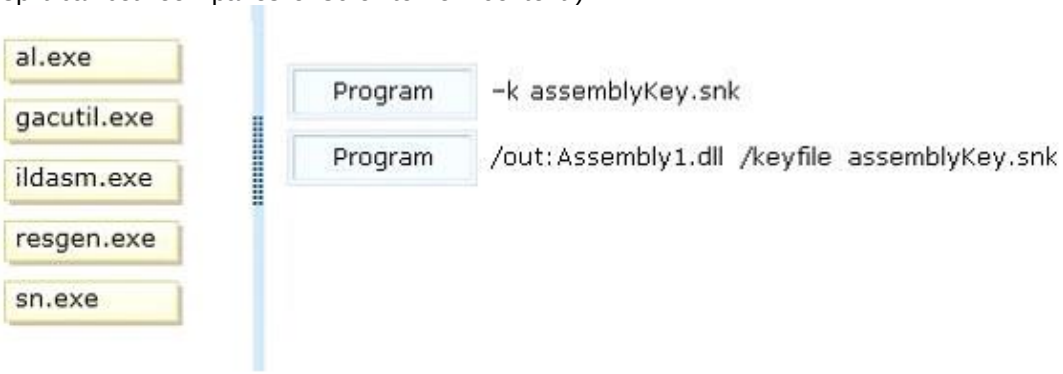
Answer:

```
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",
```

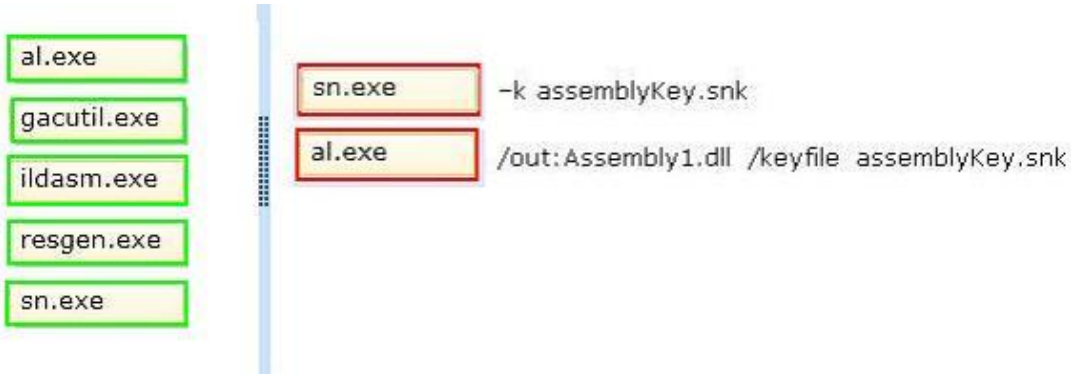
```
XNamespace ew = "ContactList";
XElement root = new XElement(ew + "Root");
Console.WriteLine(root);
XAttribute contacts =
new XAttribute("contacts",
```

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

QUESTION 127
Drag and Drop Question
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.)



Answer:



QUESTION 128
You have an application that will send confidential information to a Web server.
You need to ensure that the data is encrypted when it is sent across the network.
Which class should you use?

A. CryptoStream
B. AuthenticatedStream

C. PipeStream
D. NegotiateStream

Answer: A

QUESTION 129
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

Answer: BC
Explanation:
The AssemblyName object contains information about an assembly, which you can use to bind to that assembly.
An assembly's identity consists of the following:
- Simple name.
- Version number.
- Cryptographic key pair.
- Supported culture.

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 130
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

Answer: A