**DEVELOPER TOOLS SET 1 DAY 1**

**Q.** Use the \_\_\_\_\_\_\_\_\_\_ attribute when a method should raise an exception on a particular failure condition.

**1)**. Exception

**2)**. RaiseException

**3)**. ExpectedException

**4)**. None of the above

**Solution** :  
option [3] is correct

**Attempted** :  
option [3] is attempted

**Q.** A method marked with \_\_\_\_\_\_\_\_\_ attribute is called once before each test case.

**1)**. TearDown

**2)**. TestInitialize

**3)**. TestClass

**4)**. TestMethod

**Solution** :  
option [2] is correct

**Attempted** :  
option [2] is attempted

**Q.** SetUp and TearDown are used to mark methods that should be called only once before and after the tests begin.

**1)**. True

**2)**. False

**Solution** :  
option [2] is correct

**Attempted** :  
option [1] is attempted

**Q.** The \_\_\_\_\_\_ class contains a number of static (shared) methods, which are used to return a True or False from the test.

**1)**. Assertion

**2)**. Assert

**3)**. TestFixture

**4)**. None of the above.

**Solution** :  
option [2] is correct

**Attempted** :  
option [2] is attempted

**Q.** We want to Test the following code on a stack class:  
  
 public object Top()  
    {  
        if(IsEmpty)  
            throw new InvalidOperationException("Stack is Empty");  
  
        return elements[0];  
    }  
  
What is the correct Test Method code which will check whether the appropriate exception   
is be thrown by the code?

**1)**. [ExpectedException(typeof(InvalidOperationException))]  
public void TopEmptyStack()  
{  
       stack.Top();  
}

**2)**. [Test]  
[ExpectedException(InvalidOperationException)]  
public void TopEmptyStack()  
{  
       stack.Top();  
}

**3)**. [Test]  
[ExpectedException(typeof(InvalidOperationException))]  
public void TopEmptyStack()  
{  
       stack.Top();  
}

**4)**. [Test(typeof(InvalidOperationException))]  
public void TopEmptyStack()  
{  
       stack.Top();  
}

**Solution** :  
option [3] is correct

**Attempted** :  
option [3] is attempted

**Q.** Unit testing is used to catch the following types of errors \_\_\_\_\_\_\_\_.

**1)**. Performance problems

**2)**. Integration Errors

**3)**. Functionality of a Unit

**4)**. Load Test

**Solution** :  
option [3] is correct

**Attempted** :  
option [3] is attempted

**Q.** The \_\_\_\_\_\_\_ attribute marks a class as containing tests.

**1)**. Fixture

**2)**. UnitFixture

**3)**. TestFixture

**4)**. None of the above

**Solution** :  
option [3] is correct

**Attempted** :  
option [3] is attempted

**Q.** What are the basic components of a Logger Tool Log4Net?

**1)**. Logger

**2)**. Appender

**3)**. Layout

**4)**. All the above three

**Solution** :  
option [4] is correct

**Attempted** :  
option [4] is attempted

**Q.** Which of the fix category of FxCOP specifies that resolving the issue will cause dependent code to break,   
hence recompilation needed?

**1)**. Breaking

**2)**. Non Breaking

**3)**. Critical Error

**4)**. Warning

**Solution** :  
option [1] is correct

**Attempted** :  
option [1] is attempted

**Q.** The Method that contains the Test code should be:

**1)**. Public

**2)**. Parameter less

**3)**. Void

**4)**. All the above three

**Solution** :  
option [4] is correct

**Attempted** :  
option [4] is attempted

**DEVELOPER TOOLS SET 2 DAY 1**

**Q.** Issues resolved in a target assembly will be listed under which tab in FxCop

**1)**. Absent

**2)**. Active

**3)**. Excluded in project

**4)**. Excluded in source

**Solution** :  
option [1] is correct

**Attempted** :  
option [3] is attempted

##### **Q.** Match the following.

### Column A

1. FxCop

2.  StyleCop

### Column B(Attempted)

1. is used to check for design guide line related issues in assemblies

2. is used to check readability of source code

### Solution

1. is used to check for design guide line related issues in assemblies

2. is used to check readability of source code

**Q.** Identify the statements which are true about unit testing  
Statement A: Unit testing allows us to check for specific type of exception in code  
Statement B: It is possible to Unit test a dll created using VB.Net in C#

**1)**. Both are true

**2)**. Statement A is true Statement B is false

**3)**. Statement A is false Statement B is True

**4)**. Both are false

**Solution** :  
option [1] is correct

**Attempted** :  
option [1] is attempted

**Q.** Identify the correct statements about logging  
Statement A: Logging is used for monitoring an applications state  
Statement B: Logging is used for handling exceptions in code

**1)**. Statement A is true Statement B is false

**2)**. statement A is false Statement B is True

**3)**. Both are False

**4)**. Both are True

**Solution** :  
option [1] is correct

**Attempted** :  
option [1] is attempted

**Q.** Which of the below statements are true about StyleCop tool  
Select any 2 correct statements.

**1)**. StyleCop is used to analyze the source code

**2)**. StyleCop focuses on layout, readability and documentation

**3)**. StyleCop peforms its analysis on compiled assemblies

**4)**. StyleCop lists all compile time errors

**Solution** :  
option [1,2] are correct

**Attempted** :  
option [1,2] are attempted

**Q.** StyleCop run on source code written in which of the following programming languages

**1)**. VB.Net and C#

**2)**. C# only

**3)**. VB.Net only

**4)**. All .Net languages

**Solution** :  
option [2] is correct

**Attempted** :  
option [4] is attempted

**Q.** Which of the followings are true about FxCop tool.  
Select any 3 correct statements.

**1)**. It is used to check errors in code

**2)**. It can be applied to any .Net language

**3)**. It analyzes the managed code assemblies and reports about issues related to design guidelines

**4)**. FxCop uses reflection to peform heuristics on target assembly

**Solution** :  
option [2,3,4] are correct

**Attempted** :  
option [2,3,4] are attempted

##### **Q.** Match the following list of Nunit element with their equivalents in Microsoft Unit Test Framework      NUNIT/MS Test Framework

### Column A

1.  TestFixture

2. SetUp

3. TearDown

4. Test

### Column B(Attempted)

1. TestClass

2. TestInitialize

3. TestCleanUp

4. TestMethod

### Solution

1. TestClass

2. TestInitialize

3. TestCleanUp

4. TestMethod

**Q.** Which among the following are correct about unit testing.  
Select any 2 correct statements.

**1)**. It is used to check for compile time errors

**2)**. It used to check runtime errors

**3)**. It provides a living documentation

**4)**. It increases the peformance of code

**Solution** :  
option [2,3] are correct

**Attempted** :  
option [1,2] are attempted

**Q.** Identify the correct code to test the following class using Nunit framework  
public class Employee  
    {  
        public int GenerateNextEmployeeId()  
        {  
            //code to generate employee id  
            Random random = new Random();  
            return random.Next(500, 99999);  
        }  
    }

**1)**. [TestFixture] public class EmployeeTests { [Test] public void GenerateNextEmployeeIdTest() { //Test case code } }

**2)**. [TestFixture] public class EmployeeTests { [TestMethod] public void GenerateNextEmployeeIdTest() { //Test case code } }

**3)**. [TestClass] public class EmployeeTests { [Test] public void GenerateNextEmployeeIdTest() { //Test case code } }

**4)**. [TestClass] public class EmployeeTests { [TestMethod] public void GenerateNextEmployeeIdTest() { //Test case code } }

**Solution** :  
option [1] is correct

**Attempted** :  
option [1] is attempted