

70-483 Dumps

Programming in C#

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NEW QUESTION 1

You are developing an application. The application calls a method that returns an array of integers named `employeeIds`. You define an integer variable named `employeeIdToRemove` and assign a value to it. You declare an array named `filteredEmployeeIds`.

You have the following requirements:

Remove duplicate integers from the `employeeIds` array.

Sort the array in order from the highest value to the lowest value.

Remove the integer value stored in the `employeeIdToRemove` variable from the `employeeIds` array. You need to create a LINQ query to meet the requirements.

Which code segment should you use?

- ☐ A. `int[] filteredEmployeeIds = employeeIds.Where(value => value != employeeIdToRemove).OrderBy(x => x).ToArray();`
- ☐ B. `int[] filteredEmployeeIds = employeeIds.Where(value => value != employeeIdToRemove).OrderByDescending(x => x).ToArray();`
- ☐ C. `int[] filteredEmployeeIds = employeeIds.Distinct().Where(value => value != employeeIdToRemove).OrderByDescending(x => x).ToArray();`
- ☐ D. `int[] filteredEmployeeIds = employeeIds.Distinct().OrderByDescending(x => x).ToArray();`

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

Answer: C

Explanation:

The `Distinct` keyword avoids duplicates, and `OrderByDescending` provides the proper ordering from highest to lowest.

NEW QUESTION 2

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 class Animal
02 {
03     public string Color { get; set; }
04     public string Name { get; set; }
05 }
06 private static IEnumerable<Animal> GetAnimals(string sqlConnectionString)
07 {
08     var animals = new List<Animal>();
09     SqlConnection sqlConnection = new SqlConnection(sqlConnectionString);
10     using (sqlConnection)
11     {
12         SqlCommand sqlCommand = new SqlCommand("SELECT Name, ColorName FROM Animals", sqlConnection);
13
14         using (SqlDataReader sqlDataReader = sqlCommand.ExecuteReader())
15         {
16
17             {
18                 var animal = new Animal();
19                 animal.Name = (string)sqlDataReader["Name"];
20                 animal.Color = (string)sqlDataReader["ColorName"];
21                 animals.Add(animal);
22             }
23         }
24     }
25     return customers;
26 }
```

The `GetAnimals()` method must meet the following requirements: Connect to a Microsoft SQL Server database.

Create `Animal` objects and populate them with data from the database. Return a sequence of populated `Animal` objects.

You need to meet the requirements.

Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Insert the following code segment at line 16: `while(sqlDataReader.NextResult())`
B. Insert the following code segment at line 13: `sqlConnection.Open();`
C. Insert the following code segment at line 13: `sqlConnection.BeginTransaction();`
D. Insert the following code segment at line 16: `while(sqlDataReader.Read())`
E. Insert the following code segment at line 16: `while(sqlDataReader.GetValues())`

Answer: BD

Explanation:

B: `SqlConnection.Open` - Opens a database connection with the property settings specified by the `ConnectionString`.

Reference: <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqlconnection.open.aspx> D: `SqlDataReader.Read` - Advances the `SqlDataReader` to the next record. Reference: <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqldatareader.read.aspx>

NEW QUESTION 3**DRAG DROP**

You are developing a custom collection named `LoanCollection` for a class named `Loan` class.

You need to ensure that you can process each `Loan` object in the `LoanCollection` collection by using a `foreach` loop.

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.)

```
: IComparable
: IEnumerable
: IDisposable
public IEnumerator GetEnumerator()
public int CompareTo(object obj)
public void Dispose()
_loanCollection[0].Amount++;
return obj == null ? 1 : _loanCollection.Length;
return _loanCollection.GetEnumerator();
```

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```
public class LoanCollection
{
    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];
        }
    }

    {
        
    }
}
```

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

```
: IComparable
```

```
: IDisposable
```

```
public int CompareTo(object obj)
```

```
public void Dispose()
```

```
_loanCollection[0].Amount++;
```

```
return obj == null ? 1 : _loanCollection.Length;
```

```
#####
```

```
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();
```

```
    }
```

```
}
```

NEW QUESTION 4

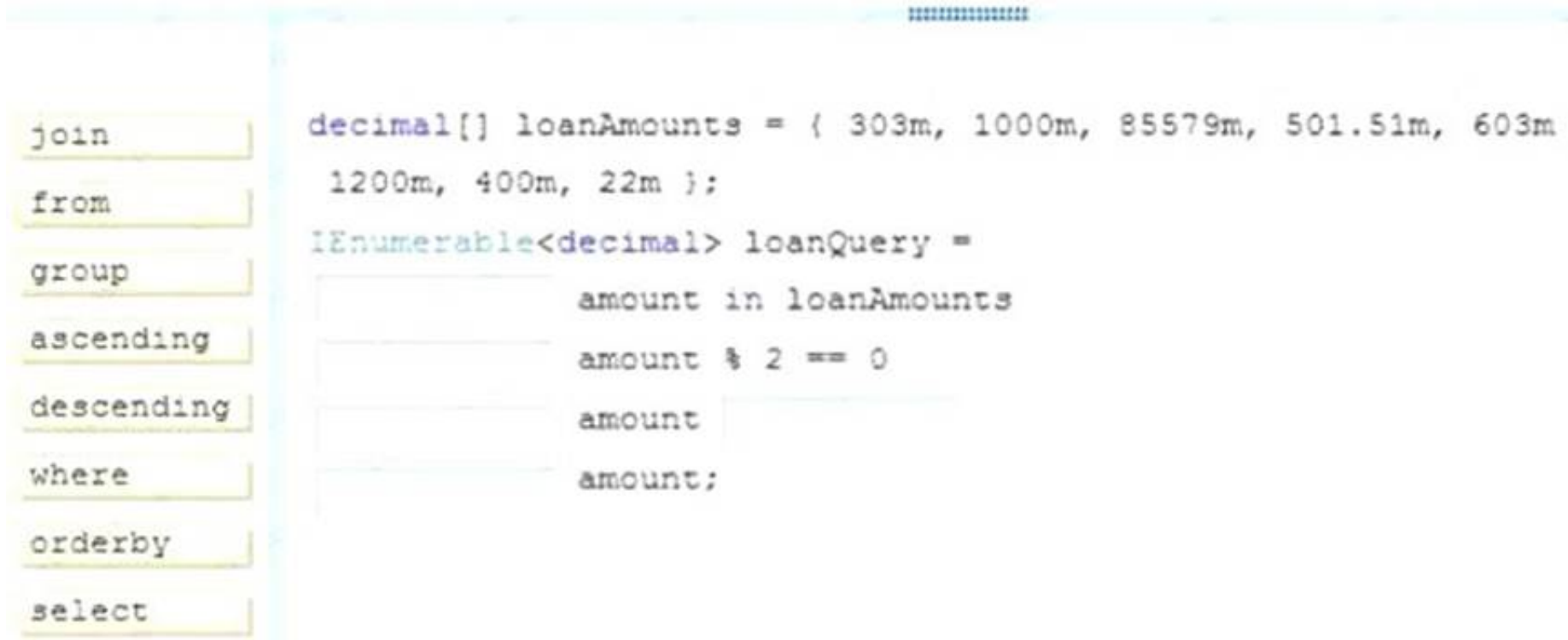
DRAG DROP

You are developing an application by using C#. The application includes an array of decimal values named loanAmounts. You are developing a LINQ query to return the values from the array.

The query must return decimal values that are evenly divisible by two. The values must be sorted from the lowest value to the highest value.

You need to ensure that the query correctly returns the decimal values.

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.)



- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Note: In a query expression, the orderby clause causes the returned sequence or subsequence (group) to be sorted in either ascending or descending order. Examples:

```
// Query for ascending sort. IEnumerable<string> sortAscendingQuery = from fruit in fruits
orderby fruit //"ascending" is default select fruit;
// Query for descending sort. IEnumerable<string> sortDescendingQuery = from w in fruits
orderby w descending select w;
```

NEW QUESTION 5

You are developing an application. The application includes a method named ReadFile that reads data from a file.

The ReadFile() method must meet the following requirements: It must not make changes to the data file.

It must allow other processes to access the data file.

It must not throw an exception if the application attempts to open a data file that does not exist. You need to implement the ReadFile() method.

Which code segment should you use?

- A. var fs = File.Open(Filename, FileMode.OpenOrCreate, FileAccess.Read, FileShare.ReadWrite);
- B. var fs = File.Open(Filename, FileMode.Open, FileAccess.Read, FileShare.ReadWrite);
- C. var fs = File.Open(Filename, FileMode.OpenOrCreate, FileAccess.Read, FileShare.Write);
- D. var fs = File.ReadAllLines(Filename);
- E. var fs = File.ReadAllBytes(Filename);

Answer: A

Explanation:

FileMode.OpenOrCreate - Specifies that the operating system should open a file if it exists; otherwise, a new file should be created. If the file is opened with FileAccess.Read, FileIOPermissionAccess.Read permission is required. If the file access is FileAccess.Write, FileIOPermissionAccess.Write permission is required. If the file is opened with FileAccess.ReadWrite, both FileIOPermissionAccess.Read and FileIOPermissionAccess.Write permissions are required. <http://msdn.microsoft.com/en-us/library/system.io.filemode.aspx>

FileShare.ReadWrite - Allows subsequent opening of the file for reading or writing.If this flag is not specified, any request to open the file for reading or writing (by this process or another process) will fail until the file is closed.However, even if this flag is specified, additional permissions might still be needed to access the file. <http://msdn.microsoft.com/pl-pl/library/system.io.fileshare.aspx>

NEW QUESTION 6

An application receives JSON data in the following format:

```
{ "FirstName" : "David",
  "LastName" : "Jones",
  "Values" : [0, 1, 2] }
```

The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public class Name
02 {
03     public int[] Values { get; set; }
04     public string FirstName { get; set; }
05     public string LastName { get; set; }
06 }
07 public static Name ConvertToName(string json)
08 {
09     var ser = new JavaScriptSerializer();
10
11 }
```

You need to ensure that the ConvertToName() method returns the JSON input string as a Name object. Which code segment should you insert at line 10?

- A. Return ser.ConvertToType<Name>(json);
- B. Return ser.DeserializeObject(json);
- C. Return ser.Deserialize<Name>(json);
- D. Return (Name)ser.Serialize(json);

Answer: C

Explanation:

JavaScriptSerializer.Deserialize<T> - Converts the specified JSON string to an object of type T. <http://msdn.microsoft.com/en-us/library/bb355316.aspx>

NEW QUESTION 7

You are developing an application. The application converts a Location object to a string by using a method named WriteObject. The WriteObject() method accepts two parameters, a Location object and an XmlObjectSerializer object.

The application includes the following code. (Line numbers are included for reference only.)

```
01 public enum Compass
02 {
03     North,
04     South,
05     East,
06     West
07 }
08 [DataContract]
09 public class Location
10 {
11     [DataMember]
12     public string Label { get; set; }
13     [DataMember]
14     public Compass Direction { get; set; }
15 }
16 void DoWork()
17 {
18     var location = new Location { Label = "Test", Direction = Compass.West };
19     Console.WriteLine(WriteObject(location,
20
21     ));
22 }
```

You need to serialize the Location object as a JSON object. Which code segment should you insert at line 20?

- A. New DataContractSerializer(typeof(Location))
- B. New XmlSerializer(typeof(Location))
- C. New NetDataContractSerializer()
- D. New DataContractJsonSerializer(typeof(Location))

Answer: D

Explanation:

The code is using [DataContract] attribute here so need to use DataContractSerializer class.

The DataContractJsonSerializer class serializes objects to the JavaScript Object Notation (JSON) and deserializes JSON data to objects.

Use the DataContractJsonSerializer class to serialize instances of a type into a JSON document and to deserialize a JSON document into an instance of a type.

NEW QUESTION 8

An application includes a class named Person. The Person class includes a method named GetData.

You need to ensure that the GetData() from the Person class. Which access modifier should you use for the GetData() method?

- A. Internal
- B. Protected
- C. Private
- D. Protected internal

E. Public

Answer: B

Explanation:

Protected - The type or member can be accessed only by code in the same class or structure, or in a class that is derived from that class.

The protected keyword is a member access modifier. A protected member is accessible within its class and by derived class instances.

Reference: <http://msdn.microsoft.com/en-us/library/ms173121.aspx>

NEW QUESTION 9

You are developing an application by using C#. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public interface IDataContainer
02 {
03     string Data { get; set; }
04 }
05 void DoWork(object obj)
06 {
07
08     if (dataContainer != null)
09     {
10         Console.WriteLine(dataContainer.Data);
11     }
12 }
```

The DoWork() method must not throw any exceptions when converting the obj object to the IDataContainer interface or when accessing the Data property. You need to meet the requirements. Which code segment should you insert at line 07?

- A. var dataContainer = (IDataContainer)obj;
- B. dynamic dataContainer = obj;
- C. var dataContainer = obj is IDataContainer;
- D. var dataContainer = obj as IDataContainer;

Answer: D

Explanation:

As - The as operator is like a cast operation. However, if the conversion isn't possible, as returns null instead of raising an exception.

[http://msdn.microsoft.com/en-us/library/cscsdftb\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/cscsdftb(v=vs.110).aspx)

NEW QUESTION 10

You are developing an application. The application includes classes named Employee and Person and an interface named IPerson.

The Employee class must meet the following requirements:

It must either inherit from the Person class or implement the IPerson interface. It must be inheritable by other classes in the application.

You need to ensure that the Employee class meets the requirements.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- ☐ A.

```
sealed class Employee : Person
{
    ...
}
```
- ☐ B.

```
abstract class Employee : Person
{
    ...
}
```
- ☐ C.

```
sealed class Employee : IPerson
{
    ...
}
```
- ☐ D.

```
abstract class Employee : IPerson
{
    ...
}
```

- A. Option A
- B. Option B
- C. Option C

D. Option D

Answer: BD

Explanation:

Sealed - When applied to a class, the sealed modifier prevents other classes from inheriting from it. Reference: [http://msdn.microsoft.com/en-us/library/88c54tsw\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/88c54tsw(v=vs.110).aspx)

NEW QUESTION 10

You are developing an application that will convert data into multiple output formats.

The application includes the following code. (Line numbers are included for reference only.)

```
01 public class TabDelimitedFormatter : IOutputFormatter<string>
02 {
03     readonly Func<int, char> suffix = col => col % 2 == 0 ? '\n' : '\t';
04     public string GetOutput(IEnumerable<string> iterator, int recordSize)
05     {
06
07     }
08 }
```

You are developing a code segment that will produce tab-delimited output. All output routines implement the following interface:

```
public interface IOutputFormatter<T>
{
    string GetOutput(IEnumerable<T> iterator, int recordSize);
}
```

You need to minimize the completion time of the GetOutput() method. Which code segment should you insert at line 06?

- ☐ A.

```
string output = null;
for (int i = 1; iterator.MoveNext(); i++)
{
    output = string.Concat(output, iterator.Current, suffix(i));
}
return output;
```
- ☐ B.

```
var output = new StringBuilder();
for (int i = 1; iterator.MoveNext(); i++)
{
    output.Append(iterator.Current);
    output.Append(suffix(i));
}
return output.ToString();
```
- ☐ C.

```
string output = null;
for (int i = 1; iterator.MoveNext(); i++)
{
    output = output + iterator.Current + suffix(i);
}
return output;
```
- ☐ D.

```
string output = null;
for (int i = 1; iterator.MoveNext(); i++)
{
    output += iterator.Current + suffix(i);
}
return output;
```

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

Answer: B

Explanation:

A String object concatenation operation always creates a new object from the existing string and the new data.

A StringBuilder object maintains a buffer to accommodate the concatenation of new data. New data is appended to the buffer if room is available; otherwise, a new, larger buffer is allocated, data from the original buffer is copied to the new buffer, and the new data is then appended to the new buffer. The performance of a concatenation operation for a String or StringBuilder object depends on the frequency of memory allocations. A String concatenation operation always allocates memory, whereas a StringBuilder concatenation operation allocates memory only if the StringBuilder object buffer is too small to accommodate the new data. Use the String class if you are concatenating a fixed number of String objects. In that case, the compiler may even combine individual concatenation operations into a single operation. Use a StringBuilder object if you are concatenating an arbitrary number of strings; for example, if you're using a loop to concatenate a random number of strings of user input.

[http://msdn.microsoft.com/en-us/library/system.text.stringbuilder\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.text.stringbuilder(v=vs.110).aspx)

NEW QUESTION 13

You are creating a console application by using C#. You need to access the application assembly. Which code segment should you use?

- A. `Assembly.GetAssembly(this);`
- B. `this.GetType();`
- C. `Assembly.Load();`
- D. `Assembly.GetExecutingAssembly();`

Answer: D

Explanation:

`Assembly.GetExecutingAssembly` - Gets the assembly that contains the code that is currently executing.

Reference: [http://msdn.microsoft.com/enus/library/system.reflection.assembly.getexecutingassembly\(v=vs.110\).aspx](http://msdn.microsoft.com/enus/library/system.reflection.assembly.getexecutingassembly(v=vs.110).aspx) Incorrect:

Not A: `Assembly.GetAssembly` - Gets the currently loaded assembly in which the specified class is defined.

<http://msdn.microsoft.com/en-us/library/system.reflection.assembly.getassembly.aspx>

NEW QUESTION 14

You are developing an application that uses structured exception handling. The application includes a class named `ExceptionLogger`.

The `ExceptionLogger` class implements a method named `LogException` by using the following code segment:

`public static void LogException(Exception ex)` You have the following requirements:

Log all exceptions by using the `LogException()` method of the `ExceptionLogger` class. Rethrow the original exception, including the entire exception stack.

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

- ☐ A

```
catch (Exception ex)
{
    ExceptionLogger.LogException(ex);
    throw;
}
```
- ☐ B

```
catch (Exception ex)
{
    ExceptionLogger.LogException(ex);
    throw ex;
}
```
- ☐ C

```
catch
{
    ExceptionLogger.LogException(new Exception());
    throw;
}
```
- ☐ D

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

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

Answer: A

Explanation:

Once an exception is thrown, part of the information it carries is the stack trace. The stack trace is a list of the method call hierarchy that starts with the method that throws the exception and ends with the method that catches the exception. If an exception is re-thrown by specifying the exception in the throw statement, the stack trace is restarted at the current method and the list of method calls between the original method that threw the exception and the current method is lost. To keep the original stack trace information with the exception, use the throw statement without specifying the exception.

Reference: [http://msdn.microsoft.com/en-us/library/ms182363\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/ms182363(v=vs.110).aspx)

NEW QUESTION 15

You are developing an application that includes a class named `UserTracker`. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public delegate void AddUserCallback(int i);
02 public class UserTracker
03 {
04     List<User> users = new List<User>();
05     public void AddUser(string name, AddUserCallback callback)
06     {
07         users.Add(new User(name));
08         callback(users.Count);
09     }
10 }
11
12 public class Runner
13 {
14
15     UserTracker tracker = new UserTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a user to the `UserTracker` instance. What should you do?

- ☐ A. Insert the following code segment at line 14:

```
private static void PrintUserCount(int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddUserCallback callback = PrintUserCount;
```

- ☐ B. Insert the following code segment at line 11:

```
delegate void AddUserDelegate(UserTracker userTracker);
```

Insert the following code segment at line 18:

```
AddUserDelegate addDelegate = (userTracker) =>
{
    ...
};
addDelegate(tracker);
```

- ☐ C. Insert the following code segment at line 11:

```
delegate void AddUserDelegate(string name, AddUserCallback callback);
```

Insert the following code segment at line 18:

```
AddUserDelegate adder = (i, callback) =>
{
    ...
};
```

- ☐ D. Insert the following code segment at line 18:

```
tracker.AddUser(name, delegate(int i)
{
    ...
});
```

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

Answer: D

NEW QUESTION 17

DRAG DROP

You develop an application that displays information from log files when errors occur. The application will prompt the user to create an error report that sends details about the error and the session to the administrator.

When a user opens a log file by using the application, the application throws an exception and closes. The application must preserve the original stack trace information when an exception occurs during this process.

You need to implement the method that reads the log files.

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.)

```
using (StringReader sr = new StringReader("log.txt"))  
using (StreamReader sr = new StreamReader("log.txt"))  
throw new FileNotFoundException();  
throw;
```

```
{  
    try  
    {  
        string line;  
        while ((line = sr.ReadLine()) != null)  
        {  
            Console.WriteLine(line);  
        }  
    }  
    catch (FileNotFoundException e)  
    {  
        Console.Write(e.ToString());  
    }  
}
```

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

StreamReader - Implements a TextReader that reads characters from a byte stream in a particular encoding.

Reference: [http://msdn.microsoft.com/en-us/library/system.io.streamreader\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.io.streamreader(v=vs.110).aspx)

Once an exception is thrown, part of the information it carries is the stack trace. The stack trace is a list of the method call hierarchy that starts with the method that throws the exception and ends with the method that catches the exception. If an exception is re-thrown by specifying the exception in the throw statement, the stack trace is restarted at the current method and the list of method calls between the original method that threw the exception and the current method is lost. To keep the original stack trace information with the exception, use the throw statement without specifying the exception.

Reference: [http://msdn.microsoft.com/en-us/library/ms182363\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/ms182363(v=vs.110).aspx) Incorrect:

StringReader - Implements a TextReader that reads from a string.

Reference: [http://msdn.microsoft.com/en-us/library/system.io.stringreader\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/system.io.stringreader(v=vs.110).aspx)

NEW QUESTION 22

You are adding a public method named UpdateScore to a public class named ScoreCard. The code region that updates the score field must meet the following requirements:

It must be accessed by only one thread at a time. It must not be vulnerable to a deadlock situation. You need to implement the UpdateScore() method. What should you do?

- ☐ A. Place the code region inside the following lock statement:
- ```
lock (this)
{
 ...
}
```
- ☐ B. Add a private object named **lockObject** to the **ScoreCard** class. Place the code region inside the following lock statement:
- ```
lock (lockObject)
{
    ...
}
```
- ☐ C. Apply the following attribute to the **UpdateScore()** method signature:
- ```
[MethodImpl(MethodImplOptions.Synchronized)]
```
- ☐ D. Add a public static object named **lockObject** to the **ScoreCard** class. Place the code region inside the following lock statement:
- ```
lock (typeof(ScoreCard))
{
    ...
}
```

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

Answer: B

Explanation:

Because the class is public, you need a private lock Object. Reference: lock vs. MethodImplOptions.Synchronized [Kit George]
<http://blogs.msdn.com/b/bclteam/archive/2004/01/20/60719.aspx>

NEW QUESTION 27

You are developing a method named CreateCounters that will create performance counters for an application. The method includes the following code. (Line numbers are included for reference only.)

```
01 void CreateCounters()
02 {
03     if (!PerformanceCounterCategory.Exists("Contoso"))
04     {
05         var counters = new CounterCreationDataCollection();
06         var ccdCounter1 = new CounterCreationData
07         {
08             CounterName = "Counter1",
09             CounterType = PerformanceCounterType.SampleFraction
10         };
11         counters.Add(ccdCounter1);
12         var ccdCounter2 = new CounterCreationData
13         {
14             CounterName = "Counter2",
15             CounterType = PerformanceCounterType.AverageBase
16         };
17         counters.Add(ccdCounter2);
18         PerformanceCounterCategory.Create("Contoso", "Help string",
19             PerformanceCounterCategoryType.MultiInstance, counters);
20     }
21 }
22 }
```

You need to ensure that Counter1 is available for use in Windows Performance Monitor (PerfMon). Which code segment should you insert at line 16?

- A. CounterType = PerformanceCounterType.RawBase
B. CounterType = PerformanceCounterType.AverageBase
C. CounterType = PerformanceCounterType.SampleBase
D. CounterType = PerformanceCounterType.CounterMultiBase

Answer: C

Explanation:

Note SampleFraction on line 9. The Base counter type SampleBase has the Parent (composite) counter type SampleFraction.

Reference: PerformanceCounterType Enumeration

<http://msdn.microsoft.com/en-us/library/system.diagnostics.performancecountertype.aspx>

NEW QUESTION 28

DRAG DROP

You are testing an application. The application includes methods named CalculateInterest and LogLine. The CalculateInterest() method calculates loan interest. The LogLine() method sends diagnostic messages to a console window.

You have the following requirements:

The CalculateInterest() method must run for all build configurations. The LogLine() method must be called only for debug builds.

You need to ensure that the methods run correctly.

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.)

```

private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
{
    decimal interestAmount = loanAmount * loanRate * loanTerm;

    LogLine("Interest Amount : ", interestAmount.ToString("c"));

    return interestAmount;
}

public static void LogLine(string message, string detail)
{
    Console.WriteLine("Log: {0} = {1}", message, detail);
}

```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

When the C# compiler encounters an #if directive, followed eventually by an #endif directive, it will compile the code between the directives only if the specified symbol is defined. Unlike C and C++, you cannot assign a numeric value to a symbol; the #if statement in C# is Boolean and only tests whether the symbol has been defined or not. For example,

```
#define DEBUG
```

```
#if DEBUG
```

```
Console.WriteLine("Debug version");
```

```
#endif
```

Reference: <http://stackoverflow.com/questions/2104099/c-sharp-if-then-directives-for-debug-vsrelease>

NEW QUESTION 32

You are debugging an application that calculates loan interest. The application includes the following code. (Line numbers are included for reference only.)

```

01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
02 {
03
04     decimal interestAmount = loanAmount * loanRate * loanTerm;
05
06     return interestAmount;
07 }

```

You need to ensure that the debugger breaks execution within the CalculateInterest() method when the loanAmount variable is less than or equal to zero in all builds of the application.

What should you do?

- A. Insert the following code segment at line 03: Trace.Assert(loanAmount > 0);
- B. Insert the following code segment at line 03: Debug.Assert(loanAmount > 0);
- C. Insert the following code segment at line 05: Debug.Write(loanAmount > 0);
- D. Insert the following code segment at line 05: Trace.Write(loanAmount > 0);

Answer: A

Explanation:

By default, the Debug.Assert method works only in debug builds. Use the Trace.Assert method if you

want to do assertions in release builds. For more information, see Assertions in Managed Code. <http://msdn.microsoft.com/en-us/library/kssw4w7z.aspx>

Incorrect:

Not B: Debug.Assert only works in debug mode. Here it must work in all builds of the application.

NEW QUESTION 33

DRAG DROP

You are developing an application by using C#. The application will process several objects per second.

You need to create a performance counter to analyze the object processing.

Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Add the **CounterCreationData** objects to the collection by calling the **Add()** method of the collection.

Create a **PerformanceCounterPermissionEntryCollection** collection.

Call the **Create()** method of the **PerformanceCounterCategory** class and pass the collection to the method.

Get the **CategoryName** property of the **PerformanceCounterPermissionEntry** class.

Create a **CounterCreationDataCollection** collection. Then create the counters as **CounterCreationData** objects and set the necessary properties.

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

```
CounterCreationDataCollection counterDataCollection = new CounterCreationDataCollection(); // Box1
```

```
// Add the counter. Box 1
```

```
CounterCreationData averageCount64 = new CounterCreationData(); averageCount64.CounterType = PerformanceCounterType.AverageCount64;  
averageCount64.CounterName = "AverageCounter64Sample"; counterDataCollection.Add(averageCount64);
```

```
// Add the base counter.
```

```
CounterCreationData averageCount64Base = new CounterCreationData(); averageCount64Base.CounterType = PerformanceCounterType.AverageBase;  
averageCount64Base.CounterName = "AverageCounter64SampleBase"; counterDataCollection.Add(averageCount64Base); // Box 2
```

```
// Create the category. Box 3 PerformanceCounterCategory.Create("AverageCounter64SampleCategory", "Demonstrates usage of the AverageCounter64  
performance counter type.", PerformanceCounterCategoryType.SingleInstance, counterDataCollection);
```

NEW QUESTION 34

You are developing an application by using C#. You provide a public key to the development team during development.

You need to specify that the assembly is not fully signed when it is built.

Which two assembly attributes should you include in the source code? (Each correct answer presents part of the solution. Choose two.)

- A. AssemblyKeyNameAttribute
B. ObfuscateAssemblyAttribute
C. AssemblyDelaySignAttribute
D. AssemblyKeyFileAttribute

Answer: CD

Explanation:

* AssemblyDelaySignAttribute

Specifies that the assembly is not fully signed when created.

* The following code example shows the use of the AssemblyDelaySignAttribute attribute with the AssemblyKeyFileAttribute.

```
using System;
```

```
using System.Reflection; [assembly:AssemblyKeyFileAttribute("TestPublicKey.snk")] [assembly:AssemblyDelaySignAttribute(true)]
```

```
namespace DelaySign
```

```
{
```

```
public class Test { }
```

```
}
```

Reference: [http://msdn.microsoft.com/en-us/library/t07a3dye\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/t07a3dye(v=vs.110).aspx)

NEW QUESTION 36

You are adding a public method named UpdateGrade to a public class named ReportCard. The code region that updates the grade field must meet the following requirements:

It must be accessed by only one thread at a time. It must not be vulnerable to a deadlock situation.

You need to implement the UpdateGrade() method. What should you do?

- ☐ A. Add a private object named **lockObject** to the **ReportCard** class. Place the code region inside the following lock statement:

```
lock (lockObject)
{
    ...
}
```

- ☐ B. Place the code region inside the following lock statement:

```
lock (this)
{
    ...
}
```

- ☐ C. Add a public static object named **lockObject** to the **ReportCard** class. Place the code region inside the following lock statement:

```
lock (typeof(ReportCard))
{
    ...
}
```

- ☐ D. Apply the following attribute to the **UpdateGrade()** method signature:

```
[MethodImpl(MethodImplOptions.Synchronized)]
```

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

Answer: A

Explanation:

Because the class is public, you need a private lock Object. Incorrect:

Not B, not C: Once the ReportCard is public, other process can lock on type or instance. So, these options are leaning to a DEADLOCK.

Not D: [MethodImpl] attribute works locking on type (for static members) or on the instance(for instance members). It could cause a DEADLOCK.

Reference: <https://msdn.microsoft.com/en-us/library/c5kehkc2.aspx>

NEW QUESTION 39

You are developing an application by using C#.

The application includes an object that performs a long running process.

You need to ensure that the garbage collector does not release the object's resources until the process completes.

Which garbage collector method should you use?

- A. WaitForFullGCCComplete()
B. WaitForFullGCApproach()
C. KeepAlive()
D. WaitForPendingFinalizers()

Answer: C

Explanation:

The GC.KeepAlive method references the specified object, which makes it ineligible for garbage collection from the start of the current routine to the point where this method is called.

The purpose of the KeepAlive method is to ensure the existence of a reference to an object that is at risk of being prematurely reclaimed by the garbage collector.

The KeepAlive method performs no operation and produces no side effects other than extending the lifetime of the object passed in as a parameter.

Reference: GC.KeepAlive Method (Object)

[https://msdn.microsoft.com/en-us/library/system.gc.keepalive\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.gc.keepalive(v=vs.110).aspx)

NEW QUESTION 43

You are developing an application. The application includes classes named Mammal and Animal and an interface named IAnimal.

The Mammal class must meet the following requirements:

It must either inherit from the Animal class or implement the IAnimal interface. It must be inheritable by other classes in the application.

You need to ensure that the Mammal class meets the requirements.

Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

⌈ A. `abstract class Mammal : IAnimal`
`{`
`...`
`}`

⌈ B. `sealed class Mammal : IAnimal`
`{`
`...`
`}`

⌈ C. `abstract class Mammal : Animal`
`{`
`...`
`}`

⌈ D. `sealed class Mammal : Animal`
`{`
`...`
`}`

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

Answer: AC

Explanation:

When applied to a class, the sealed modifier prevents other classes from inheriting from it. Reference: [http://msdn.microsoft.com/en-us/library/88c54tsw\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/88c54tsw(v=vs.110).aspx)

NEW QUESTION 46

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 class Customer
02 {
03     public string CompanyName { get; set; }
04     public string Id { get; set; }
05 }
06 const string sqlSelectCustomers = "SELECT CustomerID, CompanyName FROM Customers";
07 private static IEnumerable<Customer> GetCustomers(string sqlConnectionString)
08 {
09     List<Customer> customers = new List<Customer>();
10     SqlConnection sqlConnection = new SqlConnection(sqlConnectionString);
11     using (sqlConnection)
12     {
13         SqlCommand sqlCommand = new SqlCommand(sqlSelectCustomers, sqlConnection);
14
15         using (SqlDataReader sqlDataReader = sqlCommand.ExecuteReader())
16         {
17
18             {
19                 Customer customer = new Customer();
20                 customer.Id = (string)sqlDataReader["CustomerID"];
21                 customer.CompanyName = (string)sqlDataReader["CompanyName"];
22                 customers.Add(customer);
23             }
24         }
25     }
26     return customers;
27 }
```

The GetCustomers() method must meet the following requirements: Connect to a Microsoft SQL Server database.

Populate Customer objects with data from the database.

Return an IEnumerable<Customer> collection that contains the populated Customer objects. You need to meet the requirements.

Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Insert the following code segment at line 17: while (sqlDataReader.GetValues())
- B. Insert the following code segment at line 14: sqlConnection.Open();
- C. Insert the following code segment at line 14: sqlConnection.BeginTransaction();
- D. Insert the following code segment at line 17: while (sqlDataReader.Read())
- E. Insert the following code segment at line 17: while (sqlDataReader.NextResult())

Answer: BD

Explanation:

B: SqlConnection.Open - Opens a database connection with the property settings specified by the ConnectionString.

Reference: <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqlconnection.open.aspx> D: SqlDataReader.Read - Advances the SqlDataReader to the next record.

Reference: <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqldatareader.read.aspx> Not E: reader.NextResult is wrong because that is used when reader has more than one result set (SP or inline SQL has more than one Select).

NEW QUESTION 50

An application will upload data by using HTML form-based encoding. The application uses a method named SendMessage.

The SendMessage() method includes the following code. (Line numbers are included for reference only.)

```
01 public Task<byte[]> SendMessage(string url, int intA, int intB)
02 {
03     var client = new WebClient();
04
05 }
```

The receiving URL accepts parameters as form-encoded values.

You need to send the values intA and intB as form-encoded values named a and b, respectively. Which code segment should you insert at line 04?

- ☐ A. var data = string.Format("a={0}&b={1}", intA, intB);
return client.UploadStringTaskAsync(new Uri(url), data);
- ☐ B. var data = string.Format("a={0}&b={1}", intA, intB);
return client.UploadFileTaskAsync(new Uri(url), data);
- ☐ C. var data = string.Format("a={0}&b={1}", intA, intB);
return client.UploadDataTaskAsync(new Uri(url), Encoding.UTF8.GetBytes(data));
- ☐ D. var nvc = new NameValueCollection() { { "a", intA.ToString() }, { "b", intB.ToString() } };
return client.UploadValuesTaskAsync(new Uri(url), nvc);

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

Answer: D

Explanation:

WebClient.UploadValuesTaskAsync - Uploads the specified name/value collection to the resource identified by the specified URI as an asynchronous operation using a task object. These methods do not block the calling thread.

<http://msdn.microsoft.com/en-us/library/system.net.webclient.uploadvaluestaskasync.aspx>

NEW QUESTION 52

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 using System;
02 class MainClass
03 {
04     public static void Main(string[] args)
05     {
06         bool bValidInteger = false;
07         int value = 0;
08         do
09         {
10             Console.WriteLine("Enter an integer:");
11             bValidInteger = GetValidInteger(ref value);
12         } while (!bValidInteger);
13         Console.WriteLine("You entered a valid integer, " + value);
14     }
15     public static bool GetValidInteger(ref int val)
16     {
17         string sLine = Console.ReadLine();
18         int number;
19
20         {
21             return false;
22         }
23         else
24         {
25             val = number;
26             return true;
27         }
28     }
29 }
```

You need to ensure that the application accepts only integer input and prompts the user each time non-integer input is entered. Which code segment should you add at line 19?

- A. If (!int.TryParse(sLine, out number))
- B. If ((number = Int32.Parse(sLine)) == Single.NaN)
- C. If ((number = int.Parse(sLine)) > Int32.MaxValue)
- D. If (Int32.TryParse(sLine, out number))

Answer: A

Explanation:

Incorrect:

Not B, not C: These will throw exception when user enters non-integer value. Not D: This is exactly the opposite what we want to achieve.

Int32.TryParse - Converts the string representation of a number to its 32-bit signed integer equivalent. A return value indicates whether the conversion succeeded.
<http://msdn.microsoft.com/en-us/library/f02979c7.aspx>

NEW QUESTION 57

You are developing an application that includes a class named BookTracker for tracking library books. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public delegate void AddBookCallback(int i);
02 public class BookTracker
03 {
04     List<Book> books = new List<Book>();
05     public void AddBook(string name, AddBookCallback callback)
06     {
07         books.Add(new Book(name));
08         callback(books.Count);
09     }
10 }
11
12 public class Book
13 {
14
15     BookTracker tracker = new BookTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a book to the BookTracker instance. What should you do?

- A. Insert the following code segment at line 18:

```
tracker.AddBook(name, delegate(int i)
{
    ...
});
```

- B. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(string name, AddBookCallback callback);
```

Insert the following code segment at line 18:

```
AddBookDelegate adder = (i, callback) =>
{
    ...
};
```

- C. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(BookTracker bookTracker);
```

Insert the following code segment at line 18:

```
AddBookDelegate addDelegate = (bookTracker) =>
{
    ...
};
addDelegate(tracker);
```

- D. Insert the following code segment at line 14:

```
private static void PrintBookCount(int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddBookCallback callback = PrintBookCount;
```

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

Answer: A

NEW QUESTION 62

You are developing an application that will transmit large amounts of data between a client computer and a server. You need to ensure the validity of the data by using a cryptographic hashing algorithm. Which algorithm should you use?

- A. RSA
B. HMACSHA256
C. Aes
D. RNGCryptoServiceProvider

Answer: B

Explanation:

The HMACSHA256 class computes a Hash-based Message Authentication Code (HMAC) by using the SHA256 hash function.

Reference: [https://msdn.microsoft.com/enus/library/system.security.cryptography.hmacsha256\(v=vs.110\).aspx](https://msdn.microsoft.com/enus/library/system.security.cryptography.hmacsha256(v=vs.110).aspx)

NEW QUESTION 67

You are developing an application that uses the Microsoft ADO.NET Entity Framework to retrieve order information from a Microsoft SQL Server database. The application includes the following code. (Line numbers are included for reference only.)


```
01 public DateTime? OrderDate;
02 IQueryable<Order> LookupOrdersForYear(int year)
03 {
04     using (var context = new NorthwindEntities())
05     {
06         var orders =
07             from order in context.Orders
08
09             select order;
10         return orders.ToList().AsQueryable();
11     }
12 }
```

The application must meet the following requirements:

Return only orders that have an OrderDate value other than null.

Return only orders that were placed in the year specified in the year parameter.

You need to ensure that the application meets the requirements. Which code segment should you insert at line 08?

- A. `where order.OrderDate.Value.Year == year`
- B. `where order.OrderDate.HasValue && order.OrderDate.Value.Year == year`
- C. `where order.OrderDate.Value != null && order.OrderDate.Value.Year >= year`
- D. `where order.OrderDate.Value == null && order.OrderDate.Value.Year == year`

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

Answer: B

NEW QUESTION 71

You are creating a class named Employee. The class exposes a string property named EmployeeType. The following code segment defines the Employee class. (Line numbers are included for reference only.)

```
01 public class Employee
02 {
03     internal string EmployeeType
04     {
05         get;
06         set;
07     }
08 }
```

The EmployeeType property value must meet the following requirements:

The value must be accessed only by code within the Employee class or within a class derived from the Employee class.

The value must be modified only by code within the Employee class.

You need to ensure that the implementation of the EmployeeType property meets the requirements. Which two actions should you perform? (Each correct answer represents part of the complete solution. Choose two.)

- A. Replace line 03 with the following code segment: `public string EmployeeType`
- B. Replace line 06 with the following code segment: `protected set;`
- C. Replace line 05 with the following code segment: `private get;`
- D. Replace line 05 with the following code segment: `protected get;`
- E. Replace line 03 with the following code segment: `protected string EmployeeType`
- F. Replace line 06 with the following code segment: `private set;`

Answer: EF

Explanation:

Incorrect:

Not D: Cannot be used because of the internal keyword on line 03.

NEW QUESTION 75

You are developing a C# application that includes a class named Product. The following code segment defines the Product class:

```
public class Product
{
    public int Id { get; set; }
    public int CategoryId { get; set; }
    public string Name { get; set; }
    public bool IsValid { get; set; }
}
```

You implement System.ComponentModel.DataAnnotations.IValidateableObject interface to provide a way to validate the Product object.

The Product object has the following requirements: The Id property must have a value greater than zero.

The Name property must have a value other than empty or null.

You need to validate the Product object. Which code segment should you use?

```
A public bool Validate()
{
    IsValid = Id > 0 || !string.IsNullOrEmpty(Name);
    return IsValid;
}

B public IEnumerable<ValidationResult> Validate(ValidationContext validationContext)
{
    if (Id <= 0)
        yield return new ValidationResult("Product Id is required.", new[] { "Id" });
    if (string.IsNullOrEmpty(Name))
        yield return new ValidationResult("Product Name is required.", new[] { "Name" });
}

C public bool Equals(Product productToValidate)
{
    productToValidate.IsValid = productToValidate.Id > 0 || !string.IsNullOrEmpty(productToValidate.Name);
    return productToValidate.IsValid;
}

D public ValidationResult Validate()
{
    ValidationResult validationResult = null;
    if (Id <= 0)
    {
        validationResult = new ValidationResult("Product Id is required.");
    }
    if (string.IsNullOrEmpty(Name))
    {
        validationResult = new ValidationResult("Product Name is required.");
    }
    return validationResult;
}
```

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

Answer: B

NEW QUESTION 79

DRAG DROP

You have the following class:

```
public class Class1 : IEquatable<Class1>
{
    public Int32 ID { get; set; }
    public String Name { get; set; }
    public bool Equals(Class1 other)
    {
    }
}
```

You need to implement IEquatable. The Equals method must return true if both ID and Name are set to the identical values. Otherwise, the method must return false. Equals must not throw an exception.

What should you do? (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

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

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

```
return false;
```

```
return true;
```

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

```
break
```

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

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

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

In Box 3 we must use Name.Equals, not Object.Equals, to properly compare two strings. Incorrect:

Not Box 3: Object.Equals (obj, obj) compares the REFERENCE (true if they point to same object). Two strings, even having the same value will never have the same reference. So it is not applicable here.

NEW QUESTION 82

DRAG DROP

You have a method named GetCustomerIDs that returns a list of integers. Each entry in the list represents a customer ID that is retrieved from a list named Customers. The Customers list contains 1,000 rows.

Another developer creates a method named ValidateCustomer that accepts an integer parameter and returns a Boolean value. ValidateCustomer returns true if the integer provided references a valid customer. ValidateCustomer can take up to one second to run.

You need to create a method that returns a list of valid customer IDs. The code must execute in the shortest amount of time.

What should you do? (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

```
public List<Int32> GetValidCustomers()  
{
```

```
Task<List<Int32>> validCustomers =
```

```
(from c in customers  
where ValidateCustomer(c)  
select c).ToList();
```

```
return validCustomers;  
}
```

```
(from c in customers  
where ValidateCustomer(c)  
select c).AsParallel().ToList();
```

```
public async Task<List<Int32>> GetValidCusto  
mers()
```

```
(from c in customers.AsParallel()  
where ValidateCustomer(c)  
select c).ToList();
```

```
List<Int32> validCustomers =
```

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

Note:

* ParallelEnumerable.AsParallel Method Enables parallelization of a query.

/ We parallelize the execution of the ValidateCustomer instances.

NEW QUESTION 84

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

Explanation:

For a public the type or member can be accessed by any other code in the same assembly or another assembly that references it.

Reference: Access Modifiers (C# Programming Guide) <https://msdn.microsoft.com/en-us/library/ms173121.aspx>

NEW QUESTION 88

You are developing code for a class named Account. The Account class includes the following method:

```
public void Deposit(int dollars, int cents)
{
    int totalCents = cents + this.cents;
    int extraDollars = totalCents / 100;
    this.cents = totalCents - 100 * extraCents;
    this.dollars += dollars + extraDollars;
}
```

You need to ensure that overflow exceptions are thrown when there is an error. Which type of block should you use?

- A. checked
- B. try
- C. using
- D. unchecked

Answer: A

Explanation:

C# statements can execute in either checked or unchecked context. In a checked context, arithmetic overflow raises an exception. In an unchecked context, arithmetic overflow is ignored and the result is truncated.

checked Specify checked context. unchecked Specify unchecked context.

Reference: Checked and Unchecked (C# Reference) <https://msdn.microsoft.com/en-us/library/khy08726.aspx>

NEW QUESTION 91

You have the following code (line numbers are included for reference only):

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

You need to identify the missing line of code at line 15. Which line of code should you identify?

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

Answer: B

Explanation:

The SqlDataReader.Read method advances the SqlDataReader to the next record. Example:

SqlCommand command =

new SqlCommand(queryString, connection); connection.Open();

SqlDataReader reader = command.ExecuteReader();

// Call Read before accessing data. while (reader.Read())

{


```
ReadSingleRow((IDataRecord)reader);
}
// Call Close when done reading. reader.Close();
}
Reference: SqlDataReader.Read Method ()
https://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqldatareader.read(v=vs.110).aspx
```

NEW QUESTION 96

HOTSPOT

You are developing an application in C#.

The application will display the temperature and the time at which the temperature was recorded. You have the following method (line numbers are included for reference only):

```
01 public void DisplayTemperature(DateTime date, double temp)
02 {
03     string output;
04
05     string lblMessage = output;
06 }
```

You need to ensure that the message displayed in the lblMessage object shows the time formatted according to the following requirements:

The time must be formatted as hour:minute AM/PM, for example 2:00 PM. The date must be formatted as month/day/year, for example 04/21/2013.

The temperature must be formatted to have two decimal places, for example 23-45.

Which code should you insert at line 04? (To answer, select the appropriate options in the answer area.)

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

{0:t}
{1:t}
{0:hh:mm}
{1:hh:mm}

{0:d}
{1:d}
{0:dd/mm/yy}
{1:mm/dd/yy}

{0}
{1}
{0:N2}
{1:N2}

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
{0:t}
{0:d}
{1:N2}
```

NEW QUESTION 100

DRAG DROP

You are developing a class named Temperature.

You need to ensure that collections of Temperature objects are sortable.

How should you complete the relevant code segment? (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.)

```
public class Temperature : IComparable
public class Temperature : IComparer
CompareTo
Equals
this.Fahrenheit.CompareTo(otherTemperature.Fahrenheit);
otherTemperature.Fahrenheit.CompareTo(this.Fahrenheit);
```

```
{
    public double Fahrenheit { get; set; }
    public int
        (object obj)
    {
        if (obj == null) return 1;
        var otherTemperature = obj as Temperature;
        if (otherTemperature != null)
            return
        throw new ArgumentException("Object is not a Temperature");
    }
}
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
public class Temperature : IComparable
{
    public double Fahrenheit { get; set; }

    public int CompareTo
        (object obj)
    {
        if (obj == null) return 1;
        var otherTemperature = obj as Temperature;
        if (otherTemperature != null)

            return this.Fahrenheit.CompareTo(otherTemperature.Fahrenheit);

        throw new ArgumentException("Object is not a Temperature");
    }
}
```

NEW QUESTION 101

DRAG DROP

You are creating a class named Data that includes a dictionary object named _data.

You need to allow the garbage collection process to collect the references of the _data object.

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.)

<pre>staticDictionary<int, WeakReference> _data; staticDictionary<int, Int32> _data; _data.Add(1, new WeakReference(new Class(1 * 2), false)); _data.Add(1, (Int32)(1 * 2));</pre>	<pre>public class Data { public Data(int count) { for (int i = 0; i < count; i++) { } } }</pre>
--	--

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```
public class Data
{
    staticDictionary<int, WeakReference> _data;

    public Data(int count)
    {
        for (int i = 0; i < count; i++)
        {
            _data.Add(i, new WeakReference(new Class(i * 2), false));
        }
    }
}
```

NEW QUESTION 104

You are developing an application that uses several objects. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private bool IsNull(object obj)
02 {
03
04     return false;
05 }
```

You need to evaluate whether an object is null. Which code segment should you insert at line 03?

A.

```
if (obj = null)
{
    return true;
}
```

B.

```
if (null)
{
    return true;
}
```

C.

```
if (obj == 0)
{
    return true;
}
```

D.

```
if (obj == null)
{
    return true;
}
```

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

Answer: D

Explanation:

Use the == operator to compare values and in this case also use the null literal.

NEW QUESTION 109

You are developing an application.

The application contains the following code segment (line numbers are included for reference only):

```
01 ArrayList array1 = new ArrayList();
02 int var1 = 10;
03 int var2;
04 array1.Add(var1);
05 var2 = array1[0];
```

When you run the code, you receive the following error message: "Cannot implicitly convert type 'object' to 'int'. An explicit conversion exists (are you missing a cast?)."

You need to ensure that the code can be compiled. Which code should you use to replace line 05?

- A. var2 = array1[0] is int;
- B. var2 = ((List<int>)array1) [0];
- C. var2 = array1[0].Equals(typeof(int));
- D. var2 = (int) array1 [0];

Answer: D

NEW QUESTION 111

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";
```

NEW QUESTION 113

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

NEW QUESTION 116

DRAG DROP

You are adding a function to a membership tracking application. The function uses an integer named memberCode as an input parameter and returns the membership type as a string.

The function must meet the following requirements: Return "Non-Member" if the memberCode is 0. Return "Member" if the memberCode is 1.

Return "Invalid" if the memberCode is any value other than 0 or 1. You need to implement the function to meet the requirements.

How should you complete the relevant code? (To answer, drag the appropriate statements to the correct locations in the answer area. Each statement 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.)

default

switch

break

case

```
private string GetMemberType(int memberCode)
{
    string memberType;
    (memberCode)
    {
        0:
        memberType = "Non-Member";
        ;
        1:
        memberType = "Member";
        ;
        :
        memberType = "Invalid";
        ;
    }
    return memberType;
}
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Example:

```
int caseSwitch = 1; switch (caseSwitch)
{
    case 1:
        Console.WriteLine("Case 1"); break;
    case 2:
        Console.WriteLine("Case 2"); break;
    default: Console.WriteLine("Default case"); break;
}
```


Reference: switch (C# Reference) <https://msdn.microsoft.com/en-us/library/06tc147t.aspx>

NEW QUESTION 117

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.

NEW QUESTION 119

An application uses X509 certificates for data encryption and decryption. The application stores certificates in the Personal certificates collection of the Current User store. On each computer, each certificate subject is unique.

The application includes a method named LoadCertificate. The LoadCertificate() method includes the following code. (Line numbers are included for reference only.)

```
01 X509Certificate2 LoadCertificate(string searchValue)
02 {
03     var store = new X509Store(StoreName.My, StoreLocation.CurrentUser);
04     store.Open(OpenFlags.ReadOnly | OpenFlags.OpenExistingOnly);
05     var certs = store.Certificates.Find(
06
07         searchValue, false);
08     ...
09 }
```

The LoadCertificate() method must load only certificates for which the subject exactly matches the searchValue parameter value.

You need to ensure that the LoadCertificate() method loads the correct certificates. Which code segment should you insert at line 06?

- A. `X509FindType.FindBySubjectName,`
- B. `X509FindType.FindBySubjectKeyIdentifier,`
- C. `X509FindType.FindByIssuerName,`
- D. `X509FindType.FindBySubjectDistinguishedName,`

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

Answer: D

Explanation:

X509FindType.FindBySubjectDistinguishedName is a more specific search than that provided by the FindBySubjectName enumeration value. Using the FindBySubjectDistinguishedName value, the Find method performs a case-insensitive string comparison for the entire distinguished name. Searching by subject name is a less precise search.

Reference: X509FindType Enumeration [https://msdn.microsoft.com/enus/library/system.security.cryptography.x509certificates.x509findtype\(v=vs.110\).aspx](https://msdn.microsoft.com/enus/library/system.security.cryptography.x509certificates.x509findtype(v=vs.110).aspx)

NEW QUESTION 121

You are developing an application that will parse a large amount of text.

You need to parse the text into separate lines and minimize memory use while processing data. Which object type should you use?

- A. DataContractSerializer
- B. StringBuilder
- C. StringReader
- D. JsonSerializer

Answer: C

Explanation:

There are many ways to separate a string into lines. With `StringReader`, we read lines from a string individually in the order they appear. This type enables us to access string data through a stream-oriented interface.

Reference: <http://www.dotnetperls.com/stringreader>

NEW QUESTION 124

You are developing code for an application that retrieves information about Microsoft .NET Framework assemblies.

The following code segment is part of the application (line numbers are included for reference only):

```
01 public void ViewMetadata(string filePath)
02 {
03     var bytes = File.ReadAllBytes(filePath);
04
05     ...
06 }
```

You need to insert code at line 04. The code must load the assembly. Once the assembly is loaded, the code must be able to read the assembly metadata, but the code must be denied access from executing code from the assembly.

Which code segment should you insert at line 04?

- A. `Assembly.ReflectionOnlyLoadFrom(bytes);`
- B. `Assembly.ReflectionOnlyLoad(bytes);`
- C. `Assembly.Load(bytes);`
- D. `Assembly.LoadFrom(bytes);`

Answer: B

Explanation:

The `Assembly.ReflectionOnlyLoad` method (`Byte[]`) loads the assembly from a common object file format (COFF)-based image containing an emitted assembly. The assembly is loaded into the reflection-only context of the caller's application domain.

You cannot execute code from an assembly loaded into the reflection-only context. Incorrect:

Not A: The `Assembly.ReflectionOnlyLoadFrom` method (`String`) loads an assembly into the reflection-only context, given its path.

Reference: `Assembly.ReflectionOnlyLoad` Method (`Byte[]`) [https://msdn.microsoft.com/en-us/library/h55she1h\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/h55she1h(v=vs.110).aspx)

NEW QUESTION 126

You are developing a method named `GenerateHash` that will create the hash value for a file. The method includes the following code. (Line numbers are included for reference only.)

```
01 public byte[] GenerateHash(string filename, string hashAlgorithm)
02 {
03     var signatureAlgo = HashAlgorithm.Create(hashAlgorithm);
04     var fileBuffer = System.IO.File.ReadAllBytes(filename);
05
06 }
```

You need to return the cryptographic hash of the bytes contained in the `fileBuffer` variable. Which code segment should you insert at line 05?

- A.

```
var outputBuffer = new byte[fileBuffer.Length];
signatureAlgo.TransformBlock(fileBuffer, 0, fileBuffer.Length, outputBuffer, 0);
signatureAlgo.TransformFinalBlock(fileBuffer, fileBuffer.Length - 1, fileBuffer.Length);
return outputBuffer;
```
- B.

```
signatureAlgo.ComputeHash(fileBuffer);
return signatureAlgo.GetHashCode();
```
- C.

```
var outputBuffer = new byte[fileBuffer.Length];
signatureAlgo.TransformBlock(fileBuffer, 0, fileBuffer.Length, outputBuffer, 0);
return outputBuffer;
```
- D.

```
return signatureAlgo.ComputeHash(fileBuffer);
```

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

Answer: D

Explanation:

The `ComputeHash(Byte[])` method computes the hash value for the specified byte array.

NEW QUESTION 128

HOTSPOT

You are building a data access layer in an application that contains the following code:

```
public static Object GetTypeDefault(DbType dbDataType)
{
    switch (dbDataType)
    {
        case DbType.Boolean:
            return false;
        case DbType.DateTime:
            return DateTime.MinValue;
        case DbType.Decimal:
            return 0m;
        case DbType.Int32:
            return 0;
        case DbType.String:
            return String.Empty;
        default:
            return null;
    }
}
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

	Yes	No
If dbDataType is DateTime, today's date is returned.	<input type="radio"/>	<input type="radio"/>
If dbDatatype is Int64, Null is returned.	<input type="radio"/>	<input type="radio"/>
If dbDatatype is Double, 0 is returned.	<input type="radio"/>	<input type="radio"/>

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

	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"/>

NEW QUESTION 130

HOTSPOT

You have the following code (line numbers are included for reference only):

```
01 DataTable dataTable;
02 string connString = "Data Source=192.168.1.100;Initial Catalog=Database1;User Id=sa;Password=p@ssw0rd";
03 using (SqlConnection sqlConn = new SqlConnection(connString))
04 {
05     sqlConn.Open();
06     using (SqlCommand sqlCmd = new SqlCommand())
07     {
08         sqlCmd.Connection = sqlConn;
09         sqlCmd.CommandType = CommandType.StoredProcedure;
10         sqlCmd.CommandText = "p_Procedure1";
11         using (SqlDataAdapter adapter = new SqlDataAdapter(sqlCmd))
12         {
13             using (dataTable = new DataTable())
14             {
15                 adapter.Fill(dataTable);
16             }
17         }
18     }
19 }
```

To answer, complete each statement according to the information presented in the code.

The database connection gets closed at line...

15

16

17

18

19

The adapter object gets disposed at line..

15

16

17

18

19

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

The database connection gets closed at line...

15

16

17

18

19

The adapter object gets disposed at line..

15

16

17

18

19

NEW QUESTION 133

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.TraceSource trace = new TraceSource("./Trace.log");
trace.TraceEvent(TraceEventType.Error, ex.HResult, ex.Message);`
- B. `using (System.Diagnostics.XmlWriterTraceListener log1 =
 new XmlWriterTraceListener("./Error.log"))
{
 log1.TraceEvent(
 new TraceEventCache(), ex.Message, TraceEventType.Error, ex.HResult);
 log1.Flush();
}`
- C. `System.Diagnostics.EventInstance errorEvent =
 new System.Diagnostics.EventInstance(ex.HResult, 1, EventLogEntryType.Error);
System.Diagnostics.EventLog.WriteEvent("MyAppErrors", errorEvent, ex.Message);`
- D. `EventLog logEntry = new EventLog();
logEntry.Source = "Application";
logEntry.WriteEntry(ex.Message, EventLogEntryType.Error);`

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

Answer: B

Explanation:

* XmlWriterTraceListener

Directs tracing or debugging output as XML-encoded data to a TextWriter or to a Stream, such as a FileStream.

* TraceListener.TraceEvent Method (TraceEventCache, String, TraceEventType, Int32) Writes trace and event information to the listener specific output.

Syntax: [ComVisibleAttribute(false)] public virtual void TraceEvent(TraceEventCache eventCache, string source, TraceEventType eventType, int id)

Reference: XmlWriterTraceListener Class

[https://msdn.microsoft.com/en-us/library/system.diagnostics.xmlwritertracelistener\(v=vs.110\)](https://msdn.microsoft.com/en-us/library/system.diagnostics.xmlwritertracelistener(v=vs.110))

NEW QUESTION 134

You are creating a class library that will be used in a web application. You need to ensure that the class library assembly is strongly named. What should you do?

- A. Use the gacutil.exe command-line tool.
B. Use the xsd.exe command-line tool.
C. Use the aspnet_regiis.exe command-line tool.
D. Use assembly attributes.

Answer: D

Explanation:

The Windows Software Development Kit (SDK) provides several ways to sign an assembly with a strong name:

* Using the Assembly Linker (Al.exe) provided by the Windows SDK.

* Using assembly attributes to insert the strong name information in your code. You can use either the AssemblyKeyFileAttribute or the AssemblyKeyNameAttribute, depending on where the key file to be used is located.

* Using compiler options such /keyfile or /delaysign in C# and Visual Basic, or the /KEYFILE or /DELAYSIGN linker option in C++. (For information on delay signing, see Delay Signing an Assembly.)

NEW QUESTION 138

You need to store the values in a collection.

The solution must meet the following requirements:

The values must be stored in the order that they were added to the collection. The values must be accessed in a first-in, first-out order.

Which type of collection should you use?

- A. SortedList
B. Queue
C. ArrayList
D. Hashtable

Answer: B

Explanation:

The Queue class implements a queue as a circular array. Objects stored in a Queue are inserted at one end and removed from the other.

Queues and stacks are useful when you need temporary storage for information; that is, when you might want to discard an element after retrieving its value. Use Queue if you need to access the information in the same order that it is stored in the collection.

Reference: [https://msdn.microsoft.com/en-us/library/system.collections.queue\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.collections.queue(v=vs.110).aspx)

NEW QUESTION 142

You are developing a class named EmployeeRoster. The following code implements the EmployeeRoster class. (Line numbers are included for reference only.)

```
01 public class EmployeeRoster
02 {
03     private Dictionary<string, int> employees = new Dictionary<string, int>();
04     public void Add(string name, int salary)
05     {
06         employees.Add(name, salary);
07     }
08
09 }
```

You create the following unit test method to test the EmployeeRoster class implementation:

```
public void UnitTest1()
{
    EmployeeRoster employeeRoster = new EmployeeRoster();
    employeeRoster.Add("David Jones", 50000);
    employeeRoster.Add("Phyllis Harris", 75000);
    int expectedSalary = 75000;
    int actualSalary = employeeRoster["Phyllis Harris"];
    Assert.AreEqual(expectedSalary, actualSalary);
}
```

You need to ensure that the unit test will pass. What should you do?

A. Insert the following code segment at line 08:

```
public Dictionary<string, int> Employees
{
    get
    {
        return employees;
    }
}
```

B. Insert the following code segment at line 08:

```
public int this[string name]
{
    get
    {
        return employees[name];
    }
}
```

C. Replace line 03 with the following code segment:

```
public Dictionary<string, int> Employees = new Dictionary<string, int>();
```

D. Insert the following code segment at line 08:

```
public int salary(string name)
{
    return employees[name];
}
```

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

Answer: B

NEW QUESTION 146

You are implementing a method named GetValidEmailAddresses. The GetValidEmailAddresses() method processes a list of string values that represent email addresses.

The GetValidEmailAddresses() method must return only email addresses that are in a valid format. You need to implement the GetValidEmailAddresses() method. Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

A.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validEmailAddresses = new List<String>();
    foreach (Match match in matches)
    {
        if (!match.Success)
        {
            validEmailAddresses.Add(match.Value);
        }
    }
    return validEmailAddresses;
}
```

B.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Value).ToList();
}
```

C.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Success.ToString()).ToList();
}
```

D.

```
private static List<String> GetValidEmailAddresses(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validEmailAddresses = new List<String>();
    foreach (Match match in matches)
    {
        if (match.Success)
        {
            validEmailAddresses.Add(match.Value);
        }
    }
    return validEmailAddresses;
}
```

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

Answer: BD

Explanation:

Note:

* List<T>.Add Method

Adds an object to the end of the List<T>.

NEW QUESTION 151

You are troubleshooting an application that uses a class named FullName. The class is decorated with the DataContractAttribute attribute. The application includes the following code. (Line numbers are included for reference only.)

```
01 class Program
02 {
03     MemoryStream WriteName (Name name)
04     {
05         var ms = new MemoryStream();
06         var binary = XmlDictionaryWriter.CreateBinaryWriter(ms);
07         var ser = new DataContractSerializer (typeof (FullName));
08         ser.WriteObject (binary, name);
09
10         return ms;
11     }
12 }
```

You need to ensure that the entire FullName object is serialized to the memory stream object. Which code segment should you insert at line 09?

- A. binary.WriteEndDocument();
B. binary.WriteEndDocumentAsync();
C. binary.WriteEndElementAsync();
D. binary.Flush();

Answer: D

Explanation:

Example:

MemoryStream stream2 = new MemoryStream();

XmlDictionaryWriter binaryDictionaryWriter = XmlDictionaryWriter.CreateBinaryWriter(stream2); serializer.WriteObject(binaryDictionaryWriter, record1);

binaryDictionaryWriter.Flush(); Incorrect:

Not A: throws InvalidOperationException.

Reference: [https://msdn.microsoft.com/en-us/library/ms752244\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ms752244(v=vs.110).aspx)

NEW QUESTION 152

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. DbDataReader
- B. DataContext
- C. unTyped DataSet
- D. DbDataAdapter

Answer: A

Explanation:

DbDataReader Class

Reads a forward-only stream of rows from a data source.

Reference: DbDataReader Class

[https://msdn.microsoft.com/en-us/library/system.data.common.dbdatareader\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/system.data.common.dbdatareader(v=vs.110).aspx)

NEW QUESTION 156**HOTSPOT**

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.

Line 07 of the method will display ...

0
1
2
3
4

Line 09 of the method will display ...

User1
User2
User3
User4

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Line 07 of the method will display ...

Line 09 of the method will display ...

NEW QUESTION 158

You are evaluating a method that calculates loan interest- The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm)
02 {
03     decimal interestAmount;
04     decimal loanRate;
05     if (loanTerm > 0 && loanTerm < 5 && loanAmount < 5000m)
06     {
07         loanRate = 0.045m;
08     }
09     else if (loanTerm > 5 && loanAmount > 5000m)
10     {
11         loanRate = 0.085m;
12     }
13     else
14     {
15         loanRate = 0.055m;
16     }
17     interestAmount = loanAmount * loanRate * loanTerm;
18     return interestAmount;
19 }
```

When the loanTerm value is 3 and the loanAmount value is 9750, the loanRate must be set to 8.25 percent. You need to adjust the loanRate value to meet the requirements. What should you do?

- A. Replace line 04 with the following code segment: decimal loanRate = 0.0325m;
- B. Replace line 17 with the following code segment: interestAmount = loanAmount * 0.0825m * loanTerm;
- C. Replace line 15 with the following code segment: loanRate = 0.0825m;
- D. Replace line 07 with the following code segment: loanRate = 0.0825m;

Answer: C

NEW QUESTION 161

You are modifying an application that processes loans. The following code defines the Loan class. (Line numbers are included for reference only.)

```
01 public class Loan
02 {
03
04     private int _term;
05     private const int MaximumTerm = 10;
06     private const decimal Rate = 0.034m;
07     public int Term
08     {
09         get
10         {
11             return _term;
12         }
13         set
14         {
15             if (value <= MaximumTerm)
16             {
17                 _term = value;
18             }
19             else
20             {
21
22             }
23         }
24     }
25 }
26 public delegate void MaximumTermReachedHandler(object source, EventArgs e);
```

Loans are restricted to a maximum term of 10 years. The application must send a notification message if a loan request exceeds 10 years. You need to implement the notification mechanism.

Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Insert the following code segment at line 03:

```
public string MaximumTermReachedEvent { get; set; }
```

- B. Insert the following code segment at line 21:

```
if (OnMaximumTermReached != null)
{
    OnMaximumTermReached(this, new EventArgs());
}
```

- C. Insert the following code segment at line 03:

```
private string MaximumTermReachedEvent;
```

- D. Insert the following code segment at line 03:

```
public event MaximumTermReachedHandler OnMaximumTermReached;
```

- E. Insert the following code segment at line 21:

```
value = MaximumTerm;
```

- F. Insert the following code segment at line 21:

```
value = 9;
```

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

Answer: BD

NEW QUESTION 164

You are developing an application that uses a .config file. The relevant portion of the .config file is shown as follows:

```
<system.diagnostics>
  <trace autoflush="false" indentsize="0">
    <listeners>
      <add name="appListener"
        type="System.Diagnostics.EventLogTraceListener"
        initializeData="TraceListenerLog" />
    </listeners>
  </trace>
</system.diagnostics>
```

You need to ensure that diagnostic data for the application writes to the event log by using the configuration specified in the .config file. What should you include in the application code?

- A. `Debug.WriteLine("Trace data...");`
- B. `Console.SetOut(new StreamWriter("System.Diagnostics.EventLogTraceListener"));`
`Console.WriteLine("Trace data...");`
- C. `Trace.WriteLine("Trace data...");`
- D. `EventLog log = new EventLog();`
`log.WriteEntry("Trace data...");`

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

Answer: C

Explanation:

The Trace.WriteLine statements will be included in the Release compilation by default. Incorrect:
Not A: Debug.WriteLine() statements will not be included in the Release compilation by default.

NEW QUESTION 167**DRAG DROP**

You have an application that accesses a Microsoft SQL Server database.

The database contains a stored procedure named Proc1. Proc1 accesses several rows of data across multiple tables.

You need to ensure that after Proc1 executes, the database is left in a consistent state. While Proc1 executes, no other operation can modify data already read or changed by Proc1. (Develop the solution by selecting and ordering the required code snippets.

You may not need all of the code snippets.)

```
SqlConnection transaction = connection.BeginTransaction  
(System.Data.IsolationLevel.RepeatableRead);
```

```
SqlConnection transaction = connection.BeginTransaction  
(System.Data.IsolationLevel.ReadUncommitted);
```

```
} finally {
```

```
command.Dispose();  
connection.Dispose();  
}
```

```
try {  
connection.Open();  
command.ExecuteNonQuery();
```

```
TransactionScope transaction = new TransactionScope();
```

```
SqlConnection connection = new SqlConnection  
(connectionString);  
SqlCommand command = new SqlCommand  
("proc1", connection);
```

```
} catch {
```

```
transaction.Rollback();
```

```
transaction.Commit();
```

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Note:

* Box 1: Start with the sqlconnection

* Box 2: Open the SQL transaction (RepeatableRead)

/ IsolationLevel

Specifies the isolation level of a transaction.

/ RepeatableRead

Volatile data can be read but not modified during the transaction. New data can be added during the transaction.

/ ReadCommitted

Volatile data cannot be read during the transaction, but can be modified.

/ ReadUncommitted

Volatile data can be read and modified during the transaction. Box 3: Try the query

Box 4: commit the transaction

Box 5: Catch the exception (a failed transaction) Box 6: Rollback the transaction

Box 7: Final cleanup

Box 8: Clean up (close command and connection).

Reference: SqlConnection.BeginTransaction Method Incorrect:

The transaction is not set up by transactionscope here. Begintransaction is used.

NEW QUESTION 168**DRAG DROP**

You have an application that uses paging. Each page displays 10 items from a list.

You need to display the third page. (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

```
.Skip(20)
```

Answer: A

* Use the Take operator to return a given number of elements in a sequence and then skip over the remainder.
Use the Skip operator to skip over a given number of elements in a sequence and then return the remainder.

What should you do? (To answer, drag the appropriate statement to the correct location in the answer area. Each statement 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.)

return

```
return returnStatus;
```

Answer: A

Reference: switch (C# Reference) <https://msdn.microsoft.com/en-us/library/06tc147t.aspx>

NEW QUESTION 178

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

Explanation:

Use the async modifier to specify that a method, lambda expression, or anonymous method is asynchronous. If you use this modifier on a method or expression, it's referred to as an async method.

Example:

```
public async Task<int> ExampleMethodAsync()
{
    // ...
}
```

Reference: async (C# Reference) <https://msdn.microsoft.com/en-us/library/hh156513.aspx>

NEW QUESTION 180

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.

NEW QUESTION 183

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

```
*/
```

NEW QUESTION 185

You are implementing a new method named ProcessData. The ProcessData() method calls a thirdparty component that performs a long-running operation to retrieve stock information from a web service.

The third-party component uses the IAsyncResult pattern to signal completion of the long-running operation so that the UI can be updated with the new values.

You need to ensure that the calling code handles the long-running operation as a System.Threading.Tasks.Task object to avoid blocking the UI thread.

Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Create a TaskCompletionSource<T> object.
- B. Call the component by using the TaskFactory.FromAsync() method.
- C. Apply the following attribute to the ProcessData() method signature: [MethodImpl(MethodImplOptions.Synchronized)]
- D. Apply the async modifier to the ProcessData() method signature.

Answer: AB

Explanation:

A: In many scenarios, it is useful to enable a Task<TResult> to represent an external asynchronous operation. TaskCompletionSource<TResult> is provided for this purpose. It enables the creation of a task that can be handed out to consumers, and those consumers can use the members of the task as they would any other. However, unlike most tasks, the state of a task created by a TaskCompletionSource is controlled explicitly by the methods on TaskCompletionSource. This enables the completion of the external asynchronous operation to be propagated to the underlying Task. The separation also ensures that consumers are not able to transition the state without access to the corresponding TaskCompletionSource.

B: TaskFactory.FromAsync Method

Creates a Task that represents a pair of begin and end methods that conform to the Asynchronous Programming Model pattern. Overloaded.

Example:

TaskFactory.FromAsync Method (IAsyncResult, Action<IAsyncResult>)

Creates a Task that executes an end method action when a specified IAsyncResult completes. Note:

* System.Threading.Tasks.Task Represents an asynchronous operation.

NEW QUESTION 188

You are developing a class named Account that will be used by several applications.

The applications that will consume the Account class will make asynchronous calls to the Account class to execute several different methods.

You need to ensure that only one call to the methods is executed at a time. Which keyword should you use?

- A. sealed
- B. protected
- C. checked
- D. lock

Answer: D

Explanation:

The lock keyword ensures that one thread does not enter a critical section of code while another thread is in the critical section. If another thread tries to enter a locked code, it will wait, block, until the object is released.

Reference: lock Statement (C# Reference) <https://msdn.microsoft.com/en-us/library/c5kehkcz.aspx>

NEW QUESTION 191

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 MySource and a custom log named MyLog on the server. You need to write events to the custom log. Which code segment should you use?

- A.

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

```
public void WriteToEventLog(string message)
{
    EventLog eventLog = new EventLog() { Source = "MyLog", EnableRaisingEvents = true };
    EventInstance eventInstance = new EventInstance(0, 1);
    eventLog.WriteEvent(eventInstance, message);
}
```
- C.

```
public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)
{
    EventLog eventLog = new EventLog() { Source = "MyLog" };
    eventLog.WriteEntry(message, eventLogEntryType);
}
```
- D.

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

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

Answer: D

NEW QUESTION 196

You plan to store passwords in a Windows Azure SQL Database database.

You need to ensure that the passwords are stored in the database by using a hash algorithm, Which cryptographic algorithm should you use?

- A. ECDSA
B. RSA-768
C. AES-256
D. SHA-256

Answer: D

Explanation:

Secure Hash Algorithm is a cryptographic hash function. Incorrect:

Not B: EDCA is an encryption algorithm. Not B: RSA is an encryption algorithm. Not C: AES is an encryption algorithm.

Reference: <https://en.wikipedia.org/wiki/SHA-1>

NEW QUESTION 198

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

NEW QUESTION 201

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. `#if (TRACE)`
 `Console.WriteLine("Entering debug mode");`
 `#else`
 `Console.WriteLine("Entering release mode");`
 `#endif`
- B. `#if (DEBUG)`
 `Console.WriteLine("Entering debug mode");`
 `#else`
 `Console.WriteLine("Entering release mode");`
 `#endif`
- C. `if(System.Diagnostics.Debugger.IsAttached)`
 `Console.WriteLine("Entering debug mode");`
 `else`
 `Console.WriteLine("Entering release mode");`
- D. `#region DEBUG`
 `Console.WriteLine("Entering debug mode");`
 `#endregion`
 `#region RELEASE`
 `Console.WriteLine("Entering release mode");`
 `#endregion`

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

Answer: B

Explanation:

When the C# compiler encounters an `#if` directive, followed eventually by an `#endif` directive, it will compile the code between the directives only if the specified symbol is defined. Unlike C and C++, you cannot assign a numeric value to a symbol; the `#if` statement in C# is Boolean and only tests whether the symbol has been defined or not. For example,

```
#define DEBUG
// ...
#if DEBUG
Console.WriteLine("Debug version");
#endif
```

NEW QUESTION 205

HOTSPOT

You have the following code (line numbers are included for reference only):

```
01 using (StreamWriter writer = new StreamWriter(@"C:\console.txt"))
02 {
03     Console.SetOut(writer);
04     using (FileStream stream = new FileStream(@"C:\file.txt", FileMode.Open))
05     {
06         using (StreamReader reader = new StreamReader(stream))
07         {
08             while (!reader.EndOfStream) Console.WriteLine(reader.ReadLine());
09         }
10     }
11 }
```

To answer, complete each statement according to the information presented in the code.

If `File.txt` does NOT exist in the root of `C:`, ... will be thrown.

ArgumentNullException
 FileLoadException
 FileNotFoundException
 PipeException

The final output of the streaming operation will be ...

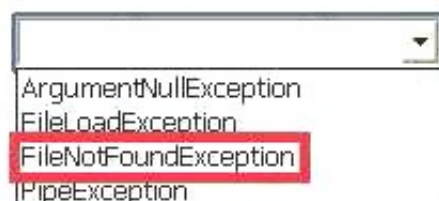
a console window.
 the Console.txt file.
 the file.txt file.
 the Visual Studio Debug console.

- A. Mastered
B. Not Mastered

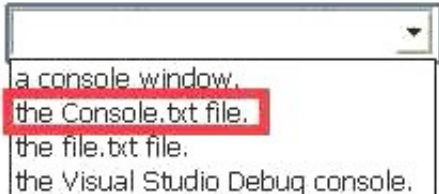
Answer: A

Explanation:

If File.txt does NOT exist in the root of C:, ... will be thrown.



The final output of the streaming operation will be ...



NEW QUESTION 207

You are implementing a method named GetValidPhoneNumbers. The GetValidPhoneNumbers() method processes a list of string values that represent phone numbers.

The GetValidPhoneNumbers() method must return only phone numbers that are in a valid format. You need to implement the GetValidPhoneNumbers() method. Which two code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validPhoneNumbers = new List<String>();
    foreach (Match match in matches)
    {
        if (match.Success)
        {
            validPhoneNumbers.Add(match.Value);
        }
    }
    return validPhoneNumbers;
}
```
- B.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Value).ToList();
}
```
- C.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    return (from Match match in matches where match.Success select match.Success.ToString()).ToList();
}
```
- D.

```
private static List<String> GetValidPhoneNumbers(string input, string pattern)
{
    var regex = new Regex(pattern);
    var matches = regex.Matches(input);
    var validPhoneNumbers = new List<String>();
    foreach (Match match in matches)
    {
        if (!match.Success)
        {
            validPhoneNumbers.Add(match.Value);
        }
    }
    return validPhoneNumbers;
}
```

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

Answer: AB

Explanation:

* Regex.Matches

Searches an input string for all occurrences of a regular expression and returns all the matches.

* MatchCollection

Represents the set of successful matches found by iteratively applying a regular expression pattern to the input string.

The collection is immutable (read-only) and has no public constructor. The Regex.Matches method returns a MatchCollection object.

* List<T>.Add Method

Adds an object to the end of the List<T>.

NEW QUESTION 211

You need to create a method that can be called by using a varying number of parameters. What should you use?

- A. derived classes
B. interface

- C. enumeration
- D. method overloading

Answer: D

Explanation:

Member overloading means creating two or more members on the same type that differ only in the number or type of parameters but have the same name. Overloading is one of the most important techniques for improving usability, productivity, and readability of reusable libraries. Overloading on the number of parameters makes it possible to provide simpler versions of constructors and methods. Overloading on the parameter type makes it possible to use the same member name for members performing identical operations on a selected set of different types.

NEW QUESTION 214

You are creating an application that reads from a database.

You need to use different databases during the development phase and the testing phase by using conditional compilation techniques.

What should you do?

- A. Configure the Define TRACE constant setting in Microsoft Visual Studio.
- B. Decorate the code by using the [DebuggerDisplay("Mydebug")] attribute.
- C. Configure the Define DEBUG constant setting in Microsoft Visual Studio.
- D. Disable the strong-name bypass feature of Microsoft .NET Framework in the registry.

Answer: C

Explanation:

Use one debug version to connect to the development database, and a standard version to connect to the live database.

NEW QUESTION 217

You are creating a class library that will be used in a web application. You need to ensure that the class library assembly is strongly named. What should you do?

- A. Use the csc.exe /target:Library option when building the application.
- B. Use the AL.exe command-line tool.
- C. Use the aspnet_regiis.exe command-line tool.
- D. Use the EdmGen.exe command-line tool.

Answer: B

Explanation:

The Windows Software Development Kit (SDK) provides several ways to sign an assembly with a strong name:

- * Using the Assembly Linker (AL.exe) provided by the Windows SDK.

- * Using assembly attributes to insert the strong name information in your code. You can use either the AssemblyKeyFileAttribute or the AssemblyKeyNameAttribute, depending on where the key file to be used is located.

- * Using compiler options such /keyfile or /delaysign in C# and Visual Basic, or the /KEYFILE or

- /DELAYSIGN linker option in C++. (For information on delay signing, see Delay Signing an Assembly.) Note:

- * A strong name consists of the assembly's identity—it's simple text name, version number, and culture information (if provided)—plus a public key and a digital signature. It is generated from an assembly file (the file that contains the assembly manifest, which in turn contains the names and hashes of all the files that make up the assembly), using the corresponding private key. Microsoft® Visual Studio® .NET and other development tools provided in the .NET Framework SDK can assign strong names to an assembly. Assemblies with the same strong name are expected to be identical.

NEW QUESTION 219

You are creating a console application named App1.

App1 retrieves data from the Internet by using JavaScript Object Notation (JSON).

You are developing the following code segment (line numbers are included for reference only):

```
01 public bool ValidateJson(string json, Dictionary<string, object> result)
02 {
03
04     try
05     {
06         result = serializer.Deserialize<Dictionary<string, object>>(json);
07         return true;
08     }
09     catch
10     {
11         return false;
12     }
13 }
```

You need to ensure that the code validates the JSON string. Which code should you insert at line 03?

- A. `var serializer = new DataContractSerializer();`
- B. `DataContractSerializer serializer = new DataContractSerializer();`
- C. `var serializer = new XmlSerializer();`
- D. `var serializer = new JavaScriptSerializer();`

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

Answer: D

Explanation:

The JavaScriptSerializer Class Provides serialization and deserialization functionality for AJAXenabled applications.

The JavaScriptSerializer class is used internally by the asynchronous communication layer to serialize and deserialize the data that is passed between the browser and the Web server. You cannot access that instance of the serializer. However, this class exposes a public API. Therefore, you can use the class when you want to work with JavaScript Object Notation (JSON) in managed code.

NEW QUESTION 221

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. AssemblyDelaySignAttribute
- B. AssemblyCompanyAttribute
- C. AssemblyProductAttribute
- D. AssemblyCultureAttribute
- E. AssemblyVersionAttribute

Answer: DE

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.

D: 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")]

E: 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.

NEW QUESTION 222

You develop an application by using C#. The application counts the number of times a specific word appears within a set of text files. The application includes the following code. (Line numbers are included for reference only.)

```
01 class Counter
02 {
03     System.Collections.Concurrent.ConcurrentDictionary<string, int> _wordCounts =
04         new System.Collections.Concurrent.ConcurrentDictionary<string, int>();
05     public Action<DirectoryInfo> ProcessDirectory()
06     {
07         return (dirInfo =>
08             {
09                 var files = dirInfo.GetFiles("*.cs").AsParallel<FileInfo>();
10                 files.ForAll<FileInfo>(
11                     fileInfo =>
12                     {
13                         var fileContent = File.ReadAllText(fileInfo.FullName);
14                         var sb = new StringBuilder();
15                         foreach (var val in fileContent)
16                         {
17                             sb.Append(char.IsLetter(val) ? val.ToString().ToLowerInvariant() : " ");
18                         }
19                         string[] wordsInFile = sb.ToString().Split(new []{ ' ' },
20                             StringSplitOptions.RemoveEmptyEntries);
21                         foreach (var word in wordsInFile)
22                         {
23
24                         }
25                     });
26                 var directories = dirInfo.GetDirectories().AsParallel<DirectoryInfo>();
27                 directories.ForAll<DirectoryInfo>(ProcessDirectory());
28             });
29     }
30 }
```

You have the following requirements:

Populate the _wordCounts object with a list of words and the number of occurrences of each word. Ensure that updates to the ConcurrentDictionary object can happen in parallel.

You need to complete the relevant code.

Which code segment should you insert at line 23?

- A. `_wordCounts.AddOrUpdate(word, 1, (s, n) => n + 1);`
- B. `int value;
if (_wordCounts.TryGetValue(word, out value))
{
 _wordCounts[word] = value++;
}
else
{
 _wordCounts[word] = 1;
}`
- C. `var value = _wordCounts.GetOrAdd(word, 0);
_wordCounts[word] = value++;`
- D. `var value = _wordCounts.GetOrAdd(word, 0);
_wordCounts.TryUpdate(word, value + 1, value);`

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

Answer: A

Explanation:

The `ConcurrentDictionary<TKey,TValue>.AddOrUpdate` method adds a key/value pair to the `ConcurrentDictionary<TKey,TValue>` if the key does not already exist, or updates a key/value pair in the `ConcurrentDictionary<TKey,TValue>` if the key already exists.

Example:

// Construct a ConcurrentDictionary

`ConcurrentDictionary<int, int> cd = new ConcurrentDictionary<int, int>();`

// Bombard the ConcurrentDictionary with 10000 competing AddOrUpdates `Parallel.For(0, 10000, i =>`

`{
 // Initial call will set cd[1] = 1.
 // Ensuing calls will set cd[1] = cd[1] + 1 cd.AddOrUpdate(1, 1, (key, oldValue) => oldValue + 1);
});`

`Console.WriteLine("After 10000 AddOrUpdates, cd[1] = {0}, should be 10000", cd[1]);` Reference: `ConcurrentDictionary<TKey,TValue>.AddOrUpdate` Method

[https://msdn.microsoft.com/en-us/library/ee378665\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ee378665(v=vs.110).aspx)

NEW QUESTION 226

You are evaluating a method that calculates loan interest. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 private static decimal CalculateInterest(decimal loanAmount, int loanTerm)
02 {
03     decimal interestAmount;
04     decimal loanRate;
05     if (loanTerm > 0 && loanTerm < 5 && loanAmount < 5000m)
06     {
07         loanRate = 0.045m;
08     }
09     else if (loanTerm > 5 && loanAmount > 5000m)
10     {
11         loanRate = 0.085m;
12     }
13     else
14     {
15         loanRate = 0.055m;
16     }
17     interestAmount = loanAmount * loanRate * loanTerm;
18     return interestAmount;
19 }
```

When the `loanTerm` value is 5 and the `loanAmount` value is 4500, the `loanRate` must be set to 6.5 percent. You need to adjust the `loanRate` value to meet the requirements. What should you do?

- A. Replace line 15 with the following code segment: `loanRate = 0.065m;`
B. Replace line 07 with the following code segment: `loanRate = 0.065m;`
C. Replace line 17 with the following code segment: `interestAmount = loanAmount * 0.065m * loanTerm;`
D. Replace line 04 with the following code segment: `decimal loanRate = 0.065m;`

Answer: A

Explanation:

Line 15 will be executed when the `loanTerm` value is 5.

NEW QUESTION 230

You are developing an application that will use multiple asynchronous tasks to optimize performance.

You create three tasks by using the following code segment. (Line numbers are included for reference only.)

```
01 protected void ProcessTasks()  
02 {  
03     Task[] tasks = new Task[3]  
04     {  
05         Task.Factory.StartNew(() => MethodA()),  
06         Task.Factory.StartNew(() => MethodB()),  
07         Task.Factory.StartNew(() => MethodC())  
08     };  
09  
10     ...  
11 }
```

You need to ensure that the ProcessTasks() method waits until all three tasks complete before continuing. Which code segment should you insert at line 09?

- A. Task.WaitFor(3);
- B. tasks.Yield();
- C. tasks.WaitForCompletion();
- D. Task.WaitAll(tasks);

Answer: D

Explanation:

The Task.WaitAll method (Task[]) waits for all of the provided Task objects to complete execution. Example:

// Construct started tasks

Task<int>[] tasks = new Task<int>[n]; for (int i = 0; i < n; i++)

```
{  
tasks[i] = Task<int>.Factory.StartNew(action, i);  
}
```

// Exceptions thrown by tasks will be propagated to the main thread

// while it waits for the tasks. The actual exceptions will be wrapped in AggregateException. try

```
{  
// Wait for all the tasks to finish. Task.WaitAll(tasks);  
// We should never get to this point  
Console.WriteLine("WaitAll() has not thrown exceptions. THIS WAS NOT EXPECTED.");  
}
```

Reference: Task.WaitAll Method (Task[]) [https://msdn.microsoft.com/en-us/library/dd270695\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/dd270695(v=vs.110).aspx)

NEW QUESTION 235

You are developing a C# application. The application includes the following code segment, (Line numbers are included for reference only.)

```
01 class Beam  
02 {  
03     public string Description { get; set; }  
04     public int Weight { get; set; }  
05     public int Id { get; set; }  
06     public decimal Length { get; set; }  
07 }  
08 Dictionary<int, Beam> beams = new Dictionary<int, Beam>  
09 {  
10     { 111, new Beam { Description = "Iron", Weight = 4297, Id = 211, Length = 22.23m } },  
11     { 112, new Beam { Description = "Copper", Weight = 6822, Id = 317, Length = 11.13m } },  
12     { 113, new Beam { Description = "Steel", Weight = 88021, Id = 198, Length = 7.91m } },  
13     { 114, new Beam { Description = "Titanium", Weight = 14014, Id = 192, Length = 17.13m } },  
14     { 115, new Beam { Description = "Aluminum", Weight = 3263, Id = 196, Length = 8.45m } }  
15 };  
16  
17 beams.Add(115, new Beam { Description = "Brass", Weight = 24331, Id = 214, Length = 28.15m });  
18
```

The application fails at line 17 with the following error message: "An item with the same key has already been added."

You need to resolve the error.

Which code segment should you insert at line 16?

- A. `if (!beams.ContainsKey(115))`
- B. `foreach (Beam beam in beams.Values.Where(t => t.Id != 115))`
- C. `foreach (KeyValuePair<int, Beam> key in beams.Where(t => t.Key != 115))`
- D. `foreach (int key in beams.Keys.Where(k => k != 115))`

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

Answer: A

Explanation:

The dictionary<TKey,TValue>.ContainsKey method (TKey) determines whether the Dictionary<TKey,TValue> contains the specified key.

Reference: Dictionary<TKey, TValue>.ContainsKey Method (TKey) [https://msdn.microsoft.com/en-us/library/kw5aaea4\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/kw5aaea4(v=vs.110).aspx)

NEW QUESTION 238

You are developing an application that includes the following code segment:

```
interface IHome
{
    void Start();
}
interface IOffice
{
    void Start();
}
```

You need to implement both Start() methods in a derived class named UseStart that uses the Start() method of each interface. Which two code segments should you use? (Each correct answer presents part of the solution. Choose two.)

☐ A. `var starter = new UseStart();`
`((IHome, IOffice)starter).Start();`

☐ B. `class UseStart : IHome, IOffice`
{
 public void IHome.Start()
 {
 ...
 }
 public void IOffice.Start()
 {
 ...
 }
}

☐ C. `class UseStart : IHome, IOffice`
{
 void IHome.Start()
 {
 ...
 }
 void IOffice.Start()
 {
 ...
 }
}

☐ D. `var starter = new UseStart();`
`((IHome)starter).Start();`
`((IOffice)starter).Start();`

☐ E. `var starter = new UseStart();`
`starter.Start(IHome);`
`starter.Start(IOffice);`

☐ F. `var starter = new UseStart();`
`starter.Start();`

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E
- F. Option F

Answer: CD

Explanation:

C: Because it explicitly implements the two Start functions of both interfaces.

D: Because we need to type cast the starter object to the interface that we want to use the implementation for.

Reference: Inheritance from multiple interfaces with the same method name <http://stackoverflow.com/questions/2371178/inheritance-from-multiple-interfaces-with-the-samemethod-name/2371203#2371203>

NEW QUESTION 241

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.

NEW QUESTION 243

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 ();
```

5. The StreamReader.ReadToEnd method reads all characters from the current position to the end of the stream.

NEW QUESTION 245

You are developing an application that contains a class named TheaterCustomer and a method named ProcessTheaterCustomer. The ProcessTheaterCustomer() method accepts a TheaterCustomer object as the input parameter.

You have the following requirements:

Store the TheaterCustomer objects in a collection.

Ensure that the ProcessTheaterCustomer() method processes the TheaterCustomer objects in the reverse order in which they are placed into the collection. You need to meet the requirements.

What should you do?

- A. Create a System.Collections.Queue collectio
- B. Use the Enqueue() method to add TheaterCustomer objects to the collectio
- C. Use the Dequeue() method to pass the objects to the ProcessTheaterCustomer() method.
- D. Create a System.Collections.ArrayList collectio
- E. Use the Insert() method to add TheaterCustomer objects to the collectio
- F. Use the Remove() method to pass the objects to the ProcessTheaterCustomer() method.
- G. Create a System.Collections.Stack collectio
- H. Use the Push() method to add TheaterCustomer objects to the collectio
- I. Use the Pop() method to pass the objects to the ProcessTheaterCustomer() method.
- J. Create a System.Collections.Queue collectio
- K. Use the Enqueue() method to add TheaterCustomer objects to the collectio
- L. Use the Peek() method to pass the objects to the ProcessTheaterCustomer() method.

Answer: C

Explanation:

A stack is the appropriate collection here. In computer science, a stack or LIFO (last in, first out) is an abstract data type that serves as a collection of elements, with two principal operations: push, which adds an element to the collection, and pop, which removes the last element that was added. Reference:

[https://en.wikipedia.org/wiki/Stack_\(abstract_data_type\)](https://en.wikipedia.org/wiki/Stack_(abstract_data_type))

NEW QUESTION 250

DRAG DROP

You are creating a class named Data that includes a dictionary object named _data.

You need to allow the garbage collection process to collect the references of the _data object. You have the following code:

```
public class Data
{
    Target 1
    public Data(int count)
    {
        for (int i = 0; i < count; i++)
        {
            Target 2
        }
    }
}
```

Which code segments should you include in Target 1 and Target 2 to complete the 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.)

Code Segments	Answer Area
<code>static Dictionary<int, WeakReference> _data;</code>	Target 1: Code Segment
<code>static Dictionary<int, Int32> _data;</code>	
<code>_data.Add(1, new WeakReference(new Class(i * 2), false));</code>	Target 2: Code Segment
<code>_data.Add(1, (Int32)(i * 2));</code>	

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

* WeakReference influences the garbage collector. Most objects that are referenced must be kept in memory until they are unreachable. But with WeakReference, objects that are referenced can be collected.

* Example: C# program that uses WeakReference using System;
using System.Text; class Program

```
{  
/// <summary>  
/// Points to data that can be garbage collected any time.  
/// </summary>  
static WeakReference _weak; static void Main()  
{  
// Assign the WeakReference.  
_weak = new WeakReference(new StringBuilder("perls")); Reference: http://www.dotnetperls.com/weakreference
```

NEW QUESTION 253

DRAG DROP

You are developing a class named Temperature.

You need to ensure that collections of Temperature objects are sortable. You have the following code:

```
Target 1  
{  
    public double Fahrenheit { get; set; }  
    public int Target 2  
        (object obj)  
    {  
        if (obj == null) return 1;  
        var otherTemperature = obj as Temperature;  
        if (otherTemperature != null)  
            return Target 3  
        throw new ArgumentException("Object is not a Temperature");  
    }  
}
```

Which code segments should you include in Target 1, Target 2 and Target 3 to complete the code? (To answer, drag the appropriate code segments to the correct targets 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.)

Code Segments	Answer Area
<code>public class Temperature : IComparable</code>	Target 1: Code Segment
<code>public class Temperature : IComparer</code>	
<code>CompareTo</code>	Target 2: Code Segment
<code>Equals</code>	
<code>this.Fahrenheit.CompareTo(otherTemperature.Fahrenheit);</code>	
<code>otherTemperature.Fahrenheit.CompareTo(this.Fahrenheit);</code>	Target 3: Code Segment

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

Note: Target 1:

The role of IComparable is to provide a method of comparing two objects of a particular type. This is necessary if you want to provide any ordering capability for

your object.

Incorrect: The role of IComparer is to provide additional comparison mechanisms. For example, you may want to provide ordering of your class on several fields or properties, ascending and descending order on the same field, or both.

Target 2, Target 3: Example:

```
// Implement IComparable.CompareTo method - provide default sort order.
int IComparable.CompareTo(object obj)
{
    car c=(car)obj;
    return String.Compare(this.make,c.make);
}
```

Reference: How to use the IComparable and IComparer interfaces in Visual C# <https://support.microsoft.com/en-us/kb/320727>

NEW QUESTION 255

You have the following code (line numbers are included for reference only):

```
01 public class Connection
02 {
03     public static Connection Create()
04     {
05         return new Connection();
06     }
07
08 }
```

You need to ensure that new instances of Connection can be created only by other classes by calling the Create method. The solution must allow classes to inherit from Connection.

What should you do?

☐ A. Replace line 01 with the following code:

```
public abstract class Connection
```

☐ B. Replace line 01 with the following code:

```
public static class Connection
```

☐ C. Insert the following code at line 07:

```
private Connection() {}
```

☐ D. Insert the following code at line 07:

```
protected Connection() {}
```

A. Option A

B. Option B

C. Option C

D. Option D

Answer: B

Explanation:

The following list provides the main features of a static class:

- * Contains only static members.

- * Cannot be instantiated.

- * Is sealed.

- * Cannot contain Instance Constructors.

Creating a static class is therefore basically the same as creating a class that contains only static members and a private constructor. A private constructor prevents the class from being instantiated. Incorrect:

Not A: An abstract method is a method that is declared without an implementation. Not C: Private methods can be called from derived classes.

Reference: Static Classes and Static Class Members (C# Programming Guide) <https://msdn.microsoft.com/en-us/library/79b3xss3.aspx>

NEW QUESTION 258

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

```
01 public static List<string> TestIfWebSite(string url)
02 {
03     const string pattern = @"http://(www\.)?([^\.\.]+\.)\.com";
04     List<string> result = new List<string>();
05
06     MatchCollection myMatches = Regex.Matches(url, pattern);
07 ...
08     return result;
09 }
```

You need to ensure that the method extracts a list of URLs that match the following pattern:

@http://(www\.)?([^\.\.]+\.)\.com;

Which code should you insert at line 07?

- ☐ A. `result = (List<string>) myMatches.GetEnumerator();`
- ☐ B. `result = (List<string>) myMatches.SyncRoot;`
- ☐ C. `result = (from System.Text.RegularExpressions.Match m in myMatches
select m.Value).ToList<string>();`
- ☐ D. `result = (from System.Text.RegularExpressions.Match m in myMatches
where !m.Success
select m.Value).ToList<string>();`

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

Answer: A

Explanation:

The MatchCollection.GetEnumerator method returns an enumerator that iterates through a collection.

Note:

The MatchCollection Class represents the set of successful matches found by iteratively applying a regular expression pattern to the input string.

Incorrect:

Not B: The ICollection.SyncRoot property gets an object that can be used to synchronize access to the ICollection.

Reference: MatchCollection.GetEnumerator Method [https://msdn.microsoft.com/enus/library/system.text.regularexpressions.matchcollection.getenumerator\(v=vs.110\).aspx](https://msdn.microsoft.com/enus/library/system.text.regularexpressions.matchcollection.getenumerator(v=vs.110).aspx)

NEW QUESTION 259

You are creating an application that reads from a database.

You need to use different databases during the development phase and the testing phase by using conditional compilation techniques.

What should you do?

- A. Configure the Define TRACE constant setting in Microsoft Visual Studio.
B. Specify the /define compiler option.
C. Run the Assembly Linker tool from the Windows Software Development Kit (Windows SDK).
D. Decorate the code by using the [assembly:AssemblyDelaySignAttribute(true)] attribute.

Answer: B

Explanation:

You can specify the compiler settings for your application in several ways:

* The property pages

* The command line

* #CONST (for Visual Basic) and #define (for C#)

Note: You can have either the Trace or Debug conditional attribute turned on for a build, or both, or neither. Thus, there are four types of build: Debug, Trace, both, or neither. Some release builds for production deployment might contain neither; most debugging builds contain both.

Incorrect answers:

Not A: TRACE is used to enable tracing. It is not used for conditional compilation. Reference: How to: Compile Conditionally with Trace and Debug [https://msdn.microsoft.com/en-us/library/64yxa344\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/64yxa344(v=vs.110).aspx)

NEW QUESTION 264

You are creating a console application named Appl.

App1 retrieves data from the Internet by using JavaScript Object Notation (JSON).

You are developing the following code segment (line numbers are included for reference only):

```
01 public bool ValidateJson(string json, Dictionary<string, object> result)
02 {
03
04     try
05     {
06         result = serializer.Deserialize<Dictionary<string, object>>(json);
07         return true;
08     }
09     catch
10     {
11         return false;
12     }
13 }
```

You need to ensure that the code validates the JSON string. Which code should you insert at line 03?

- ☐ A. `XmlSerializer serializer = new XmlSerializer();`
- ☐ B. `var serializer = new JavaScriptSerializer();`
- ☐ C. `DataContractSerializer serializer = new DataContractSerializer();`
- ☐ D. `NetDataContractSerializer serializer = new NetDataContractSerializer();`

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

Answer: B

Explanation:

`JavaScriptSerializer().Deserialize`

Converts the specified JSON string to an object of type T. Example:

`string json = File.ReadAllText(Environment.CurrentDirectory + @"\JSON.txt"); Company company = new System.Web.Script.Serialization.JavaScriptSerializer().Deserialize<Company>(`

`Reference: C# - serialize object to JSON format using JavaScriptSerializer http://matijabozevic.com/blog/csharp-net-development/csharp-serialize-object-to-json-formatusing-javascriptserialization`

NEW QUESTION 268

You are testing an application. The application includes methods named `CalculateInterest` and `LogLine`. The `CalculateInterest()` method calculates loan interest. The `LogLine()` method sends diagnostic messages to a console window.

The following code implements the methods. (Line numbers are included for reference only.)

```
01
02 private static decimal CalculateInterest(decimal loanAmount, int loanTerm, decimal loanRate)
03 {
04     decimal interestAmount = loanAmount * loanRate * loanTerm;
05
06     LogLine("Interest Amount : ", interestAmount.ToString("c"));
07
08     return interestAmount;
09 }
10
11 public static void Logline(string message, string detail)
12 {
13     Console.WriteLine("Log: {0} = {1}", message, detail);
14 }
```

You have the following requirements:

The `CalculateInterest()` method must run for all build configurations. The `LogLine()` method must run only for debug builds.

You need to ensure that the methods run correctly.

What are two possible ways to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. Insert the following code segment at line 01: `#region DEBUG` Insert the following code segment at line 10: `#endregion`
- B. Insert the following code segment at line 01: `[Conditional("DEBUG")]`
- C. Insert the following code segment at line 05: `#region DEBUG` Insert the following code segment at line 07: `#endregion`
- D. Insert the following code segment at line 10: `[Conditional("DEBUG")]`
- E. Insert the following code segment at line 01: `#if DEBUG` Insert the following code segment at line 10: `#endif`
- F. Insert the following code segment at line 10: `[Conditional("RELEASE")]`
- G. Insert the following code segment at line 05: `#if DEBUG` Insert the following code segment at line 07: `#endif`

Answer: DG

Explanation:

D: Also, it's worth pointing out that you can use `[Conditional("DEBUG")]` attribute on methods that return void to have them only executed if a certain symbol is defined. The compiler would remove all calls to those methods if the symbol is not defined:

```
[Conditional("DEBUG")] void PrintLog() {
    Console.WriteLine("Debug info");
}

void Test() { PrintLog();
}
```

G: When the C# compiler encounters an `#if` directive, followed eventually by an `#endif` directive, it will compile the code between the directives only if the specified symbol is defined. Unlike C and C++, you cannot assign a numeric value to a symbol; the `#if` statement in C# is Boolean and only tests whether the symbol has been defined or not. For example,

```
#define DEBUG
#if DEBUG
    Console.WriteLine("Debug version");
#endif
```

Reference: <http://stackoverflow.com/questions/2104099/c-sharp-if-then-directives-for-debug-vsrelease>

NEW QUESTION 272

You have a C# application.

The application requires 500 MB of available memory.

You need to identify whether there is enough available memory when the application starts. Which class should you use?

- A. OutOfMemoryException
- B. MemoryStream
- C. PerformanceCounter
- D. DiagnosticsConfigurationHandler

Answer: C

Explanation:

The counter is the mechanism by which performance data is collected. The registry stores the names of all the counters, each of which is related to a specific area of system functionality. Examples include a processor's busy time, memory usage, or the number of bytes received over a network connection.

Reference: PerformanceCounter Class

<https://msdn.microsoft.com/en-us/library/system.diagnostics.performancecounter.aspx>

NEW QUESTION 273

HOTSPOT

You are building an application in Microsoft Visual Studio 2013. You have the following code.

```
#define DEBUG

using System;
using System.Diagnostics;

public class TestClass
{
    [Conditional("DEBUG")]
    public void LogData()
    {
        Trace.Write("LogData1");
    }
    public void RunTestClass()
    {
        this.LogData();

#if (DEBUG)
        Trace.Write("LogData2");
#endif
    }
}
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Statement	Yes	No
When RunTestClass executes, LogData1 will be written if the application starts in DEBUG mode.	<input checked="" type="radio"/>	<input type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in DEBUG mode.	<input checked="" type="radio"/>	<input type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in RELEASE mode.	<input checked="" type="radio"/>	<input type="radio"/>

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Statement	Yes	No
When RunTestClass executes, LogData1 will be written if the application starts in DEBUG mode.	<input type="radio"/>	<input type="checkbox"/>
When RunTestClass executes, LogData2 will be written if the application starts in DEBUG mode.	<input type="checkbox"/>	<input type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in RELEASE mode.	<input type="radio"/>	<input type="checkbox"/>

NEW QUESTION 275

You plan to create a list of customers named customers. Each customer will have a name and a key. The name and the key will be strings.

You will use the following code to retrieve customers from the list. customers[aKey].toString();

You need to identify which class must be used to declare the customers list. The solution must ensure that each key is unique. Which class should you identify?

- A. ArrayList
- B. Dictionary
- C. List
- D. Array

Answer: B

NEW QUESTION 276

You are developing a C# application. The application references and calls a RESTful web service named EmployeeService. The EmployeeService web service includes a method named GetEmployee which accepts an employee ID as a parameter. The web service returns the following JSON data from the method.

```
{"Id":1, "Name": "David Jones"}
```

The following code segment invokes the service and stores the result:

```
WebClient client = new WebClient();
byte[] employeeData = client.DownloadData("http://localhost:2588/EmployeeService.svc/GetEmployee/1");
```

You need to convert the returned JSON data to an Employee object for use in the application. Which code segment should you use?

A)

```
using (Stream stream = new MemoryStream(employeeData))
{
    DataContractJsonSerializer dataContractJsonSerializer = new DataContractJsonSerializer(typeof(Employee));
    Employee retrievedEmployee = dataContractJsonSerializer.ReadObject(stream) as Employee;
    ...
}
```

B)

```
using (Stream stream = new MemoryStream(employeeData))
{
    var formatter = new System.Runtime.Serialization.Formatters.Binary.BinaryFormatter();
    var jsonMethod = new MethodCall(new[] { new Header("json", "GetEmployee") });
    Employee employee = (Employee)formatter.DeserializeMethodResponse(stream, null, jsonMethod);
    ...
}
```

C)

```
using (Stream stream = new MemoryStream(employeeData))
{
    DataContractSerializer dataContractSerializer = new DataContractSerializer(typeof(Employee));
    var employee = (Employee)dataContractSerializer.ReadObject(XmlReader.Create(stream));
    ...
}
```

D)

```
using (Stream stream = new MemoryStream(employeeData))
{
    DataContractSerializer dataContractSerializer = new DataContractSerializer(typeof(Employee));
    dataContractSerializer.WriteObject(stream, new Employee());
    ...
}
```


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

Answer: A

NEW QUESTION 277

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 (DEBUG)
    Console.WriteLine("Entering debug mode");
#else
    Console.WriteLine("Entering release mode");
#endif
```
- ☐ C.

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

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

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

Answer: B

NEW QUESTION 281

You plan to debug an application remotely by using Microsoft Visual Studio 2013. You set a breakpoint in the code.

When you compile the application, you get the following error message: "The breakpoint will not currently be hit. No symbols have been loaded for this document."

You need to ensure that you can debug the application remotely. What should you do?

- A. Modify the AssemblyInfo.es file.
- B. Copy .exe files to the Symbols folder on the local computer.
- C. Copy the .cs files to the remote server.
- D. Use .NET Remote Symbol Loading.

Answer: A

Explanation:

References: <https://msdn.microsoft.com/en-us/library/y7f5zaaa.aspx>

NEW QUESTION 284

You are developing an application in C#.

The application uses exception handling on a method that is used to execute mathematical calculations by using integer numbers.

You write the following catch blocks for the method (line numbers are included for reference only):

```
01
02 catch(ArithmeticException e) {Console.WriteLine("Arithmetic error");}
03
04 catch(ArgumentException e) {Console.WriteLine("Bad Argument");}
05
06 catch(Exception e) {Console.WriteLine("General error");}
07
```

You need to add the following code to the method:

```
catch(DivideByZeroException e) {Console.WriteLine("Divide by zero");}
```

At which line should you insert the code?

- A. 01B 03
- B. 05
- C. 07

Answer: A

NEW QUESTION 286

DRAG DROP

You have the following code.

```
public Target 1 Target 2 < string> GetAsync(string uri)
{
    var httpClient = new HttpClient ();
    var content = Target 3 httpClient.Target 4(uri);
    return await Task .Run(() => content);
}
```

You need to complete the method to return the content as a string.

How should you complete the code? To answer, drag the appropriate code elements to the correct targets in the answer area. Each code element 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.

Code Segments	Answer Area
async	Target 1: <input type="text"/>
await	Target 2: <input type="text"/>
GetString	Target 3: <input type="text"/>
GetStringAsync	Target 4: <input type="text"/>
Task	

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Answer Area

Target 1:	async
Target 2:	Task
Target 3:	await
Target 4:	GetStringAsync

NEW QUESTION 291

You have the following code.

```
List<string> myData = new List<string>();

myData.Add("string1");
myData.Add("string2");
myData.Add("string3");
```

You need to remove all of the data from the myData list. Which code should you use?

- A. for (int i = 0; i <= myData.Count; i++) myData.RemoveAt(i);
- B. while (myData.Count != 0) myData.RemoveAt(0);
- C. foreach(string currentString in myData) myData.Remove(currentString);

D. for (int i = 0; i <= myData.Count; i++) myData.RemoveAt(0);

Answer: C

NEW QUESTION 296

DRAG DROP

You have the following code.

```
int input = Convert.ToInt32(Console.ReadLine());  
string classify;  
classify = (Target1 Target2 Target3) Target4 "possitive" : "negative";
```

You need to ensure that the classify string contains the next "positive" if the input number is more than zero and "negative" if the input number is less than or equal to zero.

How should you complete the code? To answer, drag the appropriate code elements to the correct targets in the answer area. Each code element 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.

Code Segments	Answer Area
<div>&</div>	Target 1: <div>Code element</div>
<div>:</div>	Target 2: <div>Code element</div>
<div>?</div>	Target 3: <div>Code element</div>
<div><</div>	Target 4: <div>Code element</div>
<div>></div>	
<div>0</div>	
<div>input</div>	

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Target 1:	<div>input</div>
Target 2:	<div>></div>
Target 3:	<div>0</div>
Target 4:	<div>?</div>

NEW QUESTION 301

DRAG DROP

You have an application that contains the following class definitions.

```
public class Customer
{
    public string Name;
    public int Age;
}
public class Customers : IEnumerable<Customer>
{
    private List<Customer> customers = new List<Customer>();
    public void AddCustomer(Customer c)
    {
        customers.Add(c);
    }
    public IEnumerator<Customer> GetEnumerator()
    {
        return ((IEnumerable<Customer>)customers)
            .GetEnumerator();
    }
    IEnumerator IEnumerable.GetEnumerator()
    {
        return ((IEnumerable<Customer>)customers).GetEnumerator();
    }
}
```

You need to ensure that the Customers class can be initialized by using the following code.

```
var customers = new Customers()
{
    new Customer{Name="Neil", Age=45 },
    new Customer{Name="Jon", Age=43 },
    new Customer{Name="Peter", Age=98 }
};
```

Which code should you add to the application? To answer, drag the appropriate values to the correct targets. Each value 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.

NOTE: Each correct selection is worth one point.

Code Segments	Answer Area
Add	<pre>public static class CustomersExtensions { public static void Value (this Customers cs, Customer c) => cs. Value (c); }</pre> <div style="display: flex; align-items: center; margin-top: 10px;"> ⏪ ⏩ </div>
AddCustomer	
AddItem	
Customer	
Customers	

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Target 1: AddCustomer
Target 2: AddItem

NEW QUESTION 306
HOTSPOT

You are developing an application in C#. You need to create an anonymous method. You write the following code segment.

```
Target 1 Target 2 AddNumbers(int x, int y);
AddNumbers add = Target 3(int x, int y)
{
    return x + y;
};
```

How should you complete the code? To answer, select the appropriate options in the answer area. NOTE: Each correct selection is worth one point.

Answer Area

Target 1:

▼

class
delegate
protected
public

Target 2:

▼

class
delegate
int
void

Target 3:

▼

class
delegate
int
interface
void

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Target 1: delegate

Target 2: void

Target 3: delegate References:

NEW QUESTION 309

HOTSPOT

You are evaluating the following C# method.

```
static void ProtectData(byte[] messageBytes, RSAParameters
RSAKeys)
{
    RSACryptoServiceProvider RSA = new RSACryptoServiceProvider();
    RSA.ImportParameters(RSAKeys);
    RSAPKCS1SignatureFormatter RSAFormatter = new
    RSAPKCS1SignatureFormatter(RSA);
    RSAFormatter.SetHashAlgorithm("SHA1");
    byte[] ProtectedValue =
    RSAFormatter.CreateSignature(messageBytes);
    SendDataToReceiver(ProtectedValue);
}
```

The receiver of the data has a copy of the public key.

For each of the following statements, select Yes if the statement is true. Otherwise, select No. NOTE: Each correct selection is worth one point.

Answer Area

Statements	Yes	No
A third-party can alter the message in transit without the knowledge of the receiver.	<input type="radio"/>	<input type="radio"/>
The receiver can validate the identity of the sender.	<input type="radio"/>	<input type="radio"/>
The receiver can view the original data that passed into the messageBytes variable after the SendDataToReceiver method is called.	<input type="radio"/>	<input type="radio"/>

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

Target 1: No
Target 2: Yes
Target 3: Yes

NEW QUESTION 313

Note: This question is part of a series of questions that present the same scenario. Each question in the series contains a unique solution that might meet the stated goals. Some question sets might have more than one correct solution, while others might not have a correct solution.

After you answer a question in this section, you will NOT be able to return to it. As a result, these questions will not appear in the review screen.

You have the following C# code. (Line numbers are included for reference only.)

```
01  int[] intArray = { 1, 2, 3, 4, 5 };
02
03  foreach (var item in intArray)
04  {
05      Console.WriteLine(item);
06  }
```

You need the foreach loop to display a running total of the array elements, as shown in the following output.

13610

15

Solution: You insert the following code at line 02:

```
for (int i = 1; i < intArray.Length; i++)
{
    intArray[i] += intArray[i-1];
}
```

Does this meet the goal?

- A. Yes
B. No

Answer: B

NEW QUESTION 315

DRAG DROP

You have an application that uses paging. Each page displays five items from a list. You need to display the second page.
Which three code blocks should you use to develop the solution? To answer, move the appropriate code blocks from the list of code blocks to the answer area and arrange them in the correct order.

Code Snippets		Answer Area
<code>.Take(1)</code>		1 <input type="text"/>
<code>.Skip(2)</code>		2 <input type="text"/>
<code>.First(5)</code>		3 <input type="text"/>
<code>.Skip(5)</code>		
<code>.Skip(1)</code>		
<code>.Take(5)</code>	➡	⬆
<code>var page = items</code>	⬅	⬇
<code>int page = items</code>		

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

References: <https://stackoverflow.com/questions/2380413/paging-with-linq-for-objects>

NEW QUESTION 319

HOTSPOT

You have the following C# code. (Line numbers are included for reference only.)

```
01  int a = 1;
02  int b = 2;
03  Console.WriteLine(a == --b && a == b++);
04  Console.WriteLine(a == --b || a == b++);
05  Console.WriteLine(a == --b && b == a++);
```

For each of the following statements, select Yes if the statement is true. Otherwise, select False. NOTE: Each correct selection is worth one point.

Statements	Yes	No
The output of line 03 is True.	<input type="radio"/>	<input type="radio"/>
The output of line 04 is True.	<input type="radio"/>	<input type="radio"/>
The output of line 05 is True.	<input type="radio"/>	<input type="radio"/>

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

Statements	Yes	No
The output of line 03 is True.	<input type="radio"/>	<input checked="" type="radio"/>
The output of line 04 is True.	<input checked="" type="radio"/>	<input type="radio"/>
The output of line 05 is True.	<input type="radio"/>	<input checked="" type="radio"/>

NEW QUESTION 322

You need to create a method that can be called by using a varying number of parameters. What should you use?

- A. enumeration
- B. Language-Integrated Query (LINQ) query expressions
- C. interface
- D. optional parameters

Answer: D

NEW QUESTION 324

DRAG DROP

You are developing an application that implements a set of custom exception types. You declare the custom exception types by using the following code segments:

```
public class ContosoException : System.Exception { ... }
public class ContosoDbException : ContosoException { ... }
public class ContosoValidationException : ContosoException { ... }
```

The application includes a function named DoWork that throws .NET Framework exceptions and custom exceptions. The application contains only the following logging methods:

```
static void Log(Exception ex) { ... }
static void Log(ContosoException ex) { ... }
static void Log(ContosoValidationException ex) { ... }
```

The application must meet the following requirements:

When ContosoValidationException exceptions are caught, log the information by using the static void Log(ContosoValidationException ex) method.

When ContosoDbException or other ContosoException exceptions are caught, log the information by using the static void Log(ContosoException ex) method.

When generic exceptions are caught, log the information by using the static void Log(Exception ex) method.

You need to meet the requirements. You have the following code:

```
try
{
    DoWork();
}
catch Target 1
{
    Log(ex);
}
catch Target 2
{
    Log(ex);
}
catch Target 3
{
    Log(ex);
}
```

Which code segments should you include in Target 1, Target 2 and Target 3 to complete the code? (To answer, drag the appropriate code segments to the correct targets 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.)

Code Segments

(ContosoValidationException ex)

(ContosoException ex)

(Exception ex)

(ContosoDbException ex)

Answer Area

Target 1:

Code Segment

Target 2:

Code Segment

Target 3:

Code Segment

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

Catch the most specific exception first.

NEW QUESTION 325

You have a collection of Product objects named products. Each Product has a category. You need to determine the longest name for each category.

You write the following code.


```
var longestNamesByCategory = products.GroupBy(p => p.Category).
    Select(g => new {Category = g.Key, LongestName = g.Select
        (p => p.Name).Target 1 ((s, t) => t.Length > s.Length ? t : s)});
```

Which keyword should you use for Target 1?

- A. Group
- B. Where
- C. Aggregate
- D. Select

Answer: B

NEW QUESTION 328

HOTSPOT

You plan to implement the following interfaces:

```
interface IFahrenheit
{
    double Temp();
}
interface ICelsius
{
    double Temp();
}
```

You have the following methods:

getCelsiusFromKelvin returns the temperature in Celsius. getFahrenheitFromKelvin returns the temperature in Fahrenheit.

You need to implement both interfaces within a class named TempControl. The TempControl class must return the Celsius temperature as the default temperature if the following code executes.

```
TempControl t = new TempControl();
var celsiusTemp = t.Temp();
```

How should you implement the interfaces? To answer, select the appropriate options in the answer area.

NOTE: Each correct selection is worth one point.

```
partial class TempControl:
```

ICelsius
IFahrenheit
IFahrenheit, ICelsius

```
{
    double kelvin;
    public double
```

ICelsius.Temp()
IFahrenheit.Temp()
Temp()

```
{
    return getCelsiusFromKelvin();
}
```

```
double
```

ICelsius.Temp()
IFahrenheit.Temp()
Temp()

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:

```

partial class TempControl:
{
    double kelvin;

    public double
    {
        get
        {
            return getCelsiusFromKelvin();
        }
    }

    double
    {
        get
        {
            return getFahrenheitFromKelvin();
        }
    }
}

```

ICelsius
IFahrenheit
IFahrenheit, ICelsius

ICelsius.Temp()
IFahrenheit.Temp()
Temp()

ICelsius.Temp()
IFahrenheit.Temp()
Temp()

NEW QUESTION 330

DRAG DROP

You have a class named Product that has a property named Name. You have the following code.

```

Product oneProduct = new Product();
oneProduct.Name = "aName";

string productName = oneProduct.Target 1 ().Target 2 ().First(
    prop => prop.Name == "Name" ). Target 3 (Target 4 ).ToString();

```

You need to get the Name property of oneProduct.

How should you complete the code? To answer, drag the appropriate code elements to the correct targets. Each code element 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.

NOTE: Each correct selection is worth one point.

Code Segments

- GetProperties
- GetType
- GetValue
- oneProduct
- "oneProduct"

Answer Area

Target 1:

Target 2:

Target 3:

Target 4:

- A. Mastered
B. Not Mastered

Answer: A

Explanation:

Answer Area

Target 1:

GetProperties

Target 2:

GetType

Target 3:

GetValue

Target 4:

"oneProduct"

NEW QUESTION 333

HOTSPOT

You are creating a method named `getThankYou` that accepts four parameters and returns a formatted string. The `getThankYou` method has the following signature.

```
public string getThankYou(string firstName,  
                           string lastName,  
                           int orderNymber,  
                           float price)
```

{

}

The method needs to return a formatted string as shown in the following example. Thank you Ben Smith for order 1234. The total price is \$321.05. The current culture when the method executes is en-US.

How should you complete the code? To answer, select the appropriate options in the answer area. NOTE: Each correct selection is worth one point.

```
public string getThankYou(string firstName,
                          string lastName,
                          int orderNumber,
                          decimal price)
{
    return $"Thank you {0:firstname} {1:lastName} for" +
           $"order {2}." +
           $"The total price is {3:C2}";
}
```

{0:firstname} {1:lastName}
{0} {1}
{firstName} {lastName}

{2}
{2:orderNumber}
{orderNumber}

{3:C2}
{3:D2}
{3:price:C2}
{3:price:D2}
{price:C2}
{price:D2}

- A. Mastered
- B. Not Mastered

Answer: A

Explanation:


```
{
    return $"Thank you {0:firstname} {1:lastName} for" +
        $' 'order {2}
        $' 'The total price is {3:C2}';
}
```

{0:firstname} {1:lastName}
 {0} {1}
 {firstname} {lastname}

{2}
 {2:orderNumber}
 {orderNumber}

{3:C2}
 {3:D2}
 {3:price:C2}
 {3:price:D2}
 {price:C2}
 {price:D2}

NEW QUESTION 336

You have the following C# code that manipulates a string.

```
string str = "This is a random sentence.";
```

```
string result = str.Substring(0,str.LastIndexOf("is")) +
str.Substring(str.IndexOf("random"));
```

What is the value of result after the code executes?

- A. This is a sentence.
- B. Thrandom random a random sentence.
- C. This is a is sentence.
- D. This random sentence.

Answer: D

Explanation:

Reference:

<https://docs.microsoft.com/en-us/dotnet/api/system.string.substring?view=netframework-4.7.2>

NEW QUESTION 340

.....

Thank You for Trying Our Product

* 100% Pass or Money Back

All our products come with a 90-day Money Back Guarantee.

* One year free update

You can enjoy free update one year. 24x7 online support.

* Trusted by Millions

We currently serve more than 30,000,000 customers.

* Shop Securely

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