



# 70-483<sup>Q&As</sup>

Programming in C#

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**QUESTION 1**

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 Runner
13 {
14
15     BookTracker tracker = new BookTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

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



- A. 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;
```

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

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

- 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 11:

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

Insert the following code segment at line 18:

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

A. Option A

B. Option B

C. Option C



D. Option D

Correct Answer: B

## QUESTION 2

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 fooSqlConnection = new SqlConnection();
09         using (fooSqlConnection)
10         {
11             SqlCommand fooSqlCommand = new SqlCommand
12                 ("Select sqlName, sqlColor from Animals", fooSqlConnection);
13             fooSqlConnection.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 (fooSqlConnection.BeginTransaction())
- B. while (fooSqlReader.Read())
- C. while (fooSqlReader.NextResult())
- D. while (fooSqlReader.GetBoolean(0))

Correct 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/enus/library/system.data.sqlclient.sqldatareader.read\(v=vs.110\).aspx](https://msdn.microsoft.com/enus/library/system.data.sqlclient.sqldatareader.read(v=vs.110).aspx)

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### QUESTION 3

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();`

Correct Answer: D

`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>

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### QUESTION 4



## DRAG DROP

You are developing an application that will include a method named `GetData`. The `GetData()` method will retrieve several lines of data from a web service by using a `System.IO.StreamReader` object.

You have the following requirements:

The `GetData()` method must return a string value that contains the first line of the response from the web service.

The application must remain responsive while the `GetData()` method runs.

You need to implement the `GetData()` method.

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

Select and Place:

```
private [ ] void GetData(WebResponse response)
{
    var streamReader = new StreamReader(response.GetResponseStream());

    urlText.Text = [ ] streamReader. [ ]
}
```

Correct Answer:





```
private async void GetData(WebResponse response)
{
    var streamReader = new StreamReader(response.GetResponseStream());

    urlText.Text = await streamReader. ReadLineAsync
();
}

ReadToEndAsync
();

ReadLine();
ReadToEnd();
ToString();
```

**QUESTION 5**

You are creating an application that manages information about zoo animals. The application includes a class named Animal and a method named Save.

The Save() method must be strongly typed. It must allow only types inherited from the Animal class that uses a constructor that accepts no parameters.

You need to implement the Save() method.

Which code segment should you use?



- A. `public static void Save<T>(T target) where T : new(), Animal`  
{  
  ...  
}
- B. `public static void Save<T>(T target) where T : Animal`  
{  
  ...  
}
- C. `public static void Save<T>(T target) where T : Animal, new()`  
{  
  ...  
}
- D. `public static void Save(Animal target)`  
{  
  ...  
}
- E. `public static void Save<T>(T target) where T : new()`  
{  
  ...  
}

A. Option A

B. Option B

C. Option C

D. Option D

E. Option E

Correct Answer: C

When you define a generic class, you can apply restrictions to the kinds of types that client code can use for type arguments when it instantiates your class. If client code tries to instantiate your class by using a type that is not allowed by a

constraint, the result is a compile-time error. These restrictions are called constraints. Constraints are specified by using the where contextual keyword.

References:

<http://msdn.microsoft.com/en-us/library/d5x73970.aspx>

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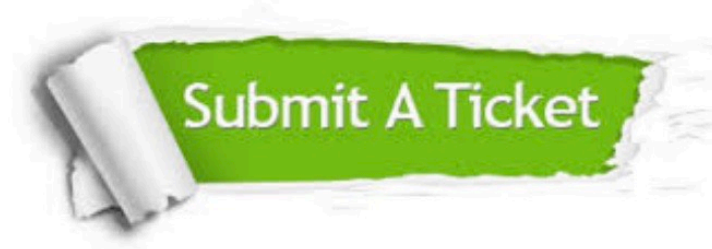
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