70-483^{Q&As}

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Programming in C#

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QUESTION 1

You are modifying an existing application that manages employee payroll. The application includes a class named PayrollProcessor. The PayrollProcessor class connects to a payroll database and processes batches of paychecks once a

week.

You need to ensure that the PayrollProcessor class supports iteration and releases database connections after the batch processing completes.

Which two interfaces should you implement? (Each correct answer presents part of the complete solution. Choose two.)

A. IEquatable

B. IEnumerable

C. IDisposable

D. IComparable

Correct Answer: BC

Explanation: B: IEnumerable to implement iteration. Exposes an enumerator, which supports a simple iteration over a non-generic collection.

C: IDisposable Interface to implement disposing connections. Defines a method to release allocated resources. The primary use of this interface is to release unmanaged resources.

QUESTION 2

```
01 static int Count(System.Threading.CancellationToken ct)
02 {
03 var countSoFar = 0;
04 while (!ct.IsCancellationRequested)
05 countSoFar++;
06 return countSoFar;
07 }
08 static void Main(string[] args)
09 {
10 var cancellationTokenSource = new
System.Threading.CancellationTokenSource();
11 var task =
System.Threading.Tasks.Task.Factory.StartNew<int>(()
=>Count(cancellationTokenSource.Token));
12 Console.WriteLine("Press[Enter] to stop counting.");
13 Console.ReadLine();
14
15 Console.WriteLine("Counting stopped at (0)",
task.GetAwaiter().GetResult();
16 Console.ReadLine();
17 }
```

An application contains code that measures reaction times. The code counts on a thread separate from the user interface. The application includes the following code. (Line numbers are included for reference only.)

You need to ensure that the application cancels counting when the user presses the Enter key. Which code segment should you insert at line 14?

A. cancellationTokenSource.Dispose();

B. cancellationTokenSource.Token.Register(() => cancellationTokenSource.Cancel());

C. cancellationTokenSource.Cancel();

D. cancellationTokenSource.IsCancellationRequested = true;

Correct Answer: A

CancellationTokenSource.Dispose() releases all resources used by the current instance of the CancellationTokenSource class. Reference: https://docs.microsoft.com/en-us/previous-versions/windows/silverlight/dotnet-windows-silverlight/dd321629(v=vs.95)

QUESTION 3

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. B. C. D.

Correct Answer: A

QUESTION 4

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);

Correct Answer: A

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

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QUESTION 5

You have a C# application named App1 that invokes a method in an external assembly named Assembly1. Assembly1 is written in C++ and is natively compile by using a debug build.

When you debug App1, you do not see any debug information for Assembly1.

You need to ensure that when you debug App1, you see the debug information for Assebly1.

What should you do?

A. On the Debugging page of the configuration properties for the C++ project, set the Debugger Type to Native Only.

B. On the Debugging page of the configuration properties for the C++ project, set the Debugger Type to Mixed.

C. On the Debug page of the project properties for App1, click Enable native code debugging.

D. In the project properties for App1, set the working directory to the same directory as Assembly1.

Correct Answer: B

Reference: https://msdn.microsoft.com/en-us/library/kcw4dzyf.aspx

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