98-361^{Q&As}

Software Development Fundamentals

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QUESTION 1

Which programming language is characterized as client-side, dynamic and weakly typed?

A. JavaScript

B. HTML

C. ASP.NET

D. C#

Correct Answer: D

QUESTION 2

You have a base class named Tree with a friend property named color and a protected property named NumberOfLeaves. In the same project, you also have a class named Person.

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

Each correct selection is worth one point.

Hot Area:

Answer Area

Description of Behavior	Yes	No
Methods in the Person class can access the color property.	○	○
Methods in the Person class can access the NumberOfLeaves property.	○	○
Methods in the Tree class can access all private properties in Person.	○	○

Hot Area:

Answer Area

Description of Behavior	Yes	No
Methods in the Person class can access the color property.	○	○
Methods in the Person class can access the NumberOfLeaves property.	○	○
Methods in the Tree class can access all private properties in Person.	○	○

Correct Answer:

Answer Area

Description of Behavior	Yes	No
Methods in the Person class can access the color property.	●	○
Methods in the Person class can access the NumberOfLeaves property.	○	●
Methods in the Tree class can access all private properties in Person.	○	●

QUESTION 3

You are designing a Windows Store application.

You need to design the application so that users can share content by connecting two or more devices by physically tapping the devices together. Which user experience (UX) guideline for Windows Store applications should you use?

A. Share and data exchange

B. location-awareness

C. device-awareness D. proximity gestures

Correct Answer: A

QUESTION 4

You are creating a Windows Store application that uses the following gesture:

Use the drop-down menus to select the answer choice that completes each statement. Each correct selection is worth one point.

Hot Area:

Answer Area

The gesture shown in the graphic is called [**answer choice**].

moving
pushing
sliding
swiping

The surface displayed after the gesture has been completed is the [**answer choice**].

app bar
canvas
charms
context menu

Hot Area:

Answer Area

The gesture shown in the graphic is called [**answer choice**].

moving
pushing
sliding
swiping

The surface displayed after the gesture has been completed is the [**answer choice**].

app bar
canvas
charms
context menu

Correct Answer:

Answer Area

The gesture shown in the graphic is called **[answer choice]**.

moving
pushing
sliding
swiping

The surface displayed after the gesture has been completed is the **[answer choice]**.

app bar
canvas
charms
context menu

QUESTION 5

The purpose of the Finally section in an exception handler is to:

A. Execute code only when an exception is thrown.

B. Break out of the error handler.

C. Execute code regardless of whether an exception is thrown.

D. Conclude the execution of the application.

Correct Answer: C

By using a finally block, you can clean up any resources that are allocated in a try block, and you can run code even if an exception occurs in the try block. Typically, the statements of a finally block run when control leaves a try statement. The transfer of control can occur as a result of normal execution, of execution of a break, continue, goto, or return statement, or of propagation of an exception out of the try statement.

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