70-483 Q&As

Programming in C#

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QUESTION 1

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

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

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

```
[TestMethod]
public void UnitTest1()
{
  Scorecard scorecard = new Scorecard();
  scorecard.Add("Player1", 10);
  scorecard.Add("Player2", 15);
  int expectedScore = 15;
  int actualScore = scorecard["Player2"];
  Assert.AreEqual(expectedScore, actualScore);
}
```

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

A. Insert the following code segment at line 08:

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

B. Insert the following code segment at line 08:

```
public Dictionary<string, int> Players
{
  get
  {
    return players;
  }
}
```

C. Replace line 03 with the following code segment:

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

D. Insert the following code segment at line 08:

```
public int score(string name)
{
  return players[name];
}
```

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A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

Explanation: You need to add indexer to the class.

QUESTION 2

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.

Hot Area:

Answer Area

Statements	Yes	No
The output of line 03 is True.	○	○
The output of line 04 is True.	○	○
The output of line 05 is True.	○	○

Correct Answer:

Answer Area

Statements	Yes	No
The output of line 03 is True.	○	○
The output of line 04 is True.	○	○
The output of line 05 is True.	○	○

QUESTION 3

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
    }
  }
}
```

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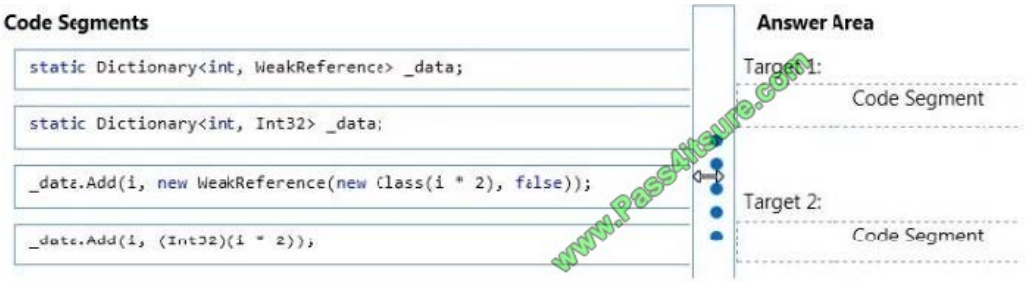
Which code segments should you include in Target 1 and Target 2 to complete the code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:



Correct Answer:

QUESTION 4

You are developing an application that will process orders. The debug and release versions of the application will display different logo images.

You need to ensure that the correct image path is set based on the build configuration.

Which code segment should you use?

A.
```
#if (DEBUG)
  imgPath = "TempFolder/Images/";
#elif (RELEASE)
  imgPath = "DevFolder/Images/";
#endif
```

B.
```
if (DEBUG)
  imgPath = "TempFolder/Images/";
else
  imgPath = "DevFolder/Images/";
endif
```

C.
```
#if (DEBUG)
  imgPath = "TempFolder/Images/";
#else
  imgPath = "DevFolder/Images/";
#endif
```

D.
```
if(Debugger.IsAttached)
{
  imgPath = "TempFolder/Images/";
}
else
{
  imgPath = "DevFolder/Images/";
}
```

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A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

There is no such constraint (unless you define one explicitly) RELEASE. http://stackoverflow.com/questions/507704/will-if-release-work-like-if-debug-does-in-c

QUESTION 5

HOTSPOT

You define a class by using the following code:

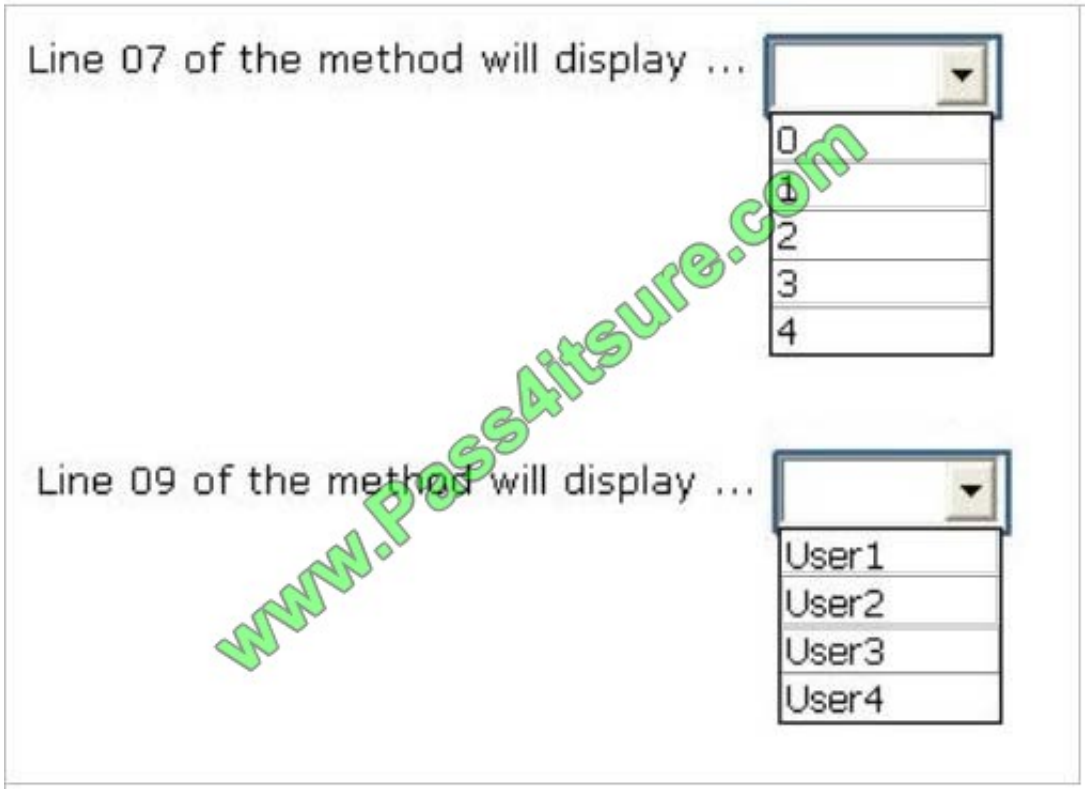
```
public class Class1 : IComparable<Class1>
{
  public Int32 ID { get; set; }
  public String Name { get; set; }
  public int CompareTo(Class1 other)
  {
    if(ID == other.ID) return 0;
    else return ID.CompareTo(other.ID);
  }
}
```

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

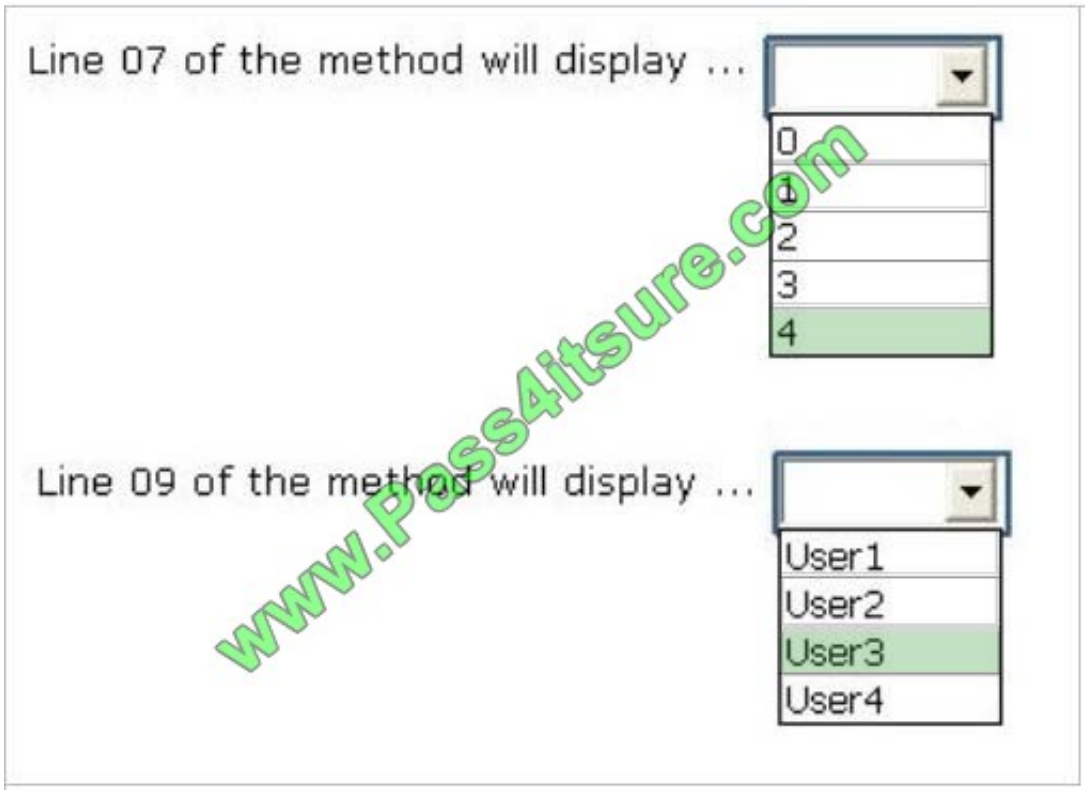
```
01 List<Class1> list = new List<Class1>() {
02   new Class1() { ID = 5, Name = "User1" },
03   new Class1() { ID = 6, Name = "User2" },
04   new Class1() { ID = 3, Name = "User3" },
05   new Class1() { ID = 4, Name = "User4" }
06 };
07 Console.WriteLine(list.Count);
08 list.Sort();
09 Console.WriteLine(list[0].Name);
```

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

Hot Area:



Correct Answer:



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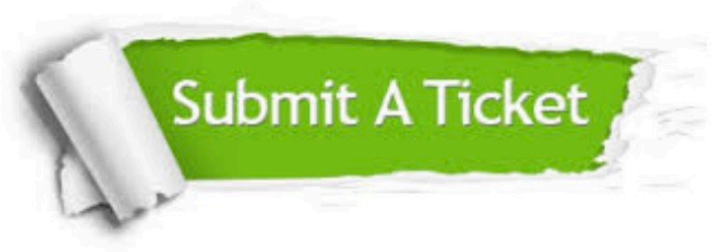

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