70-483 Q&As

Programming in C#

Pass Microsoft 70-483 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

https://www.pass4itsure.com/70-483.html

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Microsoft Official Exam Center

QUESTION 1

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

Correct 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

QUESTION 2

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);

Correct 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

QUESTION 3

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

Correct Answer: A

Explanation: DbDataReader Class

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

Reference: DbDataReader Class

https://msdn.microsoft.com/enus/library/system.data.common.dbdatareader(v=vs.110).aspx

QUESTION 4

DRAG DROP

You are developing a class named Temperature.

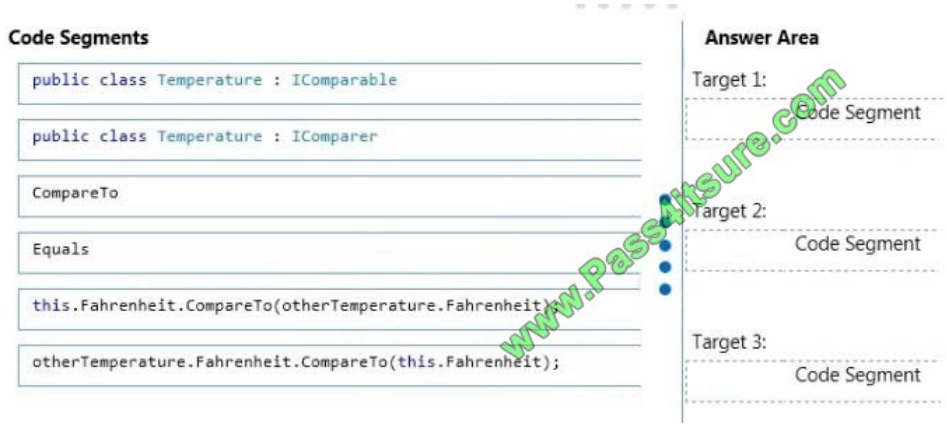
You need to ensure that collections of Temperature objects are sortable.

You have the following code:

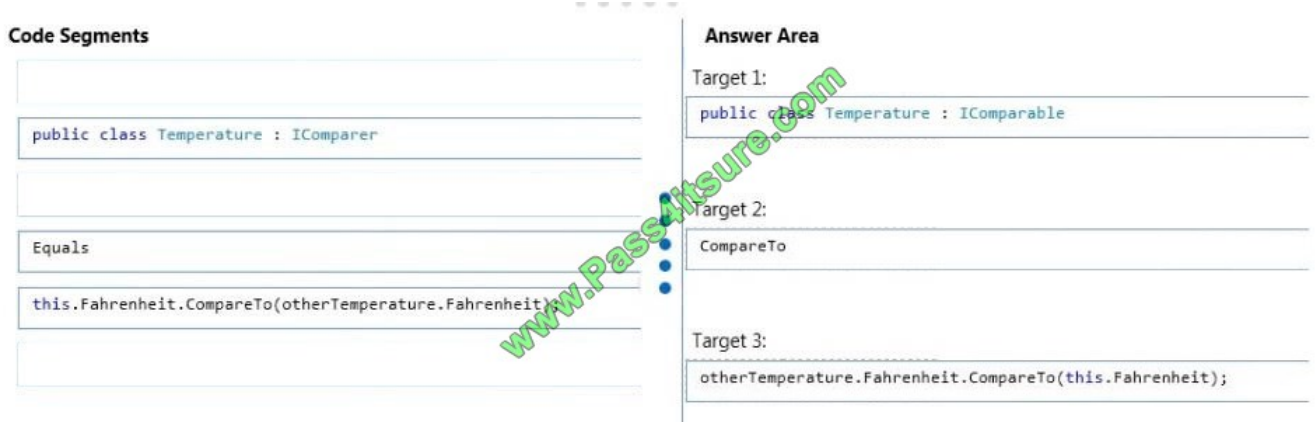
```
Target 1
{
  public double Fahrenheit { get; set; }
  public int Target 2
    (object obj)
  {
    if (obj == null) return 1;
    var otherTemperature = obj as Temperature;
    if(otherTemperature != null)
      return Target 3
    throw new ArgumentException("Object is not a Temperature");
  }
}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


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.)

Select and Place:



Correct Answer:



QUESTION 5

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.

Select and Place:

Correct Answer:

QUESTION 6

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

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

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

Correct 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

QUESTION 7

HOTSPOT

You are creating a method named getThankYou that accepts four parameters and returns a formatted string.

The getThanksYou 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.

Hot Area:

```
public string getThankYou(string firstName,
                          string lastName,
                          int orderNumber,
                          decimal price)
{
    return $"Thank you [dropdown] for" +
        {0:firstname} {1:lastName}
        {0} {1}
        {firstName} {lastname}

      $''order [dropdown] . ''+
        {2}
        {2:orderNumber}
        {orderNumber}

      $''The total price is [dropdown] '';
        {3:C2}
        {3:D2}
        {3:price:C2}
        {3:price:D2}
        {price:C2}
        {price:D2}
}
```


Correct Answer:

QUESTION 8

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.

Correct 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.)

QUESTION 9

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 = from i in items
  groupby i into grouped
  where grouped.Key > 80
  select i;
```

C.
```
var result = items.Take(80);
```

D.
```
var result = items.Skip(80);
```


A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

QUESTION 10

You are developing an application that will read data from a text file and display the file contents.

You need to read data from the file, display it, and correctly release the file resources.

Which code segment should you use?

A.
```
string inputLine;
using (StreamReader reader = new StreamReader("data.txt"))
{
  while ((inputLine = reader.ReadLine()) != null)
  {
    Console.WriteLine(inputLine);
  }
}
```

B.
```
string inputLine;
StreamReader reader = null;
using (reader = new StreamReader("data.txt"));
while ((inputLine = reader.ReadLine()) != null)
{
  Console.WriteLine(inputLine);
}
```

C.
```
string inputLine;
StreamReader reader = new StreamReader("data.txt");
while ((inputLine = reader.ReadLine()) != null)
{
  Console.WriteLine(inputLine);
}
```

D.
```
string inputLine;
StreamReader reader = null;
try
{
  reader = new StreamReader("data.txt");
  while ((inputLine = reader.ReadLine()) != null)
  {
    Console.WriteLine(inputLine);
  }
  reader.Close();
  reader.Dispose();
}
finally
{
}
```


A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

Explanation: The StreamReader object must be part of the using statement.

QUESTION 11

HOTSPOT

You have the following code:

```
private static Dictionary<string, int> CreateTestData()
{
    Dictionary<string, int> dict = new Dictionary<string, int>()
    {
        {"Accounting", 1},
        {"Marketing",  2},
        {"Operations", 3}
    };
    return dict;
}
private static bool? FindInList(string searchTerm, int value)
{
    Dictionary<string, int> data = CreateTestData();
    return data.Contains(new KeyValuePair<string,int>(searchTerm,value));
}
```


Use the drop-down lists to select the answer choice that completes each statement.

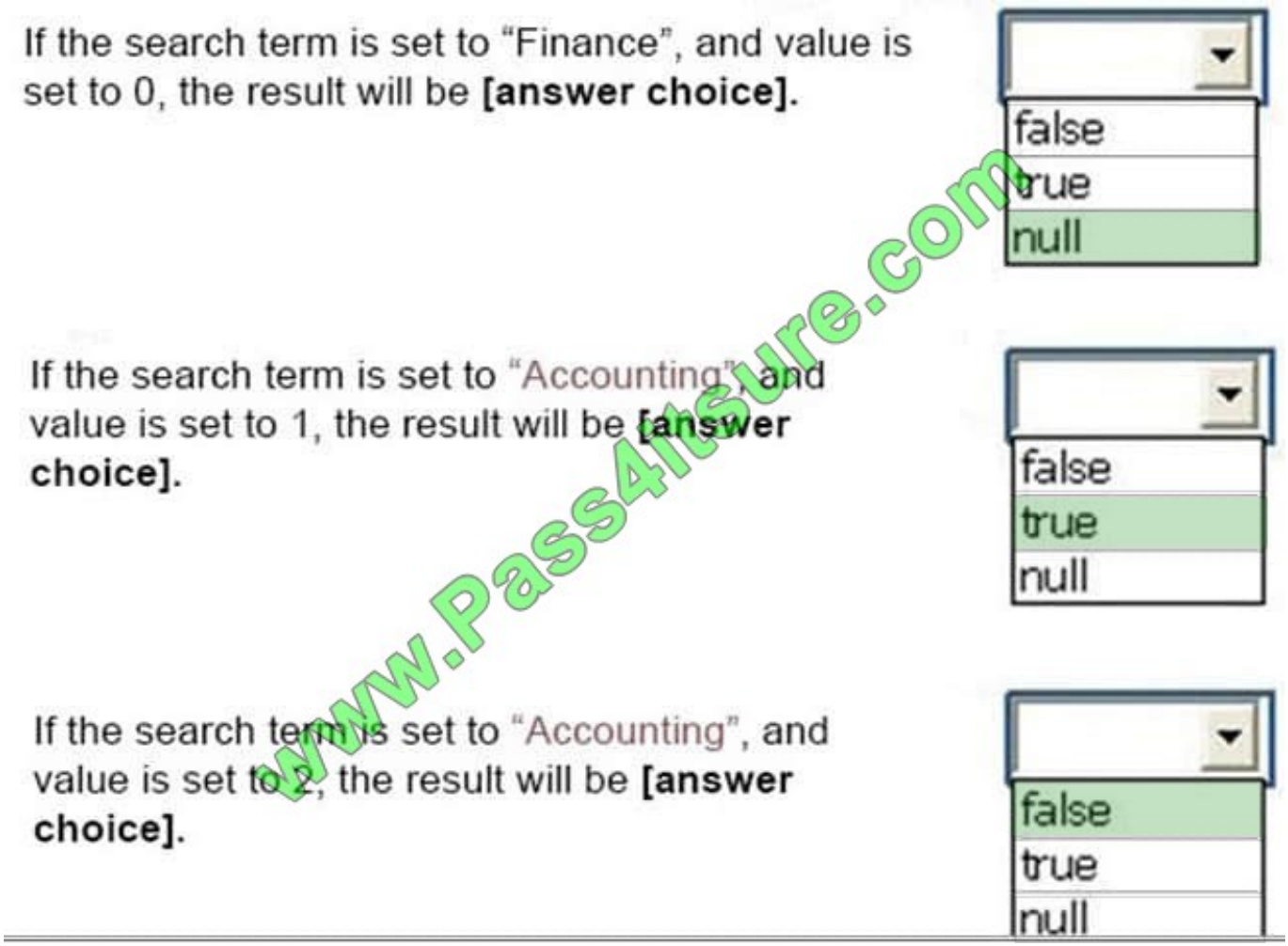
Hot Area:

If the search term is set to "Finance", and value is set to 0, the result will be **[answer choice]**.

If the search term is set to "Accounting", and value is set to 1, the result will be **[answer choice]**.

If the search term is set to "Accounting", and value is set to 2, the result will be **[answer choice]**.

Correct Answer:



QUESTION 12

You use the Task.Run() method to launch a long-running data processing operation. The data processing operation often fails in times of heavy network congestion.

If the data processing operation fails, a second operation must clean up any results of the first operation.

You need to ensure that the second operation is invoked only if the data processing operation throws an unhandled exception.

What should you do?

A. Create a task within the operation, and set the Task.StartOnError property to true.

B. Create a TaskFactory object and call the ContinueWhenAll() method of the object.

C. Create a task by calling the Task.ContinueWith() method.

D. Use the TaskScheduler class to create a task and call the TryExecuteTask() method on the class.

Correct Answer: C

Task.ContinueWith - Creates a continuation that executes asynchronously when the target Task completes.The returned Task will not be scheduled for execution until the current task has completed, whether it completes due to running to completion successfully, faulting due to an unhandled exception, or exiting out early due to being canceled.
http://msdn.microsoft.com/en-us/library/dd270696.aspx

QUESTION 13

You are developing a Windows Forms (WinForms) application. The application displays a TreeView that has 1,000 nodes.

You need to ensure that if a user expands a node, and then collapses the TreeView, the node object is kept in memory unless the Garbage Collector requires additional memory.

Which object should you use to store the node?

A. GC

B. Handle

C. Cache

D. Wea kReference

Correct Answer: D

Explanation: References: https://msdn.microsoft.com/en-us/library/ms404247.aspx

QUESTION 14

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.

Hot Area:

Statement	Yes	No
When RunTestClass executes, LogData1 will be written if the application starts in DEBUG mode.	○	○
When RunTestClass executes, LogData2 will be written if the application starts in DEBUG mode.	○	○
When RunTestClass executes, LogData2 will be written if the application starts in RELEASE mode.	○	○

Correct Answer:

Statement	Yes	No
When RunTestClass executes, LogData1 will be written if the application starts in DEBUG mode.	○	○
When RunTestClass executes, LogData2 will be written if the application starts in DEBUG mode.	○	○
When RunTestClass executes, LogData2 will be written if the application starts in RELEASE mode.	○	○

QUESTION 15

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

The third party component uses the IAsyncRcsult 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 5ystem.Threading_Tasks.Task object to avoid blocking the Ul thread.

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

Choose two.)

A. Apply the async modifier to the ProcessData() method signature.

B. Call the component by using the TaskFactory FromAsync() method.

C. Apply the following attribute to the ProcessDataO method signature:[MethodImpl (MetrhodImplOptiions . Synchronized)]

D. Create a TaskCompletionSource object.

Correct Answer: BD