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Vendor: IBM

Exam Code: C2090-913

Exam Name: Informix 4GL Development

Version: Demo

QUESTION NO: 1

If DEFER INTERRUPT is set at the beginning of the application, why must your application set int_flag to FALSE before an INPUT statement is executed?

- A. The interrupt key will be disabled until int_flag is set to FALSE.
- B. The application will immediately exit if the user presses the interrupt key.
- C. An error will occur if int_flag is not reset to FALSE and the user presses the interrupt key.
- D. The application will not be able to determine if the user presses the interrupt key if int_flag is not reset to FALSE.

Answer: D

QUESTION NO: 2

Click the Exhibit button to view the exhibit. Given the code in the exhibit, what will be the state of the database if the procedure st_update succeeds and st_insert fails?

```
BEGIN WORK
EXECUTE st_update
IF SQLCA.SQLCODE < 0 THEN
  ROLLBACK WORK
ELSE
  EXECUTE st_insert
  IF SQLCA.SQLCODE < 0 THEN
    ROLLBACK WORK
  ELSE
    COMMIT WORK
  END IF
END IF
```

- A. It depends on the ANSI MODE state of the database.
- B. The changes made by st_update and st_insert are not reflected.
- C. The changes made by st_insert will be in place, but not those of st_update.
- D. The changes made by st_update will be in place, but not those of st_insert.

Answer: B

QUESTION NO: 3

The FOREACH statement is used in conjunction with the DISPLAY ARRAY statement to do what?

- A. to load elements from a program array into a DISPLAY statement

- ~~B. to allow the user to choose multiple elements from the screen array~~
- C. to open a cursor, fetch all rows into a program array, and close the cursor
- D. to scroll through all of the rows displayed on the form from the program array

Answer: C

QUESTION NO: 4

Which parts of the DISPLAY ARRAY statement are always required?

- A. ON KEY keywords
- B. screen array name
- C. program array name
- D. END DISPLAY keywords
- E. DISPLAY ARRAY keywords
- F. BEFORE DISPLAY keywords

Answer: B,C,E

QUESTION NO: 5

What can the arr_count() library function be used to determine?

- A. the current position in the screen array
- B. the current position in the program array
- C. the number of elements in the screen array
- D. the number of elements in the program array

Answer: D

QUESTION NO: 6

Which features are unique to the INPUT ARRAY statement?

- A. BEFORE/AFTER ROW clause
- B. BEFORE/AFTER INPUT clause
- C. BEFORE/AFTER FIELD clause
- D. BEFORE/AFTER DELETE clause
- E. BEFORE/AFTER INSERT clause

Answer: A,D,E

QUESTION NO: 7

Which statement is syntactically correct?

- A. INPUT ARRAY ga_manufact FROM sa_manufact.*
- B. INPUT ARRAY ga_manufact[*] FROM sa_manufact
- C. INPUT ARRAY ga_manufact.* FROM sa_manufact.*
- D. INPUT ARRAY ga_manufact[.]* FROM sa_manufact.*

Answer: A

QUESTION NO: 8

SQL statements being prepared for performance reasons should be prepared

- A. just before the SQL statement is to be executed or opened
- B. in an initialization function at the top of each 4GL module
- C. at the top of each function containing the EXECUTE or OPEN statement
- D. in an initialization function in the module containing the MAIN function

Answer: B

QUESTION NO: 9

Why will preparing SELECT statements increase their execution speed?

- A. SELECT statements can NOT be prepared.
- B. The rows of the tables being selected will be cached in memory if the statement is prepared.
- C. Prepared statements are checked for syntax and optimized at prepare time, not at execution time.
- D. Memory is allocated for the results set which will be returned from the SELECT statement at prepare time.

Answer: C

QUESTION NO: 10

Place holders for program variables to be supplied later may be used in PREPARE statements in which locations?

- A. in the TABLE name
- B. in the WHERE clause
- C. in the ORDER BY statement
- D. in the SET clause of UPDATE statements
- E. in the VALUES clause of INSERT statements

Answer: B,D,E

QUESTION NO: 11

Click the Exhibit button to view the exhibit Given the exhibit, which is the correct syntax for executing the INSERT statement?

```
DATABASE stores7

MAIN
  DEFINE stock_rec like stock.*
  DEFINE prep_var CHAR(200)

  LET prep_var1 = "INSERT INTO stock VALUES
  (? ,? ,? ,? ,? ,? )"
  PREPARE ex_stmt1 from prep_var1

  LET prep_var2 = "UPDATE stock ",
  "SET description = ? , ",
  "      unit_price = ? ",
  "WHERE stock_num = ? and manu_code = ?"
  PREPARE ex_stmt2 from prep_var2

  . . .

END MAIN
```

- A. EXECUTE ex_stmt1
- B. EXECUTE prep_var1
- C. EXECUTE ex_stmt1 USING stock.*
- D. EXECUTE prep_var1 USING stock.*
- E. EXECUTE ex_stmt1 USING stock_rec.*
- F. EXECUTE prep_var1 USING stock_rec.*

Answer: E

QUESTION NO: 12

Where will a 4GL program search for a compiled form file during an OPEN FORM or OPEN WINDOW WITH FORM statement?

- A. in the user's current directory
- B. in any directory owned by INFORMIX
- C. in the directories specified by the DBPATH environment variable
- D. in the directories specified by the FORMPATH environment variable
- E. in the directories specified by the INFORMIXDIR environment variable

Answer: A,C

QUESTION NO: 13

Which attributes would you use to display a message to the screen and a value when the cursor enters a particular field?

- A. FORMAT
- B. DEFAULT
- C. COMMENTS
- D. WORDWRAP

Answer: B,C

QUESTION NO: 14

Which statements explain the purpose of the ATTRIBUTES section of a form?

- A. It lets you define the size of the screen form.
- B. It links a field tag on the screen with a column in the table.
- C. It allows you to add specific commands that will determine the behavior and appearance of the fields on the screen.
- D. It lets you determine the order in which the cursor will navigate through the fields of the screen form.

Answer: B,C

QUESTION NO: 15

What is required in a form to implement multiple-line editing features for a character field?

- A. two fields of the same length in the SCREEN section

- B. an OPTIONS WORD WRAP line in the INSTRUCTIONS section
- C. a SCREEN RECORD for the field in the INSTRUCTIONS section
- D. at least two fields in the SCREEN section with the same field tag
- E. the WORDWRAP attribute included for the field in the ATTRIBUTES section

Answer: D,E

QUESTION NO: 16

Which environment variable is used by 4GL to locate a compiled form?

- A. DBPATH
- B. FORM4GL
- C. FORMPATH
- D. INFORMIXDIR

Answer: A

QUESTION NO: 17

What is one advantage of using INFORMIX-4GL C-compiled version versus INFORMIX-4GL RDS?

- A. It compiles faster.
- B. It executes the program faster.
- C. It uses the INFORMIX-4GL Interactive Debugger.
- D. It readily accesses a graphical presentation of your application.

Answer: B

QUESTION NO: 18

After a user-interrupt sets the int_flag to TRUE, how can it be reset to FALSE?

- A. by INFORMIX-4GL after 1 second has elapsed
- B. by executing the DEFER INTERRUPT statement
- C. only if the application code resets it to FALSE
- D. by INFORMIX-4GL after the IFint_flag statement is executed

Answer: C

QUESTION NO: 19

Click the Exhibit button to view the exhibit. Why is the line "LET int_flag = FALSE" and its placement in the code segment important?

```
PROMPT "Enter your name -> " FOR namevar  
CALL bigloop()  
LET int_flag = FALSE  
CONSTRUCT myquery FROM sr_cust.*  
IF int_flag THEN  
    DISPLAY "User Interrupted the construct"  
END IF
```

- A. It disallows users from interrupting the CONSTRUCT phase.
- B. Integer fields are to be skipped during the CONSTRUCT phase.
- C. The interrupt may have been previously set to TRUE during the PROMPT or bigloop().

Answer: C

QUESTION NO: 20

Which are components of the SQLCA record?

- A. STATUS
- B. SQLERRD
- C. SQLODBC
- D. SQLCODE
- E. SQLAWARN

Answer: B,D,E

QUESTION NO: 21

Which statements are true about SQLCA?

- A. SQLCA is implicitly defined.
- B. SQLCA.SQLCODE and STATUS will always contain the same values.
- C. One copy of the SQLCA structure is defined for each SQL statement.
- D. SQLCA is an abbreviation for Structured Query Language Communications Access.

Answer: A,D

QUESTION NO: 22

For a non-ANSI database, if an UPDATE statement executes successfully, but modifies no rows in the database, what will SQLCA.SQLCODE be set to?

- A. 0
- B. 1
- C. <0
- D. the number of rows in the target table

Answer: A

QUESTION NO: 23

When would you want to use both STATUS and SQLCA.SQLCODE?

- A. When using the C-compiled version of 4GL.
- B. Never. Programs should use either method exclusively.
- C. For portability because certain 4GL ports support STATUS and others require SQLCA.SQLCODE.
- D. The program needs to execute 4GL application statements prior to checking the return status of the most recently executed SQL statements.

Answer: D

QUESTION NO: 24

At run-time, conditions may occur that produce warnings, but not errors. How can you easily look for these warnings?

- A. Check STATUS for >0.
- B. Check SQLCA.SQLAWARN for specific warning numbers.
- C. Check SQLCODE, if set to >0, examine contents of each SQLCA.SQLAWARN component.
- D. Check SQLCA.SQLAWARN[1], if set to "W", examine contents of each SQLCA.SQLAWARN component.

Answer: D

QUESTION NO: 25

Which ATTRIBUTE clauses are valid?

- A. ERROR "text" ATTRIBUTE (SILENT)
- B. MESSAGE "text" ATTRIBUTE (REVERSE)
- C. DISPLAY "text" AT 2, 2 ATTRIBUTE (BORDER)
- D. PROMPT "text" ATTRIBUTE (REVERSE) FOR CHAR x

Answer: B,D

QUESTION NO: 26

When is an END PROMPT statement required as part of a PROMPT clause?

- A. never
- B. always
- C. when the PROMPT FOR CHAR syntax is used
- D. when a control block (ON KEY) clause is included

Answer: D

QUESTION NO: 27

Which statements will close an UPDATE cursor, defined without the WITH HOLD option, in a transaction logging database?

- A. BEGIN WORK
- B. COMMIT WORK
- C. ROLLBACK WORK
- D. END TRANSACTION

Answer: B,C

QUESTION NO: 28

What can a scroll cursor do?

- A. scroll in a forward direction only through a data set
- B. scroll in a backward direction only through a data set
- C. scroll in a forward and backward direction through a data set
- D. scroll in a forward direction and locking each row through a data set

Answer: C

QUESTION NO: 29

After which event is a cursor declared WITH HOLD closed?

- A. After the transaction ends.
- B. After another cursor is opened.
- C. After the CLOSE statement is executed.
- D. After the function currently executing is exited.
- E. After the last row from the active set is fetched.

Answer: C

QUESTION NO: 30

Click the Exhibit button to view the exhibit. Given the code in the exhibit, which statement is correct?

```
PROMPT "Enter your name -> " FOR namevar  
CALL bigloop()  
LET int_flag = FALSE  
CONSTRUCT myquery FROM er_cust.*  
IF int_flag THEN  
    DISPLAY "User Interrupted the construct"  
END IF
```

- A. The WHENEVER ERROR CONTINUE is active while in function A.
- B. The WHENEVER ERROR CONTINUE is active when function B is called.
- C. The WHENEVER ERROR STOP is active for MAIN, function A and function B.
- D. The WHENEVER ERROR STOP is active throughout as it was declared in the MAIN function.

Answer: C

QUESTION NO: 31

For a non MODE ANSI database, what is the default behavior for handling a run-time error?

- A. The program continues, logging the error to the error log.
- B. The program displays an error message and the program is terminated.
- C. The program executes the default handler provided in the run-time libraries.
- D. The program is interrupted, issuing a prompt to the user for further processing direction.

Answer: B

QUESTION NO: 32

What is a computer file of INFORMIX-4GL instructions called?

- A. the form
- B. the module
- C. the program
- D. the function

Answer: B

QUESTION NO: 33

Given this statement, if the customer table contains a SERIAL column, which statement should be executed prior to the INSERT? INSERT INTO customer VALUES (gr_cust.*)

- A. INITIALIZE gr_cust.* TO 0
- B. LET gr_cust.serialnum = 0
- C. LET gr_cust.serialnum = NULL
- D. No extra statements for SERIAL values are needed if gr_cust was defined with the statement: DEFINE gr_cust RECORD LIKE customer.*

Answer: B

QUESTION NO: 34

What is the primary function of the INSERT statement?

- A. to insert values from screen fields into the database
- B. to insert values from program variables into the database
- C. to insert values from either screen fields or program variables into the database
- D. to override the default values identified to the database in the CREATE DATABASE statement

Answer: B

QUESTION NO: 35

Other than when a zero value is supplied for a SERIAL column, when will the database assign a SERIAL value?

- A. when a NULL value is supplied for the SERIAL column value
- B. when the SERIAL column is not mentioned in an explicit column list
- C. when a SERIAL value is specified, but that value exists in the table already
- D. when a SERIAL value is specified, but that value is higher than any value already in the table

Answer: B

QUESTION NO: 36

What happens if the record is defined with the LIKE clause, and some of the underlying table columns are dropped?

- A. The next time the program is run, the record will be re-built, removing the dropped columns.
- B. The ALTER TABLE statement automatically updates any programs referencing the dropped columns.
- C. The next time the program is run, an error will occur if the SELECT statement contains the record.
- D. The next time the program is run, a warning will occur if the SELECT statement contains the record.

Answer: C

QUESTION NO: 37

Where can global variables be referenced? module of a program

- A. in any module of a program.
- B. in any function where they are defined
- C. in any program accessing theglobals database
- D. in any module where theglobals file is referenced

Answer: D

QUESTION NO: 38

Click the Exhibit button to view the exhibit. Given the exhibit, what is the value of the si_val program variable that will be displayed on the screen?

```
DEFINE si_val SMALLINT

MAIN
  DEFINE si_val SMALLINT
  LET si_val = 0
  CALL f_init_val()
  CALL f_calc_val(si_val) RETURNING
si_val
  DISPLAY si_val
END MAIN

FUNCTION f_init_val()
  LET si_val = 2
END FUNCTION

FUNCTION f_calc_val(si_val)
  DEFINE si_val SMALLINT
  LET si_val = si_val + 1
  RETURN si_val
END FUNCTION
```

- A. 0
- B. 1
- C. 2
- D. null

Answer: B

QUESTION NO: 39

Which cursor type can use the FETCH PREVIOUS syntax?

- A. scroll cursor
- B. update cursor
- C. non-scrolling cursor
- D. a mobile cursor available only in D4GL

Answer: A

QUESTION NO: 40

What is a disadvantage of using a SCROLL cursor?

- A. GROUP BY clauses are not allowed.
- B. Temporary tables are always created and could be quite large.
- C. Rows fetched must be retrieved from the database table each time.
- D. Temporary tables may have to be created and could be quite large.

Answer: B

QUESTION NO: 41

What is the solution to the large temporary tables which are created with SCROLL CURSORS?

- A. Declare the cursor WITH HOLD.
- B. Don't use an ORDER BY or GROUP BY clause.
- C. Select fewer rows and fewer columns with the cursor.
- D. Add an index to support the primary key of the table being selected.

Answer: C

QUESTION NO: 42

The syntax for the mkmessage utility is mkmessage filename1 filename2. Which statements are true about this syntax?

- A. filename1 is the name of the source message file.
- B. filename1 is the source file and must end with a .msg.
- C. filename2 is the executable file name and must end with a .exe.
- D. The latest versions of mkmessage will give an error if both filenames are the same.

Answer: A,D

QUESTION NO: 43

Click the Exhibit button to view the exhibit. Given the code in the exhibit, which could be the output?

```
PRINT last_name CLIPPED, " ", first_name CLIPPED;
IF LENGTH(middle) >0 THEN
  PRINT "_", middle CLIPPED, "."
ELSE
  PRINT ""
END IF
```

A. SMITH JIM A JONES MARY PUBLIC JOHN Q.

B. SMITHJIM

C. JONESMARY PUBLICJOHN Q.

C. SMITH JIM

D. JONES MARY PUBLIC JOHN Q.

D. SMITH JIM

E. JONES MARY PUBLIC JOHN Q.

Answer: A

QUESTION NO: 44

Which qualifiers can be used when formatting report output?

A. USING

B. SPACES

C. STRING D.

NEWLINE E.

PICTURE F.

CLIPPED

Answer: A,B,F

QUESTION NO: 45

Click the Exhibit button to view the exhibit. Given the information in the exhibit, what would the output of the AFTER GROUP OF groupvar for groupvar = "b" be?

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Program code:

```
ON EVERY ROW  
PRINT groupvar, " ", qty, " ", amt  
  
AFTER GROUP OF groupvar  
PRINT GROUP SUM(qty)
```

Output from the ON EVERY ROW:

```
a      1      10.00  
a      2      20.00  
a      3      30.00  
{AFTER GROUP OF output here.}  
b      3      10.00  
b      3      20.00  
b      3      30.00
```

- A. 3
- B. 6
- C. 9
- D. 12

Answer: C

QUESTION NO: 46

Which characteristics are important when determining the size of a window into which a form will be displayed?

- A. the current value of FORM LINE
- B. the current value of LEFT MARGIN
- C. the desire for a border around the window
- D. the characters used for the screen delimiters
- E. the number of lines between the braces in the form specification file
- F. the position of the right most character in the screen section of the form specification file

Answer: A,C,E,F

QUESTION NO: 47

Which sequence of steps opens a form and displays it on the screen?

- A. an OPEN WINDOW WITH FORM statement
- B. an OPEN FORM statement, followed by a FORM statement
- C. an OPEN WINDOW statement, followed by an OPEN FORM statement
- D. an OPEN FORM statement, followed by a DISPLAY FORM statement

Answer: A,D

QUESTION NO: 48

Which DISPLAY FORM statement is syntactically correct?

- A. DISPLAY FORMformname
- B. DISPLAY FORM "formname"
- C. DISPLAY FORMformname FROM "formfile"
- D. DISPLAY FORMformname IN WINDOW winname

Answer: A

QUESTION NO: 49

Which statements are correct about the scope of forms and windows?

- A. All form names are automatically global in scope.
- B. All window names are automatically global in scope.
- C. For a form to be global it must be opened in aglobals file.
- D. When a window is opened in a 4GL module it is only known to that module.

Answer: A,B

QUESTION NO: 50

Click the Exhibit button to view the exhibit. Given the exhibit, how will the INPUT ARRAY react when the user leaves the code field?

Form Definition:

```

DATABASE stores7
SCREEN SIZE 24 BY 80
{
code state name
[a0] [f000 ]
}
END
TABLES
state
ATTRIBUTES
a0 = state.code;
f000 = state.sname;
END

INSTRUCTIONS
SCREEN RECORD sa_state[5] (code, sname)
END

```

Program Code:

```

DATABASE stores7
...
DEFINE ga_state ARRAY[50] of RECORD LIKE state.*
DEFINE pa_elem INTEGER
...
INPUT ARRAY ga_state FROM sa_state.*
AFTER FIELD sname
...
AFTER FIELD code
LET pa_elem = arr_curr()
SELECT COUNT(*) INTO state_count
FROM state
WHERE code = ga_state[pa_elem].code
IF state_count > 0 THEN
ERROR "This state already exists"
NEXT FIELD code
END IF

```

- A. If the code already exists, then an error will be displayed to the user, and the cursor will move to the sname field.
- B. If the code does NOT already exist, then an error will be displayed to the user, and the cursor will move to the sname field.
- C. If the code already exists, then an error will be displayed to the user, the cursor will stay in the code field, and the user must re-enter a state code.
- D. If the code does NOT already exist, then an error will be displayed to the user, and the cursor will stay in the code field, and the user must re-enter a state code.

Answer: C

QUESTION NO: 51

Assume a developer wants to validate the contents of a program variable against a list of allowed values while executing an INPUT statement. Which validation method requires the least amount of code changes should the list of allowed values change?

- A. Referencing the list of allowed values in the INCLUDE clause of the form for the field.
- B. Comparing the entered value against a list of allowed values using a CASE statement in the AFTER FIELD block of the INPUT statement.
- C. Comparing the entered value against a list of allowed values using a CASE statement in the AFTER INPUT block of the INPUT statement.
- D. In the AFTER FIELD block of the INPUT statement, calling a validation function which "lookup" the entered value from a reference table.

Answer: D

QUESTION NO: 52

What is the arr_curr() library function used to determine?

- A. the maximum size of the program array
- B. the number of elements in the screen array
- C. the number of elements in the program array
- D. the number of rows visible in the screen array
- E. the current line of the cursor in the screen array
- F. the current line of the cursor in the program array

Answer: F

QUESTION NO: 53

Click the Exhibit button to view the exhibit. Given the clauses in the exhibit, which clause will be executed immediately after the user presses the ACCEPT KEY while in the code field?

Form Definition:

```
DATABASE stores7
SCREEN SIZE 24 BY 80
{
code state name
[a0] [f000      ]
}
END
TABLES
state
ATTRIBUTES
a0 = state.code;
f000 = state.sname;
END

INSTRUCTIONS
  SCREEN RECORD sa_state[5] (code, sname)
END
```

Program Code:

```
DATABASE stores7
...
DEFINE ga_state ARRAY[50] of RECORD LIKE state.*
...
INPUT ARRAY ga_state FROM sa_state.*
  AFTER FIELD sname
  ...
  BEFORE FIELD code
  ...
  AFTER FIELD code
  ...
  BEFORE ROW
  ...
  BEFORE INPUT
  ...
  AFTER ROW
  ...
  AFTER INSERT
  ...
  BEFORE DELETE
  ...
END INPUT
```

- A. AFTER ROW
- B. BEFORE ROW
- C. AFTER INSERT

D. AFTER FIELD code

Answer: D

QUESTION NO: 54

Why should a user be prevented from adding null elements to an INPUT ARRAY?

- A. The INPUT ARRAY statement can not properly display null elements to the form.
- B. No checking needs to be done, the INPUT ARRAY statement removes null rows automatically.
- C. The arr_count() function is incremented when the cursor arrives on a new element, but before data is entered.
- D. The arr_count() function will return an error to the application if it encounters a null row during processing.

Answer: C

QUESTION NO: 55

An end user wants to see how values x and y are being set in function1 and function2, and also needs to know the value of z before function3 is called. Given the following:

- 1.MAIN
- 2.
- 3.DEFINE x, y, z SMALLINT
- 4.LET z = 0
- 5.CALL function1() RETURNING x
- 6.CALL function2() RETURNING y
- 7.IF (y > 0) THEN
- 8.LET z = x / y
- 9.CALL function3 (z) RETURNING z
- 10.END IF
- 11.....
- 12.END MAIN

Using the Informix 4GL Debugger, which sequence of steps accomplishes this?

- A. set a break point for line 6, execute a call function2, execute a step/step
- B. set a break point for line 5, execute a call function1, execute a call function2, execute print z on line 10
- C. set a break point for line 5, execute a step into on lines 5 and 6; execute print z on line 9 prior to executing a step/step into/continue

D. set a break point for line 5, execute a step, print x, execute a step, print y, execute print z on line 9 prior to executing a step/step into/continue

Answer: C

QUESTION NO: 56

Click the Exhibit button to view the exhibit. Given the code segment in the exhibit, which variable is passed to the function?

```
FUNCTION  
check_account(account_nbr)  
  DEFINE lastname CHAR(20)  
  DEFINE account_nbr INTEGER  
  DEFINE account_code SMALLINT  
  RETURN lastname  
END FUNCTION
```

- A. lastname
- B. firstname
- C. account_nbr
- D. account_code

Answer: C

QUESTION NO: 57

Which functions can be used within a conditional expression?

- A. FUNCTIONfuncn() DEFINE ret_code integer LET ret_code = 10 END FUNCTION
- B. FUNCTIONfuncn() DEFINE ret_code integer LET ret_code = 10 RETURN ret_code END FUNCTION
- C. FUNCTIONfuncn() DEFINE ret_code integer LET ret_code =10 LET ret_code2 = 20 RETURN ret_code, ret_code2 END FUNCTION
- D. FUNCTIONfuncn(param) DEFINE ret_code, param integer LET ret_code = param * 10 RETURN ret_code END FUNCTION

Answer: B,D

QUESTION NO: 58

In which statements must parameters to a function be defined?

- A. in the CALL statement
- B. in the RETURN statement
- C. in the DEFINE statement
- D. in the FUNCTION statement

Answer: C

QUESTION NO: 59

Which are required for a C function call?

- A. the name of the C function
- B. the type of function call
- C. a call to thestart_fgl() function
- D. any arguments passed to the C function
- E. any return variables from the C function

Answer: A,D,E

QUESTION NO: 60

Which parameters can be passed to a function?

- A. constants
- B. concatenators
- C. date variables
- D. array variables
- E. integer variables

Answer: A,C,E

QUESTION NO: 61

Click the Exhibit button to view the exhibit. Given the code in the exhibit, what would be displayed in the field lastname if the user were to enter "Jones" and press F3 in the lastname field? (Assume lastname is 20 characters long.)

```

INPUT BY NAME r_record.*
  BEFORE FIELD lastname
    LET r_record.lastname = "Smith"
    DISPLAY BY NAME r_record.lastname
  ON KEY (F3)
    DISPLAY BY NAME r_record.*
    NEXT FIELD firstname
  ...
END INPUT

```

- A. null
- B. Smith
- C. Jones
- D. blank

Answer: B

QUESTION NO: 62

Click the Exhibit button to view the exhibit. Given the segment of code in the exhibit, what is the appropriate text for the variable `what_error_message`?

```

AFTER INPUT
  IF NOT ( int_flag ) THEN
    SELECT count(*) INTO num_found
      FROM issued_assets
      WHERE ( ia_name = input_rec.ia_name ) and
            ( ia_serial = input_rec.ia_serial ) and
            ( ia_make = input_rec.ia_make ) and
            ( ia_model = input_rec.ia_model )
    IF ( num_found > 0 ) THEN
      DISPLAY what_error_message at 20,1
      NEXT FIELD ia_serial
    END IF
  END IF
END INPUT

IF NOT ( int_flag )
  THEN INSERT INTO issued_assets VALUES ( input_rec.* )
  ELSE LET int_flag = FALSE
END IF

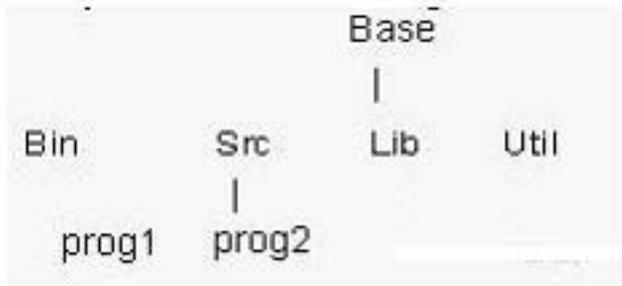
```

- A. The serial number you entered is not valid.
- B. Duplicate equipment records are not allowed.
- C. Equipment was not found, please re-enter the serial number.
- D. Null values are not allowed in name, serial number, make, or model fields.

Answer: B

QUESTION NO: 63

Given the following directory structure, where would you find two existing libraries for the application? (Choose two.)



- A. Bin
- B. Lib
- C. Util
- D. 4GL_lib

Answer: B,D

QUESTION NO: 64

What does the INPUT statement do?

- A. It defines variables used in a form.
- B. It moves a user through the fields in a form.
- C. It automatically opens the form and displays it.
- D. It assigns a field in a form to a program variable.

Answer: B,D

QUESTION NO: 65

Which statement uses correct syntax for the INPUT statement?

- A. INPUT program_variable FROM screen_variable
- B. INPUT FROM program_variable TO screen_variable
- C. INPUT TO program_variable FROM screen_variable
- D. INPUT ATTRIBUTE BY NAME TO program_variable FROM screen_variable

Answer: A

QUESTION NO: 66

What is the effect of the WITHOUT DEFAULTS clause of an INPUT statement?

- A. It initializes the program variables to NULL.
- B. It prevents user input of DEFAULT values in the form.
- C. It prevents the program variables from being initialized to NULL.
- D. It initializes the program variables to their table-defined defaults.

Answer: C

QUESTION NO: 67

Click the Exhibit button to view the exhibit. Given the sample code fragment in the exhibit, which menu choices would first appear on the screen for the user?

```
MENU "ITEMS"
  BEFORE MENU
    HIDE OPTION ALL
    SHOW OPTION "Query", "Exit"
    COMMAND "Query" "Fill in form and press ESC"
      CALL stub()
    COMMAND "Insert" "Fill in the form and press ESC"
      HIDE OPTION "Query"
      CALL stub()
    COMMAND "Update" "Modify the contents and press ESC"
      CALL stub()
    COMMAND "Delete" "Press this key to remove the item"
      CALL stub()
    COMMAND KEY (CONTROL-B)
      CALL stub()
    COMMAND KEY ("E", "X") "Exit" "Return to previous
menu"
  EXIT MENU
END MENU
```

- A. Exit
- B. Query
- C. Update
- D. Insert

Answer: A,B

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