



70-483^{Q&As}

Programming in C#

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QUESTION 1

You are developing an application that will transmit large amounts of data between a client computer and a server.

You need to ensure the validity of the data by using a cryptographic hashing algorithm.

Which algorithm should you use?

- A. HMACSHA256
- B. RNGCryptoServiceProvider
- C. DES
- D. Aes

Correct Answer: A

The .NET Framework provides the following classes that implement hashing algorithms:

HMACSHA1.

MACTripleDES.

MD5CryptoServiceProvider.

RIPEMD160.

SHA1Managed.

SHA256Managed.

SHA384Managed.

SHA512Managed.

HMAC variants of all of the Secure Hash Algorithm (SHA), Message Digest 5 (MD5), and RIPEMD-160 algorithms.

CryptoServiceProvider implementations (managed code wrappers) of all the SHA algorithms.

Cryptography Next Generation (CNG) implementations of all the MD5 and SHA algorithms. Reference:
http://msdn.microsoft.com/en-us/library/92f9ye3s.aspx#hash_values

QUESTION 2

You need to write a console application that meets the following requirements:

If the application is compiled in Debug mode, the console output must display Entering debug mode.

If the application is compiled in Release mode, the console output must display Entering release mode.

Which code should you use?



- A.

```
#region DEBUG
    Console.WriteLine("Entering debug mode");
#endregion
#region RELEASE
    Console.WriteLine("Entering release mode");
#endregion
```
- B.

```
#if (TRACE)
    Console.WriteLine("Entering debug mode");
#else
    Console.WriteLine("Entering release mode");
#endif
```
- C.

```
if(System.Reflection.Assembly.GetExecutingAssembly().IsDefined
(typeof(System.Diagnostics.Debugger), false))
    Console.WriteLine("Entering debug mode");
else
    Console.WriteLine("Entering release mode");
```
- D.

```
#if (DEBUG)
    Console.WriteLine("Entering debug mode");
#elif (RELEASE)
    Console.WriteLine("Entering release mode ");
#endif
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

Explanation: * Programmatically detecting Release/Debug mode (.NET) Boolean isDebugMode = false;

#if DEBUG

isDebugMode = true;

* #elif

#elif lets you create a compound conditional directive.

Example:

```
#define VC7
```

```
//...
```

```
#if debug
```

```
Console.WriteLine("Debug build");
```



#elif VC7

Console.WriteLine("Visual Studio 7");

#endif

Reference: <http://stackoverflow.com/questions/654450/programmatically-detecting-release-debug-mode-net>

QUESTION 3

DRAG DROP

You are developing a class named ExtensionMethods.

You need to ensure that the ExtensionMethods class implements the IsEmail() extension method on string objects.

How should you complete the relevant 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

HOTSPOT

You have the following class definitions.

```
class Shape { }  
class Rectangle : Shape  
{  
    public Rectangle(int width, int height)  
    {  
        Width = width;  
        Height = height;  
    }  
    public int Width { get; set; }  
    public int Height { get; set; }  
}
```

There might be other classes derived from Shape.

You are creating an application that evaluates whether an object is a square, a rectangle, or another shape.

You need to implement a switch statement that meets the following requirements:

If the shape variable is of the Rectangle type, and the width and the height are NOT equal, the output must be Rectangle.

If the shape variable is of the Rectangle type, and the width and the height are equal, the output must be Square.

If the shape variable is of any other Shape derived type, the output must be Unknown.

If the shape variable does NOT refer to an object, the output must be Empty.

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:



Answer Area

```
switch (shape)
{
case Rectangle s
```

if
is
when
where

```
(s.Width == s.Height):
```

```
Console.WriteLine("Square");
break;
```

```
case
```

Rectangle _:
Rectangle r when (!r.Width.Equals(r.Height))
Rectangle r when (r.Width != r.Height):
Rectangle r when (r.Width == r.Height):
Rectangle r when (r.Width.Equals(r.Height)):

```
Console.WriteLine("Rectangle");
break;
```

case default:
case void:
default:
null:

```
Console.WriteLine("Unknown");
break;
```

case default:
case null:
null:
void:

```
Console.WriteLine("Empty");
break;
```



Correct Answer:



Answer Area

```
switch (shape)
{
case Rectangle s
```

if
is
when
where

```
(s.Width == s.Height):
```

```
Console.WriteLine("Square");
break;
```

```
case
```

Rectangle _:
Rectangle r when (!r.Width.Equals(r.Height))
Rectangle r when (r.Width != r.Height):
Rectangle r when (r.Width == r.Height):
Rectangle r when (r.Width.Equals(r.Height)):

```
Console.WriteLine("Rectangle");
break;
```

case default:
case void:
default:
null:

```
Console.WriteLine("Unknown");
break;
```

case default:
case null:
null:
void:

```
Console.WriteLine("Empty");
break;
```




QUESTION 5

Note: This question is part of a series of questions that present the same scenario. Each question in the series contains a unique solution that might meet the stated goals. Some question sets might have more than one correct solution, while

others might not have a correct solution.

After you answer a question in this section, you will NOT be able to return to it. As a result, these questions will not appear in the review screen.

You have the following C# code. (Line numbers are included for reference only.)

```
01  int[] intArray = { 1, 2, 3, 4, 5 };  
02  
03  foreach (var item in intArray)  
04  {  
05      Console.WriteLine(item);  
06  }
```

You need the foreach loop to display a running total of the array elements, as shown in the following output. Solution: You insert the following code at line 02:

```
int sum = 0;  
for (int i=0; i < intArray.Length;) {  
    sum += intArray[i];  
    intArray[i++] = sum;  
}
```

Does this meet the goal?

- A. Yes
- B. No

Correct Answer: B

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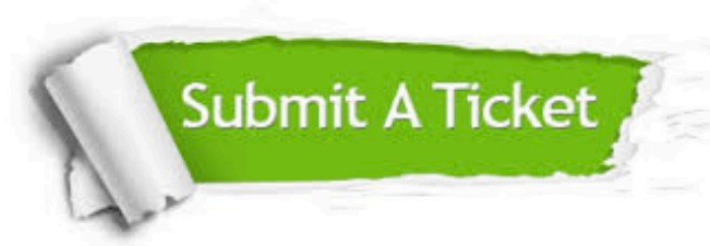
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