



# 70-483<sup>Q&As</sup>

Programming in C#

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## QUESTION 1

### 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.WriteLine("LogData1");
    }
    public void RunTestClass()
    {
        this.LogData();
    }
    #if (DEBUG)
        Trace.WriteLine("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.	<input type="radio"/>	<input type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in DEBUG mode.	<input type="radio"/>	<input type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in RELEASE mode.	<input type="radio"/>	<input type="radio"/>

Correct Answer:

Statement	Yes	No
When RunTestClass executes, LogData1 will be written if the application starts in DEBUG mode.	<input type="radio"/>	<input checked="" type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in DEBUG mode.	<input checked="" type="radio"/>	<input type="radio"/>
When RunTestClass executes, LogData2 will be written if the application starts in RELEASE mode.	<input type="radio"/>	<input checked="" type="radio"/>



## QUESTION 2

DRAG DROP

You are developing a function that takes a parameter named aParam as a string input.

You need to convert aParam to a Double. If the conversion cannot be completed, the function should return 0.

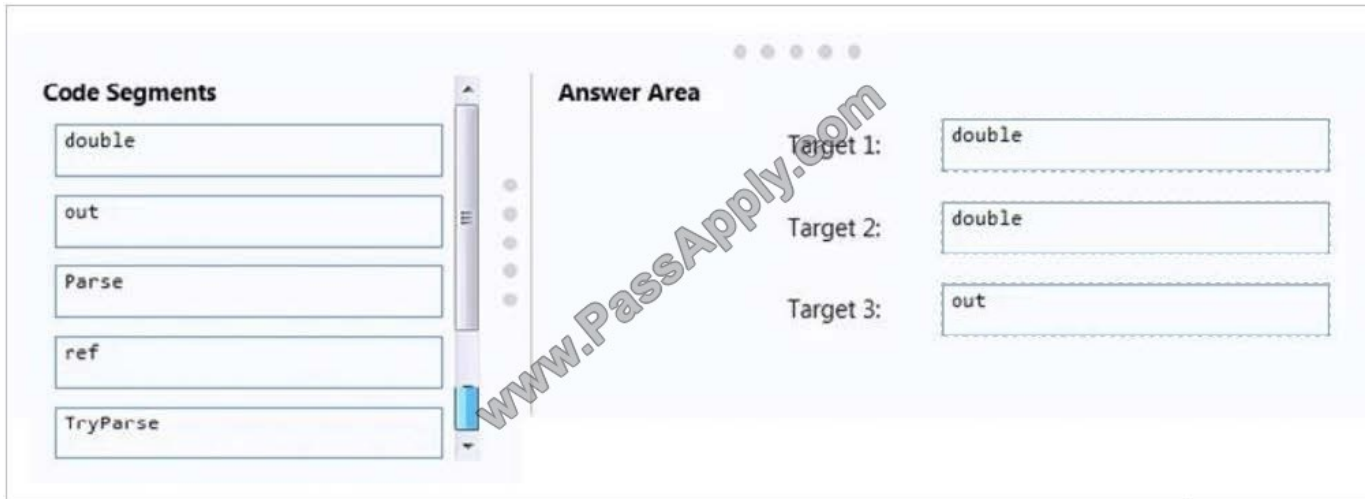
```
public double convertTheDouble(string aParam)
{
    Target 1 result;
    if (!Target 2.TryParse(aParam, Target 3 result))
        return 0;
    return result;
}
```

How should you complete the code? To answer, drag the appropriate code elements to the correct targets in the answer area. Each code element 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:

The screenshot shows an exam interface with two main sections: 'Code Segments' and 'Answer Area'. The 'Code Segments' section contains five draggable boxes with the following text: 'double', 'out', 'Parse', 'ref', and 'TryParse'. The 'Answer Area' section contains three dashed boxes labeled 'Target 1:', 'Target 2:', and 'Target 3:'. A vertical split bar is located between the two sections, and a watermark 'www.PassApply.com' is visible across the interface.

Correct Answer:



### QUESTION 3

You are developing an application by using C#. You provide a public key to the development team during development.

You need to specify that the assembly is not fully signed when it is built.

Which two assembly attributes should you include in the source code? (Each correct answer presents part of the solution. Choose two.)

- A. AssemblyKeyNameAttribute
- B. ObfuscateAssemblyAttribute
- C. AssemblyDelaySignAttribute
- D. AssemblyKeyFileAttribute

Correct Answer: CD

\*

AssemblyDelaySignAttribute

Specifies that the assembly is not fully signed when created.

\*

The following code example shows the use of the AssemblyDelaySignAttribute attribute with the AssemblyKeyFileAttribute.

```
using System;
```

```
using System.Reflection;
```

```
[assembly:AssemblyKeyFileAttribute("TestPublicKey.snk")] [assembly:AssemblyDelaySignAttribute(true)]
```



namespace DelaySign

```
{  
  
public class Test { }  
  
}
```

Reference: [http://msdn.microsoft.com/en-us/library/t07a3dye\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/t07a3dye(v=vs.110).aspx)

#### QUESTION 4

You are developing an application that includes the following code segment. (Line numbers are included for reference only.)

```
01 class Animal  
02 {  
03     public string Color { get; set; }  
04     public string Name { get; set; }  
05 }  
06 private static IEnumerable<Animal> GetAnimals(string sqlConnectionString)  
07 {  
08     var animals = new List<Animal>();  
09     SqlConnection sqlConnection = new SqlConnection(sqlConnectionString);  
10     using (sqlConnection)  
11     {  
12         SqlCommand sqlCommand = new SqlCommand("SELECT Name, ColorName FROM Animals", sqlConnection);  
13  
14         using (SqlDataReader sqlDataReader = sqlCommand.ExecuteReader())  
15         {  
16  
17             {  
18                 var animal = new Animal();  
19                 animal.Name = (string)sqlDataReader["Name"];  
20                 animal.Color = (string)sqlDataReader["ColorName"];  
21                 animals.Add(animal);  
22             }  
23         }  
24     }  
25     return animals;  
26 }
```

The GetAnimals() method must meet the following requirements:

- Connect to a Microsoft SQL Server database.
- Create Animal objects and populate them with data from the database.
- Return a sequence of populated Animal objects.

You need to meet the requirements.

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

- A. Insert the following code segment at line 16: while(sqlDataReader.NextResult())
- B. Insert the following code segment at line 13: sqlConnection.Open();
- C. Insert the following code segment at line 13: sqlConnection.BeginTransaction();



D. Insert the following code segment at line 16: while(sqlDataReader.Read())

E. Insert the following code segment at line 16: while(sqlDataReader.GetValues())

Correct Answer: BD

B: SqlConnection.Open - Opens a database connection with the property settings specified by the ConnectionString. Reference: <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqlconnection.open.aspx>

D: SqlDataReader.Read - Advances the SqlDataReader to the next record. Reference: <http://msdn.microsoft.com/en-us/library/system.data.sqlclient.sqldatareader.read.aspx>

## QUESTION 5

You are developing an application that includes a class named BookTracker for tracking library books. The application includes the following code segment. (Line numbers are included for reference only.)

```
01 public delegate void AddBookCallback(int i);
02 public class BookTracker
03 {
04     List<Book> books = new List<Book>();
05     public void AddBook(string name, AddBookCallback callback)
06     {
07         books.Add(new Book(name));
08         callback(books.Count);
09     }
10 }
11
12 public class Runner
13 {
14
15     BookTracker tracker = new BookTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a user to the BookTracker instance. What should you do?



- A. Insert the following code segment at line 14:

```
private static void PrintBookCount(int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddBookCallback callback = PrintBookCount;
```

- B. Insert the following code segment at line 18:

```
tracker.AddBook(name, delegate(int i)
{
    ...
});
```

- C. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(BookTracker bookTracker);
```

Insert the following code segment at line 18:

```
AddBookDelegate addDelegate = (bookTracker) =>
{
    ...
};
addDelegate(tracker);
```

- D. Insert the following code segment at line 11:

```
delegate void AddBookDelegate(string name, AddBookCallback callback);
```

Insert the following code segment at line 18:

```
AddBookDelegate adder = (i, callback) =>
{
    ...
};
```

A. Option A

B. Option B

C. Option C





D. Option D

Correct Answer: B

### QUESTION 6

You are creating a class named Loan.

The Loan class must meet the following requirements:

Include a member that represents the rate for a Loan instance. Allow external code to assign a value to the rate member. Restrict the range of values that can be assigned to the rate member.

You need to implement the rate member to meet the requirements.

In which form should you implement the rate member?

- A. public static property
- B. public property
- C. public static field
- D. protected field

Correct Answer: B

Explanation: For a public the type or member can be accessed by any other code in the same assembly or another assembly that references it.

Reference: Access Modifiers (C# Programming Guide)

<https://msdn.microsoft.com/en-us/library/ms173121.aspx>

### QUESTION 7

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

```
01 public static List<string> TestIfWebSite(string url)
02 {
03     const string pattern = @"http://(www\.)?([^\.\.]+)\.com";
04     List<string> result = new List<string>();
05
06     MatchCollection myMatches = Regex.Matches(url, pattern);
07     ...
08     return result;
09 }
```

You need to ensure that the method extracts a list of URLs that match the following pattern:



@http://(www\.)?([\.\.]+\)\.com;

Which code should you insert at line 07?

- A. 

```
foreach (Match currentMatch in myMatches)
    result.Add(currentMatch.Groups.ToString());
```
- B. 

```
result = (List<string>) myMatches.GetEnumerator();
```
- C. 

```
foreach (Match currentMatch in myMatches)
    result.Add(currentMatch.Value);
```
- D. 

```
result = (List<string>) myMatches.SyncRoot;
```

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

Correct Answer: C

Explanation: \* MatchCollection

Represents the set of successful matches found by iteratively applying a regular expression pattern to the input string.

The collection is immutable (read-only) and has no public constructor. The `Regex.Matches` method returns a `MatchCollection` object.

\* `List.Add` Method Adds an object to the end of the List. Incorrect: Not A: Gives groups array. Hence `Tostring()` method mentioned above won't give desired result Not D: `ICollection.SyncRoot` Property For collections whose underlying store is not publicly available, the expected implementation is to return the current instance. Note that the pointer to the current instance might not be sufficient for collections that wrap other collections; those should return the underlying collection's `SyncRoot` property.

Reference: `Regex.Matches` Method (String,String)

[https://msdn.microsoft.com/en-us/library/b9712a7w\(v=vs.110\)](https://msdn.microsoft.com/en-us/library/b9712a7w(v=vs.110))

## QUESTION 8

DRAG DROP

You are developing an application by using C#. The application includes an array of decimal values named `loanAmounts`. You are developing a LINQ query to return the values from the array.



The query must return decimal values that are evenly divisible by two. The values must be sorted from the lowest value to the highest value.

You need to ensure that the query correctly returns the decimal values.

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 9**

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



```
01 public class Program
02 {
03     private static System.Diagnostics.Stopwatch _execTimer =
04         new System.Diagnostics.Stopwatch();
05     public static void Delay(int delay)
06     {
07         Thread.Sleep(delay);
08     }
09     public static void LogLongExec(string msg)
10     {
11         if (_execTimer.Elapsed.Seconds >= 5)
12             throw new Exception(
13                 string.Format("Execution is too long > {0} > {1}",
14                     msg, _execTimer.Elapsed.TotalMilliseconds));
15     }
16     public static void Main()
17     {
18         _execTimer.Start();
19         try
20         {
21             Delay(10);
22             LogLongExec("Delay(10)");
23             Delay(5000);
24             LogLongExec("Delay(5000)");
25         }
26         catch (Exception ex)
27         {
28
29         }
30     }
31 }
```

You need to ensure that if an exception occurs, the exception will be logged. Which code should you insert at line 28?



- A. `System.Diagnostics.XmlWriterTraceListener listener =  
new XmlWriterTraceListener("./Error.log");  
listener.WriteLine(ex.Message);  
listener.Flush();  
listener.Close();`
- B. `System.Diagnostics.XmlWriterTraceListener loggingListener =  
new XmlWriterTraceListener("./Trace.log");  
loggingListener.Flush();  
loggingListener.Close();`
- C. `System.Diagnostics.Trace.WriteLine(ex.Message, "Error.log");`
- D. `System.Diagnostics.TraceSource trace = new TraceSource("./Trace.log");  
trace.TraceEvent(TraceEventType.Error, ex.HResult, ex.Message);`

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

Correct Answer: A

Explanation: \* XmlWriterTraceListener

Directs tracing or debugging output as XML-encoded data to a TextWriter or to a Stream, such as a FileStream.

#### QUESTION 10

You are developing an application that includes a class named BookTracker for tracking library books. The application includes the following code segment. (Line numbers are included for reference only.)



```
01 public delegate void AddBookCallback(int i);
02 public class BookTracker
03 {
04     List<Book> books = new List<Book>();
05     public void AddBook(string name, AddBookCallback callback)
06     {
07         books.Add(new Book(name));
08         callback(books.Count);
09     }
10 }
11
12 public class Book
13 {
14
15     BookTracker tracker = new BookTracker();
16     public void Add(string name)
17     {
18
19     }
20 }
```

You need to add a book to the BookTracker instance. What should you do?



A. Insert the following code segment at line 18:

```
tracker.AddBook(name, delegate (int i)
{
    ...
});
```

B. Insert the following code segment at line 11:

```
delegate void AddBookDelegate (string name, AddBookCallback callback);
```

Insert the following code segment at line 18:

```
AddBookDelegate adder = (i, callback) =>
{
    ...
};
```

C. Insert the following code segment at line 11:

```
delegate void AddBookDelegate (BookTracker bookTracker);
```

Insert the following code segment at line 18:

```
AddBookDelegate addDelegate = (bookTracker) =>
{
    ...
};
addDelegate (tracker);
```

D. Insert the following code segment at line 14:

```
private static void PrintBookCount (int i)
{
    ...
}
```

Insert the following code segment at line 18:

```
AddBookCallback callback = PrintBookCount;
```

A. Option A

B. Option B

C. Option C



D. Option D

Correct Answer: A

---

### QUESTION 11

#### HOTSPOT

You are implementing a library method that accepts a character parameter and returns a string.

If the lookup succeeds, the method must return the corresponding string value. If the lookup fails, the method must return the value "invalid choice."

You need to implement the lookup algorithm.

How should you complete the relevant code? (To answer, select the correct keyword in each drop-down list in the answer area.)

Hot Area:





Work Area

```
public string GetResponse(char letter)
{
    string response;
    (letter)
    {
        'a':
        response = "animal";
        break;
        'm':
        response = "mineral";
        break;
        :
        response = "invalid choice";
        break;
    }
    return response;
}
```



Correct Answer:



Work Area

```
public string GetResponse(char letter)
{
    string response;
    (letter)
    case
    if
    switch
    {
        'a':
        case
        default
        else
        if
        response = "animal";
        break;
        'm':
        case
        default
        else
        if
        response = "mineral";
        break;
        :
        case
        default
        else
        if
        response = "invalid choice";
        break;
    }
    return response;
}
```



## QUESTION 12

You develop an application by using C#. The application counts the number of times a specific word appears within a set of text files. The application includes the following code. (Line numbers are included for reference only.)

```
01 class Counter
02 {
03     System.Collections.Concurrent.ConcurrentDictionary<string, int> _wordCounts =
04         new System.Collections.Concurrent.ConcurrentDictionary<string, int>();
05     public Action<DirectoryInfo> ProcessDirectory()
06     {
07         return (dirInfo =>
08             {
09                 var files = dirInfo.GetFiles("*.cs").AsParallel<FileInfo>();
10                 files.ForAll<FileInfo>{
11                     fileInfo =>
12                     {
13                         var fileContent = File.ReadAllText(fileInfo.FullName);
14                         var sb = new StringBuilder();
15                         foreach (var val in fileContent)
16                         {
17                             sb.Append(char.IsLetter(val) ? val.ToString().ToLowerInvariant() : " ");
18                         }
19                         string[] wordsInFile = sb.ToString().Split(new []{ ' ' },
20                             StringSplitOptions.RemoveEmptyEntries);
21                         foreach (var word in wordsInFile)
22                         {
23
24                         }
25                     });
26                 var directories = dirInfo.GetDirectories().AsParallel<DirectoryInfo>();
27                 directories.ForAll<DirectoryInfo>(ProcessDirectory());
28             });
29     }
30 }
```

You have the following requirements:

Populate the `_wordCounts` object with a list of words and the number of occurrences of each word.

Ensure that updates to the `ConcurrentDictionary` object can happen in parallel.

You need to complete the relevant code.

Which code segment should you insert at line 23?



- A. `_wordCounts.AddOrUpdate(word, 1, (s, n) => n + 1);`
- B. `int value;  
if (_wordCounts.TryGetValue(word, out value))  
{  
 _wordCounts[word] = value++;  
}  
else  
{  
 _wordCounts[word] = 1;  
}`
- C. `var value = _wordCounts.GetOrAdd(word, 0);  
_wordCounts[word] = value++;`
- D. `var value = _wordCounts.GetOrAdd(word, 0);  
_wordCounts.TryUpdate(word, value + 1, value);`

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

Explanation: The `ConcurrentDictionary.AddOrUpdate` method adds a key/value pair to the `ConcurrentDictionary` if the key does not already exist, or updates a key/value pair in the

`ConcurrentDictionary` if the key already exists.

Example:

```
// Construct a ConcurrentDictionary
```

```
ConcurrentDictionary cd = new ConcurrentDictionary();
```

```
// Bombard the ConcurrentDictionary with 10000 competing AddOrUpdates Parallel.For(0, 10000, i =>
```

```
{
```

```
// Initial call will set cd[1] = 1.
```

```
// Ensuing calls will set cd[1] = cd[1] + 1
```

```
cd.AddOrUpdate(1, 1, (key, oldValue) => oldValue + 1); });
```

`Console.WriteLine("After 10000 AddOrUpdates, cd[1] = {0}, should be 10000", cd[1]);` Reference: `ConcurrentDictionary.AddOrUpdate` Method

[https://msdn.microsoft.com/en-us/library/ee378665\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ee378665(v=vs.110).aspx)



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