



70-483^{Q&As}

Programming in C#

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**QUESTION 1**

You are developing an application that contains a class named TheaterCustomer and a method named ProcessTheaterCustomer. The ProcessTheaterCustomer() method accepts a TheaterCustomer object as the input parameter.

You have the following requirements:

Store the TheaterCustomer objects in a collection. Ensure that the ProcessTheaterCustomer() method processes the TheaterCustomer objects in the reverse order in which they are placed into the collection.

You need to meet the requirements.

What should you do?

- A. Create a System.Collections.Queue collection. Use the Enqueue() method to add TheaterCustomer objects to the collection. Use the Dequeue() method to pass the objects to the ProcessTheaterCustomer() method.
- B. Create a System.Collections.ArrayList collection. Use the Insert() method to add TheaterCustomer objects to the collection. Use the Remove() method to pass the objects to the ProcessTheaterCustomer() method.
- C. Create a System.Collections.Stack collection. Use the Push() method to add TheaterCustomer objects to the collection. Use the Pop() method to pass the objects to the ProcessTheaterCustomer() method.
- D. Create a System.Collections.Queue collection. Use the Enqueue() method to add TheaterCustomer objects to the collection. Use the Peek() method to pass the objects to the ProcessTheaterCustomer() method.

Correct Answer: C

Explanation: A stack is the appropriate collection here. In computer science, a stack or LIFO (last in, first out) is an abstract data type that serves as a collection of elements, with two principal operations: push, which adds an element to the collection, and pop, which removes the last element that was added.

Reference: [https://en.wikipedia.org/wiki/Stack_\(abstract_data_type\)](https://en.wikipedia.org/wiki/Stack_(abstract_data_type))

QUESTION 2

You have the following code: You need to retrieve all of the numbers from the items variable that are greater than 80. Which code should you use?

```
List<Int32> items = new List<int>() {  
    100,  
    95,  
    80,  
    75,  
    95  
};
```



- ☐ A. `var result = items.Skip(80);`
- ☐ B. `var result = items.Where(i => i > 80);`
- ☐ C. `var result = from i in items
groupby i into grouped
where grouped.Key > 80
select i;`
- ☐ D. `var result = items.Take(80);`

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: B

Explanation: Example: All number larger than 15 from a list using the var query = from num in numbers... construct:

```
var largeNumbersQuery = numbers2.Where(c => c > 15);
```

Reference: How to: Write LINQ Queries in C#

<https://msdn.microsoft.com/en-us/library/bb397678.aspx>

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
        }
    }
}
```

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:

Code Segments

```
static Dictionary<int, WeakReference> _data;
```

```
static Dictionary<int, Int32> _data;
```

```
_data.Add(i, new WeakReference(new Class(i * 2), false));
```

```
_data.Add(i, (Int32)(i * 2));
```

Answer Area

Target 1:

Code Segment

Target 2:

Code Segment

Correct Answer:

Code Segments

```
static Dictionary<int, Int32> _data;
```

```
_data.Add(i, (Int32)(i * 2));
```

Answer Area

Target 1:

```
static Dictionary<int, WeakReference> _data;
```

Target 2:

```
_data.Add(i, new WeakReference(new Class(i * 2), false));
```

QUESTION 4

You are developing a C# application. The application references and calls a RESTful web service named EmployeeService. The EmployeeService web service includes a method named GetEmployee which accepts an employee ID as a parameter. The web service returns the following JSON data from the method.



```
{"Id":1,"Name":"David Jones"}
```

The following code segment invokes the service and stores the result:

```
WebClient client = new WebClient();  
byte[] employeeData = client.DownloadData("http://localhost:2588/EmployeeService.svc/GetEmployee/1");
```

You need to convert the returned JSON data to an Employee object for use in the application. Which code segment should you use?

- A.
- ```
using (Stream stream = new MemoryStream(employeeData))
{
 DataContractJsonSerializer dataContractJsonSerializer = new DataContractJsonSerializer(typeof(Employee));
 Employee retrievedEmployee = dataContractJsonSerializer.ReadObject(stream) as Employee;
 ...
}
```
- B.
- ```
using (Stream stream = new MemoryStream(employeeData))  
{  
    var formatter = new System.Runtime.Serialization.Formatters.Binary.BinaryFormatter();  
    var jsonMethod = new MethodCall(new[] { new Header("json", "GetEmployee") });  
    Employee employee = (Employee)formatter.DeserializeMethodResponse(stream, null, jsonMethod);  
}
```
- C.
- ```
using (Stream stream = new MemoryStream(employeeData))
{
 DataContractSerializer dataContractSerializer = new DataContractSerializer(typeof(Employee));
 var employee = (Employee)dataContractSerializer.ReadObject(XmlReader.Create(stream));
 ...
}
```
- D.
- ```
using (Stream stream = new MemoryStream(employeeData))  
{  
    DataContractSerializer dataContractSerializer = new DataContractSerializer(typeof(Employee));  
    dataContractSerializer.WriteObject(stream, new Employee());  
    ...  
}
```

A. B. C. D.

Correct Answer: A

QUESTION 5

HOTSPOT

You have the following code:



```
[DataContract]
public class Class1
{
    string oneValue;
    [DataMember]
    public string OneValue
    {
        get { return oneValue; }
        set { oneValue = value; }
    }
    public Class1(string _oneValue)
    {
        oneValue = _oneValue;
    }
}

[DataContract]
public class Class2
{
    List<string> values;
    [DataMember]
    public List<string> Values
    {
        get { return values; }
        set { values = value; }
    }
    public Class2(List<string> _values)
    {
        values = _values;
    }
    public Class2()
    {
    }
}
```



For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Statement	Yes	No
Class1 can be serialized by using the BinaryFormatter class	<input type="radio"/>	<input type="radio"/>
Class2 can be serialized by using the BinaryFormatter class.	<input type="radio"/>	<input type="radio"/>
Class2 can be serialized by using the DataContractSerializer class.	<input type="radio"/>	<input type="radio"/>

Correct Answer:



Statement	Yes	No
Class1 can be serialized by using the BinaryFormatter class	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Class2 can be serialized by using the BinaryFormatter class.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Class2 can be serialized by using the DataContractSerializer class.	<input type="checkbox"/>	<input checked="" type="checkbox"/>

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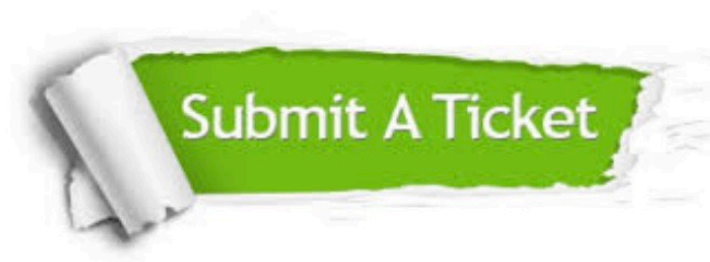
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