70-483^{Q&As}

Programming in C#

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QUESTION 1

DRAG DROP

You have the following class:

```
public class Class1 : IEquatable<Class1>
{
    public Int32 ID { get; set; }
    public String Name { get; set; }
    public bool Equals(Class1 other)
    {
    }
}
```

You need to implement IEquatable. The Equals method must return true if both ID and Name are set to the identical values. Otherwise, the method must return false. Equals must not throw an exception. What should you do? (Develop the solution by selecting and ordering the required code snippets. You may not need all of the code snippets.)

Select and Place:

```
if (!Object.Equals
(this.Name, other.Name)) return false;
```

```
if (this.ID == other.ID) return false;
```

```
return false;
```

```
return true;
```

```
if (other == null) return false;
```

```
break;
```

```
if (this.ID != other.ID) return false;
```

```
if (!this.Name.Equals
(other.Name)) return false;
```

Correct Answer:

```
if (this.ID == other.ID) return false;
```

```
return false;
```

```
return true;
```

```
break
```

```
if (!this.Name.Equals
(other.Name)) return false;
```

```
if (other == null) return false;
```

```
if (this.ID != other.ID) return false;
```

```
if (!Object.Equals
(this.Name, other.Name)) return false;
```

QUESTION 2

You are developing an application by using C#. The application will write events to an event log. You plan to deploy the application to a server.

You create an event source named MySource and a custom log named MyLog on the server.

You need to write events to the custom log.

Which code segment should you use?

```
A.  public void WriteToEventLog(string message)
    {
      EventLog eventLog = new EventLog() { Source = "Application" };
      eventLog.WriteEntry(message);
    }

B.  public void WriteToEventLog(string message)
    {
      EventLog eventLog = new EventLog() { Source = "MyLog", EnableRaisingEvents = true };
      EventInstance eventInstance = new EventInstance(0, 1);
      eventLog.WriteEvent(eventInstance, message);
    }

C.  public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)
    {
      EventLog eventLog = new EventLog() { Source = "MyLog" };
      eventLog.WriteEntry(message, eventLogEntryType);
    }

D.  public void WriteToEventLog(string message, EventLogEntryType eventLogEntryType)
    {
      EventLog eventLog = new EventLog() { Source = "MySource", EnableRaisingEvents = true };
      eventLog.WriteEntry(message, eventLogEntryType);
    }
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

QUESTION 3

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.	○	○
Class2 can be serialized by using the BinaryFormatter class.	○	○
Class2 can be serialized by using the DataContractSerializer class.	○	○

Correct Answer:

Statement	Yes	No
Class1 can be serialized by using the BinaryFormatter class	○	●
Class2 can be serialized by using the BinaryFormatter class.	●	○
Class2 can be serialized by using the DataContractSerializer class.	○	●

QUESTION 4

You need to create a method that can be called by using a varying number of parameters. What should you use?

A. derived classes

B. interface

C. enumeration

D. method overloading

Correct Answer: D

Explanation: Member overloading means creating two or more members on the same type that differ only in the number or type of parameters but have the same name. Overloading is one of the most important techniques for improving usability, productivity, and readability of reusable libraries. Overloading on the number of parameters makes it possible to provide simpler versions of constructors and methods. Overloading on the parameter type makes it possible to use the same member name for members performing identical operations on a selected set of different types.

QUESTION 5

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 csc.exe /target:Library option when building the application.

B. Use the AL.exe command-line tool.

C. Use the aspnet_regiis.exe command-line tool.

D. Use the EdmGen.exe command-line tool.

Correct Answer: B

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.) Note:

*

 A strong name consists of the assembly\\'s identity--it\\'s simple text name, version number, and culture information (if provided)--plus a public key and a digital signature. It is generated from an assembly file (the file that contains the assembly manifest, which in turn contains the names and hashes of all the files that make up the assembly), using the corresponding private key. Microsoft?Visual Studio?.NET and other development tools provided in the .NET Framework SDK can assign strong names to an assembly. Assemblies with the same strong name are expected to be identical.

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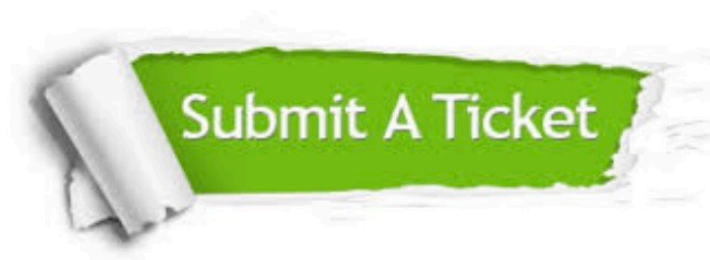Multi-Platform capabilities - Windows, Mac, Android, iPhone, iPod, iPad, Kindle

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