



70-483^{Q&As}

Programming in C#

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**QUESTION 1**

You have the following C# code.

```
StringBuilder sb = new StringBuilder(reallyLongString);
```

The reallyLongString variable is a string in which a very long string is stored.

You need to identify whether a string stored in an object named StringToFind is within the StringBuilder sb object.

Which code should you use?

- A. sb.Equals(stringToFind);
- B. sb.ToString().IndexOf(stringToFind);
- C. sb.ToString().CompareTo(stringToFind);
- D. sb.ToString().Substring(stringToFind.Length);

Correct Answer: A

References: https://docs.microsoft.com/en-us/dotnet/api/system.text.stringbuilder.equals?view=netframework-4.7.2#System_Text_StringBuilder_Equals_System_Text_StringBuilder_

QUESTION 2

A public class named Message has a method named SendMessage. The SendMessage() method is leaking memory.

```
public class Message
{
    private unsafe IntPtr _IntPtr;

    public unsafe void SendMessage(string messageToSend)
    {
        try
        {
            byte[] msg = Encoding.Unicode.GetBytes(messageToSend);
            _IntPtr = Marshal.AllocHGlobal(msg.Length);
            byte* memBytePtr = (byte*)_IntPtr.ToPointer();
            UnmanagedMemoryStream writeStream = new UnmanagedMemoryStream
                (memBytePtr, msg.Length, msg.Length, FileAccess.Write);
            writeStream.write(msg, 0, msg.Length);
            writeStream.Close();
        }
        catch (Exception e)
        {
            Console.WriteLine(e);
        }
    }
}
```



- A. Add a finally statement and implement the `gc.collect()` method.
- B. Modify the `Message` class to use the `IDisposable` interface.
- C. Remove the `try...catch` block and allow the errors to propagate.
- D. Replace the `try...catch` block with a `using` statement.

Correct Answer: A

Reference: https://docs.microsoft.com/en-us/dotnet/api/system.gc.collect?redirectedfrom=MSDN&view=netframework-4.7.2#System_GC_Collect

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	Answer Area
<code>static Dictionary<int, WeakReference> _data;</code>	Target 1: Code Segment
<code>static Dictionary<int, Int32> _data;</code>	
<code>_data.Add(i, new WeakReference(new Class(i * 2), false));</code>	Target 2: Code Segment
<code>_data.Add(i, (Int32)(i * 2));</code>	



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

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.

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:

```
staticDictionary<int, WeakReference> _data;  
staticDictionary<int, Int32> _data;  
_data.Add(i, new WeakReference(new Class(i * 2), false));  
_data.Add(i, (Int32)(i * 2));
```

```
public class Data  
{  
      
    public Data(int count)  
    {  
        for (int i = 0; i < count; i++)  
        {  
              
        }  
    }  
}
```

Correct Answer:



```
staticDictionary<int, Int32> _data;

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

public class Data
{
    staticDictionary<int, WeakReference> _data;

    public Data(int count)
    {
        for (int i = 0; i < count; i++)
        {
            _data.Add(i, new WeakReference(new Class(i * 2), false));
        }
    }
}
```

QUESTION 5

You are developing an application. The application calls a method that returns an array of integers named `employeeIds`. You define an integer variable named `employeeIdToRemove` and assign a value to it. You declare an array named `filteredEmployeeIds`.

You have the following requirements:

Remove duplicate integers from the `employeeIds` array. Sort the array in order from the highest value to the lowest value. Remove the integer value stored in the `employeeIdToRemove` variable from the `employeeIds` array.

You need to create a LINQ query to meet the requirements.

Which code segment should you use?

- ☐ A. `int[] filteredEmployeeIds = employeeIds.Where(value => value != employeeIdToRemove).OrderBy(x => x).ToArray();`
- ☐ B. `int[] filteredEmployeeIds = employeeIds.Where(value => value != employeeIdToRemove).OrderByDescending(x => x).ToArray();`
- ☐ C. `int[] filteredEmployeeIds = employeeIds.Distinct().Where(value => value != employeeIdToRemove).OrderByDescending(x => x).ToArray();`
- ☐ D. `int[] filteredEmployeeIds = employeeIds.Distinct().OrderByDescending(x => x).ToArray();`

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

Explanation: The `Distinct` keyword avoids duplicates, and `OrderByDescending` provides the proper ordering from highest



to lowest.

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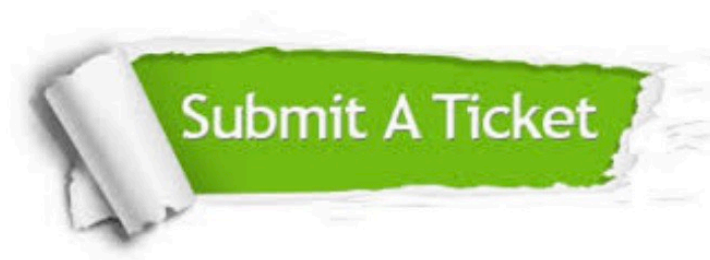
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