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70-518

Microsoft

Pro: Designing and Developing Windows Applications
Using Microsoft .NET Framework 4

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QUESTION: 1

You are designing a .NET Framework 4 solution. The solution contains a Windows Presentation Foundation (WPF) application and a Windows Communication Foundation (WCF) Web service. The WPF application uses the WCF Web service to store data in a Microsoft SQL Server 2008 database.

You have the following requirements:

Ensure that the WPF application functions while users'computers are offline. Minimize the time spent sending data to the WCF Web service.

Minimize disk space requirements for data storage.

You need to recommend an approach for synchronizing data between the WPF application and the database.

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

A. Store data in custom business objects. Serialize data locally by using custom serialization.

B. Create a local caching solution that periodically checks for Internet connectivity, uses local memory, and batches changes to the WCF Web service.

C. Create a local caching solution that periodically checks for Internet connectivity and writes directly to the local data store and to the WCF Web service.

D. Store data in DataSet objects. Serialize data locally by using XML serialization.

Answer: A, C

Explanation:

La opción C: Minimiza el uso de disk space, frente a la B que guarda los datos en el local data store. El cacheo de los datos evita que el programa vaya a buscar los datos a la base. Un custom bussines object requiere el envío de menos informacion que es un DataSet.

QUESTION: 2

You are designing an n-tier .NET Framework 4 solution that includes a Windows Presentation Foundation

(WPF) application. The WPF application will access data stored in a Microsoft SQL Server 2008 database by using the solution's data access tier.

The data access tier must also be available from within Microsoft Excel 2010. You need to recommend a technology for accessing the data access tier. Which technology should you recommend?

A. ADO.NET Entity Framework 4
B. LINQ to SQL
C. WCF Data Services
D. LINQ to XML

Answer: C

Explanation:
ADO.NET Entity Framework 4 http://stackoverflow.com/questions/7385907/update-db-from-excel-with- entity- framework-4-1
LINQ to SQL http://stackoverflow.com/questions/376524/populate-excel-with-data-from-linq-to-sql-query
(Sending individual OLE commands for each Excel cell is very slow) WCF Data Services http://damianblog. com/2009/07/05/excel-wcf/ LINQ to XML
http://blogs.msdn.com/b/bethmassi/archive/2007/10/30/quickly- import-and-export-excel-data- with-linq-to-xml.aspx (import export)
The parts of ADO.NET Data Services that were focused on the Windows implementation of OData are now
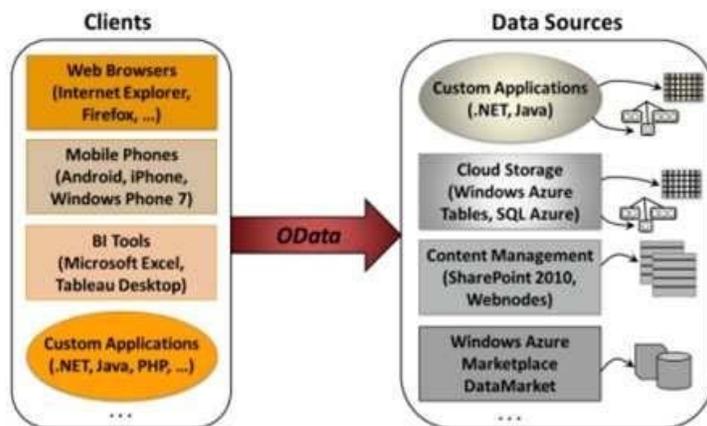WCF Data Services. known as

Figure 1: Any OData client can access data provided by any OData data source.

wcf and sql http://damianblog.com/2009/07/05/excel-wcf/Answer:

QUESTION: 3
You are designing a Windows Presentation Foundation (WPF) application by using Microsoft .NET Framework 4, Microsoft Visual Studio 2010, and Microsoft SQL Server 2008.

You have designed the application to use the ADO.NET Entity Framework for the Data Access Layer (DAL). You have designed the user interface (UI) of the application by using the Model-View-ViewModel (M-V-VM) pattern.
The middle tier of the application is designed by using Windows Communication Foundation (WCF).
The database schema changes often. The DAL entity objects are required to be referenced from the middle tier and the ViewModel layer of the UI.
You need to ensure that the DAL entity objects are updated when the database schema changes. What should you do?

A. Create an observable collection of objects.
B. Create typed DataSets.
C. Create persistent-aware objects.
D. Create persistent-ignorant objects.

Answer: C

Explanation:
This gives us:
- Entity objects are being used. => A, B out
F. The DAL always have to be updated not only when you are retrieving the data. => D out This will be achieved by non-POCO i.e. persistant aware objects or an observable collection of objects.
Since it's specified we are using Entity Objects we will not have to use an observable collection. My answer is therefore C.
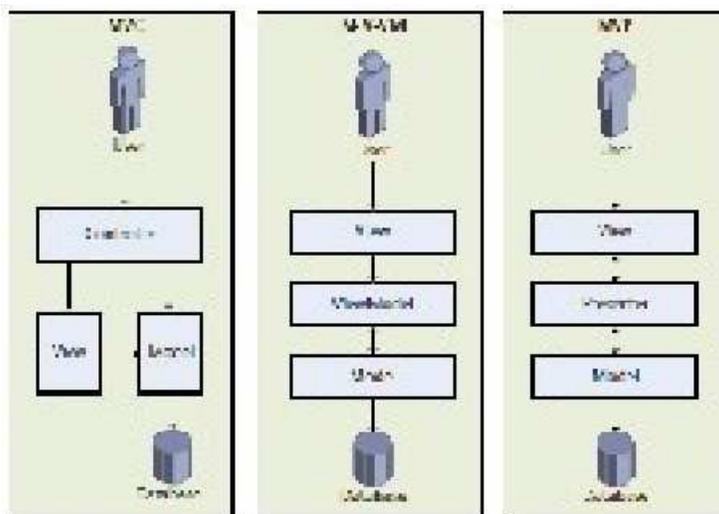

FIGURE 2-1 The three .NET framework presentation patterns

POCO is often considered good because it allows for a strong separation of concerns. You can define your data objects to have absolutely zero knowledge of the mechanism that will be used to store them. (So it makes it easy to switch out the storage mechanism for something different in the future). It also means you don't have to design your data objects with any consideration for the database/framework that is used to store them. persistence ignorant
must have a default constructor
All classes
Some features don't work unless classes are unsealed and all members are virtual
Object identity doesn't work properly unless you abuse Equals/GetHashCode (Aside: Before anybody gets upset, I don't mean to pick on NHibernate here, it's just a frequently quoted example of a framework that supposedly permits persistence ignorance. I'm sure similar arguments could be applied to other ORMs that claim the same.)
Now although the class in itself does not have any persistence-framework-specific attributes or base classes etc., to me it is not really "persistence ignorant" because it must follow a set of design guidelines to facilitate use by the chosen persistence framework

QUESTION: 4
You are designing a Windows Presentation Foundation (WPF) application that will process data. The data is stored in a Microsoft SQL Server 2008 database. You plan to access the data by using ADO.NET Entity Framework 4.
You need to recommend an approach that minimizes the number of calls to the database server. What should you recommend?

A. Use lazy loading.
B. Use SqlDependency objects.
C. Use change tracking in the ObjectContext object.
D. Use eager loading.

Answer: D

Explanation:
If we only consider number of calls it has to be D. since eager loading loads all related entities. SqlDependency objects. (If we had to query the database for the entitlements on every single alert that flows through our system, we would take a tremendous hit in performance. Therefore, we cache the entitlements in memory and cache the result

sets.) http://magmasystems.blogspot.com/2008/09/ sqldependency-object-and-entitlements.html

Change Tracking

Once the View Generation cost is eliminated, the most expensive operation is Object Materialization. This operation eats up 75% of your query time because it has to read from the DbDataReader object and create an object. When you are using the Entity Framework, you have objects that represent the tables in your database. These objects are created by an internal process called object materialization. This process takes the returned data and builds the relevant objects for you. The object can be EntityObject derived objects, anonymous types, or DbDataRecord DbDataRecord.

The ObjectContext object will create an ObjectStateEntry object to help track changes made to related entities. Objects are tracked when queried, added, or attached to the cached references inside this class.

The tracking behavior is specified using the MergeOption enumeration. When updates to properties of the tracked objects occur, the properties are marked as modified and the original values are kept for performing updates back to the database. This enables users to write code against the objects themselves and call SaveChanges.

We can minimize the overhead of change tracking by using the MergeOption.NoTracking option. Doing so will increase the performance of your system in most situations. The loss of change tracking is irrelevant if you are sending your data across the network via a web service because this feature will not work in a "disconnected" mode. Even if you are not disconnected, you can use this option in a page where there are no updates to the database. Take a look at the code snippet below for one example of how to disable change tracking:

Eager loading returns all related entities together with the queried entities in a single query. This means that, while there is only one connection made to the data source, a larger amount of data is returned in the initial query. Also, query paths result in a more complex query because of the additional joins that are required in the query that is executed against the data source.

Explicit and lazy loading enables you to postpone the request for related object data until that data is actually needed. This yields a less complex initial query that returns less total data. However, each successive loading of a related object makes a connection to the data source and executes a query. In the case of lazy loading, this connection occurs whenever a navigation property is accessed and the related entity is not already loaded. If you are concerned about which related entities are returned by the initial query or with managing the timing of when related entities are loaded from the data source, you should consider disabling lazy loading. Lazy loading is enabled in the constructor of the Entity Framework- generated object context.

Lazy loading

In this type of loading, related entities are automatically loaded from the data source when you access a navigation property. With this type of loading, be aware that each navigation property that you access results in a separate query executing against the data source if the entity is not already in the ObjectContext.

Eager loading
When you know the exact shape of the graph of related entities that your application
requires, you can use the Include method on the ObjectQuery to define a query path
that controls which related entities to return as part of the initial query.
When you define a query path, only a single request against the database is required to
return all entities defined by the path in a single result set, and all related entities of the
type specified in the path are loaded with each object that the query returns.

QUESTION: 5
You are analyzing an application that uses Microsoft .NET Framework 4 and
Microsoft SQL Server 2008. The application is used to maintain an inventory database
and is accessed from several remote Windows client applications. The application
frequently updates multiple rows in a database table by using a DbDotoAdopter object.
Users report that the application runs slowly during peak business hours.
When large number of records are changed by multiple users, you discover the
following: The CPU utilization of the client applications is normal.
The network utilization increases slightly.
The CPU utilization of the database server remains close to the normal average for a
day. You need to resolve the performance issue. What should you do?

A. Disable batch updates. Modify the client application to perform a single update.
B. Insert a random time interval between updates.
C. Move the update method calls to a separate BackgroundWorker thread.
D. Remove any limit on batch update sizes. Modify the client application to perform a
single update.

Answer: D

Explanation:
Requirements
several remote Windows client applications. The application frequently updates
multiple rows in a database table by using a DbDataAdapter object.
(The DbDataAdapter class inherits from the DataAdapter class and helps a class
implement a DataAdapter designed for use with a relational database.
An application does not create an instance of the DbDataAdapter interface directly, but
creates an instance of a class that inherits IDbDataAdapter and DbDataAdapter.) The
BackgroundWorker component is designed to allow you to execute time-consuming
operations on a separate, dedicated thread. This allows you to run operations that take a
lot of time, such as file downloads and database transactions asynchronously and allow
the UI to remain responsive.

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and many others.. See complete list Here