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# 70-536

## Microsoft

*Microsoft .NET Framework 2.0-Application Development Foundation*

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**QUESTION 1**

You work as the application developer at Certkiller .com. Certkiller .com uses Visual Studio.NET 2005 as its application development platform.

You are in the process of storing numerical values up to 2,100,000,000 into a variable and may require storing negative values using a .NET Framework 2.0 application. You are required to optimize memory usage  
What should you do?

- A. Int32
- B. UInt16
- C. UInt32
- D. Int16

Answer: A

Explanation: The Int32 type should be used in the scenario as it can be used to store positive and negative numerical values from -2,147,483,648 to +2,147,483,647.

Incorrect Answers:

B, C: The UInt32 and UInt16 type should not be used in the scenario because they are used to store only unsigned positive numbers.

D: The Int16 type should not be used as you will only be allowed to store values from -32768 to +32768.

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**QUESTION 2**

You work as an application developer at Certkiller .com. You are currently in the process of creating a class that stores data about Certkiller .com's customers.

Certkiller .com customers are assigned unique identifiers and various characteristics that may include aliases, shipping instructions, and sales comments. These characteristics can change in both size and data type.

You start by defining the Customer class as shown below:

```
public class Customer
{
    private int custID;
    private ArrayList attributes;
    public int CustomerID
    {
        get {return custID;}
    }
    public Customer (int CustomerID)
    {
        this.custID = CustomerID;
        this.attributes = new ArrayList ();
    }
    public void AddAttribute (object att)
    {
```

```
attributes.Add (att);  
}  
}
```

You have to create the FindAttribute method for locating attributes in Customer objects no matter what the data type is.

You need to ensure that the FindAttribute method returns the attribute if found, and you also need to ensure type-safety when returning the attribute.

What should you do?

A. Use the following code to declare the FindAttribute method:

```
public T FindAttribute (T att)  
{  
//Find attribute and return the value  
}
```

B. Use the following code to declare the FindAttribute method:

```
public object FindAttribute (object att)  
{  
//Find attribute and return the value  
}
```

C. Use the following code to declare the FindAttribute method:

```
public T FindAttribute <T> (T att)  
{  
//Find attribute and return the value  
}
```

D. Use the following code to declare the FindAttribute method:

```
public string FindAttribute (string att)  
{  
//Find attribute and return the value  
}
```

Answer: C

Explanation: This code declares the method FindAttribute and specifies an argument named att using the T placeholder as the argument and return data type. To ensure the FindAttribute method accepts arguments of different types, you should specify an argument using a generic placeholder. The argument att in this generic method will accept any valid data type and ensures type-safety by returning that same data type.

Incorrect Answers:

A: You should not use this code because it does not declare the placeholder T. when declaring a generic method, you have to use the <> brackets to declare the placeholder before using it.

B: You should not use this code because it does not guarantee type-safety.

D: You should not use this code because it will only accept a string argument and return a string argument.

---

**QUESTION 3**

You work as an application developer at Certkiller .com. You are creating a custom exception class named ProductDoesNotExistException so that custom exception messages are displayed in a new application when the product specified by users is unavailable.

This custom exception class will take the ProductID as an argument to its constructor and expose this value through the ProductID. You are now in the process of creating a method named UpdateProduct. This method will be used to generate and manage the ProductDoesNotExistException exception if the ProductID variable contains the value 0.

You need to ensure that use the appropriate code for the UpdateProduct method. What should you do?

A. Make use of the following code:

```
public void UpdateProduct ()
{
try
{
if (ProductID == 0)
throw new ProductDoesNotExistException (ProductID);
}
catch (ProductDoesNotExistException ex)
{
MessageBox.Show ("There is no Product" + ex. ProductID);
}
}
```

B. Make use of the following code:

```
public void UpdateProduct ()
{
try
{
if (ProductID == 0)
throw new Exception ("Invalid ProductID");
}
catch (ProductDoesNotExistException ex)
{
MessageBox.Show (ex.Message);
}
}
```

C. Make use of the following code:

```
public void UpdateProduct ()
{
if (ProductID == 0)
throw new ProductDoesNotExistException (ProductID);
}
```

D. Make use of the following code:

```
public void UpdateProduct ()
{
if (ProductID == 0)
throw new Exception ("Invalid ProductID");
}
```

Answer: A

Explanation: This code verifies the value of the ProductID variable by using the if statement. If the ProductID variable contains a value of 0, this code generates an exception of type ProductDoesNotExistException. To explicitly generate an exception, you are required to use the throw statement. The exception generated by using the throw statement can be handled by the try...catch block. This code generates the custom exception by calling the constructor of the custom exception class named ProductDoesNotExistException. The constructor argument is the ProductID attached to the ProductDoesNotExistException object. This code then handles the custom exception named ProductDoesNotExistException by using a catch block, which handles exceptions by using a variable named ex of the type ProductDoesNotExistException. This code displays the "There is no Product" error message by using the MessageBox.Show method and concatenating the ex.ProductID to it.

Incorrect Answers:

B: You should not use the code that generates an exception of the type Exception and handles the exception of the type ProductDoesNotExistException in the catch block. This code is incorrect because you are required to generate a custom exception named ProductDoesNotExistException.

C, D: You should not use the codes that do not use a try...catch block because the application an unhandled exception.

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#### **QUESTION 4**

You work as the application developer at Certkiller .com. Certkiller .com uses Visual Studio.NET 2005 as its application development platform.

You have recently finished development of a class named TestReward and package the class in a .NET 2.0 assembly named TestObj.dll. After you ship the assembly and it is used by client applications, you decide to move the TestReward class from TestObj.dll assembly to the TestRewardObj.dll Assembly. You are to ensure when you ship the updated TestObj.dll and TestRewardObj.dll assemblies that the client applications continue to work and do not require recompiling.

What should you do?

- A. The TypeForwardedTo attribute should be used
- B. The TypeConvertor.ConvertTo method should be used
- C. The InternalsVisibleTo attribute should be used
- D. The Type Convertor.ConvertFrom method should be used

Answer: A

Explanation: The statement used for you to add a type from one assembly into another assembly is the TypeForwardTo attribute which enables you not to have the application recompiled.

Incorrect Answers:

B, D: The TypeConverter class provides a unified way of converting different types of values to other types and can not be used to move a type.

C: The method in question here specifies all nonpublic types in an assembly are visible to other assemblies but can not be used to move types.

---

### QUESTION 5

You work as an application developer at Certkiller .com. You have recently created a custom collection class named ShoppingList for a local supermarket. This custom class will include ShoppinItem objects that have the public properties listed below.

\* Name

\* AisleNumber

\* OnDiscount

You are required to enable users of your class to iterate through the ShoppingList collection, and to list each product name and aisle number using the foreach statement.

You need to achieve this by declaring the appropriate code.

What code should you use?

A. `public class ShoppingList : ICollection`

```
{  
// Class implementation  
}
```

B. `public class ShoppingList : IEnumerator, IEnumerable`

```
{  
// Class implementation  
}
```

C. `public class ShoppingList : IList`

```
{  
// Class implementation  
}
```

D. `public class ShoppingList : Enum`

```
{  
// Class implementation  
}
```

Answer: B

Explanation: You should implement the IEnumerable and IEnumerator interfaces of the System.Collections namespace to ensure that your collection class supports foreach iteration. The IEnumerable interface defines only one method named GetEnumerator that returns an object of type IEnumerator of the

System.Collections namespace and is used to support iteration over a collection. The IEnumerator interface supports methods, such as Current, MoveNext, and Reset to iterate through a collection. The Current method returns the current element of the collection. The Move method positions the enumerator to the next available element of the collection. The Reset method positions the enumerator before the first element of the collection.

Incorrect Answers:

A: You should not use the code that implements the ICollection interface because this interface is used to define properties in a collection. Implementing this interface will not ensure that your collection class supports foreach iteration because it does not inherit the IEnumerator interface.

C: You should not use the code that implements the IList interface because this interface is used to define properties of a non-generic list of items accessed by index. Implementing this interface will not ensure that your collection class supports foreach iteration because it does not inherit the IEnumerator interface.

D: You should not use the code that inherits the Enum because this structure is used as a base class for those classes that provide enumeration values. Inheriting the Enum structure will not ensure that your collection class supports foreach iteration.

Reference:

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### QUESTION 6

You work as the application developer at Certkiller .com. Certkiller .com uses Visual Studio.NET 2005 as its application development platform.

You are developing a .NET Framework 2.0 application used to store a type-safe list of names and e-mail addresses. The list will be populated all at ones from the sorted data which means you well not always need to perform insertion or deletion operations on the data. You are required to choose a data structure that optimizes memory use and has good performance.

What should you do?

- A. The System.Collections.Generic.SortedList class should be used
- B. The System.Collections.HashTable class should be used
- C. The System.Collections.Generic.SortedDictionary class should be used
- D. The System.Collections.SortedList class should be used

Answer: A

Explanation: The SortedList generic class should be used in the scenario class as it provides type safety compared against the System.Collections.SortedList class.

Incorrect Answers:

B: The System.Collections.HashTable class should not be used as this class provides no type safety.

C, D: Although this is very similar to the SortedList class the SortedList class should be used instead in the scenario.

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