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Exam : **70-536**

Title : TS:MS.NET Framework 2.0-Application Develop Foundation

Version : Demo

1.You are developing a custom event handler to automatically print all open documents. The event handler helps specify the number of copies to be printed. You need to develop a custom event arguments class to pass as a parameter to the event handler.
Which code segment should you use?
A. public class PrintingArgs
{
private int copies;
public PrintingArgs(int numberOfCopies)
{
this.copies = numberOfCopies;
}
public int Copies
{
get { return this.copies; }
}
}
B. public class PrintingArgs : EventArgs
{
private int copies;
public PrintingArgs(int numberOfCopies)
{
this.copies = numberOfCopies;
}
public int Copies
{
get { return this.copies; }
}
}
C. public class PrintingArgs
{
private EventArgs eventArgs;
public PrintingArgs(EventArgs ea)
{
this.eventArgs = ea;
}
public EventArgs Args
{
get { return eventArgs; }
}
}
D. public class PrintingArgs : EventArgs
{
private int copies;
}

Answer: B

2.You use Reflection to obtain information about a method named My Method. You need to ascertain whether MyMethod is accessible to a derived class. What should you do.?
A. Call the IsAssembly property of the MethodInfo class.
B. Call the IsVirtual property of the MethodInfo class.
C. Call the IsStatic property of the MethodInfo class.
D. Call the IsFamily property of the MethodInfo class.
Answer: D

3.You are creating a class that uses unmanaged resources. This class maintains references to managed resources on other objects. You need to ensure that users of this class can explicitly release resources when the class instance ceases to be needed. Which three actions should you perform? (Each correct answer presents part of the solution. Choose three.)
A. Define the class such that it inherits from the WeakReference class.
B. Define the class such that it implements the IDisposable interface.
C. Create a class destructor that calls methods on other objects to release the managed resources.
D. Create a class destructor that releases the unmanaged resources.
E. Create a Dispose method that calls System.GC.Collect to force garbage collection.
F. Create a Dispose method that releases unmanaged resources and calls methods on other objects to release the managed resources.
Answer: BDF

4.You are working on a debug build of an application. You need to find the line of code that caused an exception to be thrown. Which property of the Exception class should you use to achieve this goal?
A. Data
B. Message
C. StackTrace
D. Source
Answer: C

5.You are testing a newly developed method named PersistToDB. This method accepts a parameter of type EventLogEntry. This method does not return a value. You need to create a code segment that helps you to test the method. The code segment must read entries from the application log of local computers and then pass the entries on to the PersistToDB method. The code block must pass only events of type Error or Warning from the source MySource to the PersistToDB method.
Which code segment should you use?
A. EventLog myLog = new EventLog("Application", ".");
foreach (EventLogEntry entry in myLog.Entries)
{
if (entry.Source == "MySource")
{
PersistToDB(entry);
}

```
}
B. EventLog myLog = new EventLog("Application", ".");
myLog.Source = "MySource";
foreach (EventLogEntry entry in myLog.Entries)
{
if (entry.EntryType == (EventLogEntryType.Error & EventLogEntryType.Warning)) {
PersistToDB(entry);
}
}
C. EventLog myLog = new EventLog("Application", ".");
foreach (EventLogEntry entry in myLog.Entries)
{
if (entry.Source == "MySource")
{
if (entry.EntryType == EventLogEntryType.Error || entry.EntryType == EventLogEntryType.Warning)
{
PersistToDB(entry);
}
}
}
D. EventLog myLog = new EventLog("Application", ".");
myLog.Source = "MySource";
foreach (EventLogEntry entry in myLog.Entries)
{
if (entry.EntryType == EventLogEntryType.Error || entry.EntryType == EventLogEntryType.Warning)
{
PersistToDB(entry);
}
}
```

Answer: C

6.Your application uses two threads, named thread One and thread Two. You need to modify the code to prevent the execution of thread One until thread Two completes execution.
What should you do?
A. Configure threadOne to run at a lower priority.
B. Configure threadTwo to run at a higher priority.
C. Use a WaitCallback delegate to synchronize the threads.
D. Call the Sleep method of threadOne.
E. Call the SpinLock method of threadOne.
Answer: C

7.You are writing a custom dictionary. The custom-dictionary class is named MyDictionary. You need to ensure that the dictionary is type safe. Which code segment should you use?
A. class MyDictionary : Dictionary<string, string>

B. class MyDictionary : HashTable
C. class MyDictionary : IDictionary
D. class MyDictionary { ... }
Dictionary<string, string> t = new Dictionary<string, string>(); MyDictionary dictionary = (MyDictionary)t;
Answer: A

8.You are creating an assembly named Assembly1. Assembly1 contains a public method. The global cache contains a second assembly named Assembly2. You must ensure that the public method is only called from Assembly2. Which permission class should you use?
A. GacIdentityPermission
B. StrongNameIdentityPermission
C. DataProtectionPermission
D. PublisherIdentityPermission
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Answer: B

9.You create an application to send a message by e-mail. An SMTP server is available on the local subnet. The SMTP server is named smtp.contoso.com.
To test the application, you use a source address, me@contoso.com, and a target address, you@contoso.com.
You need to transmit the e-mail message.
Which code segment should you use?
A. MailAddress addrFrom =
new MailAddress("me@contoso.com", "Me");
MailAddress addrTo =
new MailAddress("you@contoso.com", "You");
MailMessage message = new MailMessage(addrFrom, addrTo); message.Subject = "Greetings!";
message.Body = "Test";
SocketInformation info = new SocketInformation();
Socket client = new Socket(info);
System.Text.ASCIIEncoding enc =
new System.Text.ASCIIEncoding();
byte[] msgBytes = enc.GetBytes(message.ToString());
client.Send(msgBytes);
B. MailAddress addrFrom = new MailAddress("me@contoso.com"); MailAddress addrTo = new MailAddress("you@contoso.com"); MailMessage message = new MailMessage(addrFrom, addrTo);
message.Subject = "Greetings!";
message.Body = "Test";
SmtpClient client = new SmtpClient("smtp.contoso.com"); client.Send(message);
C. string strSmtpClient = "smtp.contoso.com";
string strFrom = "me@contoso.com";
string strTo = "you@contoso.com";
string strSubject = "Greetings!";
string strBody = "Test";

MailMessage msg =
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new MailMessage(strFrom, strTo, strSubject, strSmtpClient);
D. MailAddress addrFrom =
new MailAddress("me@contoso.com", "Me");
MailAddress addrTo =
new MailAddress("you@contoso.com", "You");
MailMessage message = new MailMessage(addrFrom, addrTo); message.Subject = "Greetings!";
message.Body = "Test";
message.Dispose();
Answer: B

10.You are developing a custom-collection class. You need to create a method in your class. You need to ensure that the method you create in your class returns a type that is compatible with the Foreach statement. Which criterion should the method meet?
A. The method must return a type of either IEnumerator or IEnumerable.
B. The method must return a type of IComparable.
C. The method must explicitly contain a collection.
D. The method must be the only iterator in the class.
Answer: A

11.You are developing an application to perform mathematical calculations. You develop a class named CalculationValues. You write a procedure named PerformCalculation that operates on an instance of the class.
You need to ensure that the user interface of the application continues to respond while calculations are being performed. You need to write a code segment that calls the Perform Calculation procedure to achieve this goal.
Which code segment should you use?
A. public ref class CalculationValues {...};
public ref class Calculator {
public :
void PerformCalculation(Object= values) {}
};
public ref class ThreadTest{
private :
void DoWork (){
CalculationValues= myValues = gcnew CalculationValues(); Calculator = calc = gcnew Calculator();
Thread= newThread = gcnew Thread(
gcnew ParameterizedThreadStart(calc,
&Calculator::PerformCalculation));
newThread->Start(myValues);
}
};
B. public ref class CalculationValues {...};

```
public ref class Calculator {
public :
void PerformCalculation() {}
};
public ref class ThreadTest{
private :
void DoWork (){
CalculationValues= myValues = gcnew CalculationValues(); Calculator = calc = gcnew Calculator();
ThreadStart= delStart = gcnew
ThreadStart(calc, &Calculator::PerformCalculation);
Thread= newThread = gcnew Thread(delStart);
if (newThread->IsAlive) {
newThread->Start(myValues);
}
}
};
```

C.

```
public ref class CalculationValues {...};
public ref class Calculator {
public :
void PerformCalculation(CalculationValues= values) {} };
public ref class ThreadTest{
private :
void DoWork (){
CalculationValues= myValues = gcnew CalculationValues(); Calculator = calc = gcnew Calculator();
Application::DoEvents();
calc->PerformCalculation(myValues);
Application::DoEvents();
}
};
```

D.

```
public ref class CalculationValues {...};
public ref class Calculator {
public :
void PerformCalculation() {}
};
public ref class ThreadTest{
private :
void DoWork (){
CalculationValues= myValues = gcnew CalculationValues(); Calculator = calc = gcnew Calculator();
Thread= newThread = gcnew Thread(
gcnew ThreadStart(calc, &Calculator::PerformCalculation)); newThread->Start(myValues);
}
};
```

Answer: A

12.You write the following code:
public delegate void FaxDocs(object sender, FaxArgs args);
You need to create an event that will invoke FaxDocs. Which code segment should you use?
A. public static event FaxDocs Fax;
B. public static event Fax FaxDocs;
C. public class FaxArgs : EventArgs{
private string coverPageInfo;
public FaxArgs(string coverInfo)
{
this.coverPageInfo = coverPageInfo;
}
public string CoverPageInformation
{
get { return this.coverPageInfo; }
}
}
D. public class FaxArgs : EventArgs
{
private string coverPageInfo;
public string CoverPageInformation
{
get { return this.coverPageInfo; }
}
}
Answer: A

13.You write the following code segment to call a function from the Win32 Application Programming Interface (API) by using platform invoke.
string personName = "N?el";
string msg = "Welcome" + personName + "to club"!";
bool rc = User32API.MessageBox(0, msg, personName, 0);
You need to define a method prototype that can best marshal the string data.
Which code segment should you use?
A. [DllImport("user32", CharSet = CharSet.Ansi)]
public static extern bool MessageBox(int hWnd, String text, String caption, uint type);
}
B. [DllImport("user32", EntryPoint = "MessageBoxA", CharSet = CharSet.Ansi)] public static extern bool MessageBox(int hWnd, [MarshalAs(UnmanagedType.
LPWStr)]
String text, [MarshalAs(UnmanagedType.LPWStr)]String caption, uint type); }
C. [DllImport("user32", CharSet = CharSet.Unicode)]
public static extern bool MessageBox(int hWnd, String text, String caption, uint type);
}
D. [DllImport("user32", EntryPoint = "MessageBoxA", CharSet = CharSet.Unicode)] public static extern

bool MessageBox(int hWnd, [MarshalAs(UnmanagedType.
LPWStr)]String text,
[MarshalAs(UnmanagedType.LPWStr)]String caption, uint type); }
Answer: C

14.You are developing an application that receives events asynchronously. You create a WqlEventQuery instance to specify the events and event conditions to which the application must respond. You also create a ManagementEventWatcher instance to subscribe to events matching the query. You need to identify the other actions you must perform before the application can receive events asynchronously.
Which two actions should you perform?
(Each correct answer presents part of the solution. Choose two.)
A. Start listening for events by calling the Start method of the ManagementEventWatcher.
B. Set up a listener for events by using the EventArrived event of the ManagementEventWatcher.
C. Use the WaitForNextEvent method of the ManagementEventWatcher to wait for the events.
D. Create an event handler class that has a method that receives an ObjectReadyEventArgs parameter.
E. Set up a listener for events by using the Stopped event of the ManagementEventWatcher.
Answer: AB

15.You are writing a method to compress an array of bytes. The array is passed to the method in a parameter named document.
You need to compress the incoming array of bytes and return the result as an array of bytes.
Which code segment should you use?
A. MemoryStream strm = new MemoryStream(document);
DeflateStream deflate = new DeflateStream(strm,
CompressionMode.Compress);
byte[] result = new byte[document.Length];
deflate.Write(result,0, result.Length);
return result;
B. MemoryStream strm = new MemoryStream(document);
DeflateStream deflate = new DeflateStream(strm,
CompressionMode.Comress);
deflate.Write(document, 0, document.Length);
deflate.Close();
return strm.ToArray();
C. MemoryStream strm = new MemoryStream();
DeflateStream deflate = new DeflateStream(strm,
CompressionMode.Compress);
deflate.Write(document, 0, document.Length);
deflate.Close();
return strm.ToArray();
D. MemoryStream inStream = new MemoryStream(document);
DeflateStream deflate = new DeflateStream(inStream,
CompressionMode.Compress);
MemoryStream outStream = new MemoryStream();

```
int b;
while ((b = deflate.ReadByte()) != -1)
{
outStream.WriteByte((byte)b);
}
return outStream.ToArray();
```

Answer: C

16.You are writing an application that uses SOAP to exchange data with other applications. You use a Department class that inherits from ArrayList to send objects to another application. The Department object is named dept.
You need to ensure that the application serializes the Department object for transport by using SOAP.
Which code should you use?
A.
```
SoapFormatter formatter = new SoapFormatter();
byte[] buffer = new byte[dept.Capacity];
MemoryStream stream = new MemoryStream(buffer);
foreach (object o in dept)
{
formatter.Serialize(stream, o);
}
```
B.
```
SoapFormatter formatter = new SoapFormatter();
byte[] buffer = new byte[dept.Capacity];
MemoryStream stream = new MemoryStream(buffer);
formatter.Serialize(stream, dept);
```
C.
```
SoapFormatter formatter = new SoapFormatter();
MemoryStream stream = new MemoryStream();
foreach (object o in dept)
{
Formatter.Serialize(stream, o);
}
```
D.
```
SoapFormatter formatter = new SoapFormatter();
MemoryStream stream = new MemoryStream();
formatter.Serialize(stream, dept);
```

Answer: D

17.You need to create a class definition that is interoperable along with COM.
You need to ensure that COM applications can create instances of the class and can call the GetAddress method.
Which code segment should you use?
A.
```
public class Customer{
string addressString;
public Customer(string address)
{
addressString = address;
```

```
}
public string GetAddress()
{
return addressString;
}
}
```
B.
```
public class Customer {
static string addressString;
public Customer() { }
public static string GetAddress()
{
return addressString;
}
}
```
C.
```
public class Customer {
string addressString;
public Customer() { }
public string GetAddress()
{
return addressString;
}
}
```
D.
```
public class Customer {
string addressString;
public Customer() { }
internal string GetAddress()
{
return addressString;
}
}
```
Answer: C

18.You are developing a method to hash data with the Secure Hash Algorithm. The data is passed to your method as a byte array named message. You need to compute the hash of the incoming parameter by using SHA1. You also need to place the result into a byte array named hash. Which code segment should you use?

A.
```
SHA1 sha = new SHA1CryptoServiceProvider();
byte[] hash = null;
sha.TransformBlock(message, 0, message.Length, hash, 0);
```
B.
```
SHA1 sha = new SHA1CryptoServiceProvider();
byte[] hash = BitConverter.GetBytes(sha.GetHashCode());
```
C.
```
SHA1 sha = new SHA1CryptoServiceProvider();
byte[] hash = sha.ComputeHash(message);
```
D.
```
SHA1 sha = new SHA1CryptoServiceProvider();
```

sha.GetHashCode();
byte[] hash = sha.Hash;
Answer: C

19.You are developing a method to hash data for later verification by using the MD5 algorithm. The data is passed to your method as a byte array named message. You need to compute the hash of the incoming parameter by using MD5. You also need to place the result into a byte array. Which code segment should you use?
A. HashAlgorithm algo = HashAlgorithm.Create("MD5");
byte[] hash = algo.ComputeHash(message);
B. HashAlgorithm algo = HashAlgorithm.Create("MD5");
byte[] hash = BitConverter.GetBytes(algo.GetHashCode());
C. HashAlgorithm algo;
algo = HashAlgorithm.Create(message.ToString());
byte[] hash = algo.Hash;
D. HashAlgorithm algo = HashAlgorithm.Create("MD5");
byte[] hash = null;
algo.TransformBlock(message, 0, message.Length, hash, 0); "A Composite Solution With Just One Click" - Certification Guaranteed 16 Microsoft 70-536 Exam
Answer: A

20.You need to create a dynamic assembly named MyAssembly. You also need to save the assembly to disk.
Which code segment should you use?
A. AssemblyName myAssemblyName =
new AssemblyName();
AssemblyBuilder myAssemblyBuilder =
AppDomain.CurrentDomain.DefineDynamicAssembly
(myAssemblyName, AssemblyBuilderAccess.RunAndSave);
myAssemblyBuilder.Save("MyAssembly.dll");
B. AssemblyName myAssemblyName =
new AssemblyName();
myAssemblyName.Name = "MyAssembly";
AssemblyBuilder myAssemblyBuilder =
AppDomain.CurrentDomain.DefineDynamicAssembly
(myAssemblyName, AssemblyBuilderAccess.Save);
myAssemblyBuilder.Save("MyAssembly.dll");
C. AssemblyName myAssemblyName =
new AssemblyName("MyAssembly");
AssemblyBuilder myAssemblyBuilder =
AppDomain.CurrentDomain.DefineDynamicAssembly
(myAssemblyName, AssemblyBuilderAccess.Save);
myAssemblyBuilder.Save("c:\\MyAssembly.dll");
D. AssemblyName myAssemblyName =

```
new AssemblyName();
myAssemblyName.Name = "MyAssembly";
AssemblyBuilder myAssemblyBuilder =
AppDomain.CurrentDomain.DefineDynamicAssembly
(myAssemblyName, AssemblyBuilderAccess.Run);
myAssemblyBuilder.Save("MyAssembly.dll");
```

Answer: B