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Exam : **98-361**

Title : Microsoft MTA Software Development Fundamentals

Version : DEMO

1.You are creating an application for computers that run Windows XP or later. This application must run after the computer starts. The user must not be aware that the application is running. The application performs tasks that require permissions that the logged-in user does not have.
Which type of application allows this behavior?
A. Windows Service application
B. Windows Forms application
C. DOS batch file
D. Terminate-and-stay-resident (TSR) program
E. Windows Store app
Answer: A

2.An application presents the user with a graphical interface. The interface includes buttons that the user clicks to perform tasks. Each time the user clicks a button, a method is called that corresponds to that button.
Which term is used to describe this programming model?
A. Functional
B. Service oriented
C. Structured
D. Event driven
Answer: D

3.How does a console-based application differ from a Windows Forms application?
A. Console-based applications require the XNA Framework to run.
B. Windows Forms applications do not provide a method for user input.
C. Windows Forms applications can access network resources.
D. Console-based applications do not display a graphical interface.
Answer: D

4.Which type of Windows application presents a parent window that contains child windows?
A. Application programming interface (API)
B. Single-document interface (SDI)
C. Multiple-document interface (MDI)
D. Command-line interface (CLI)
Answer: C
Explanation:
A multiple document interface (MDI) is a graphical user interface in which multiple windows reside under a single parent window. Such systems often allow child windows to embed other windows inside them as well, creating complex nested hierarchies. This contrasts with single document interfaces (SDI) where all windows are independent of each other.

5.The purpose of a constructor in a class is to:
A. Initialize an object of that class.
B. Release the resources that the class holds.
C. Create a value type.

D. Inherit from the base class.

Answer: A

Explanation:

Each value type has an implicit default constructor that initializes the default value of that type.