

EXAMGOOD

QUESTION & ANSWER

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Exam : **070-506**

Title : TS: Microsoft Silverlight 4,
Development

Version : DEMO

1.You are developing a Silverlight 4 application.

The application defines the following three event handlers. (Line numbers are included for reference only.)

```
01 private void HandleCheck(object sender, RoutedEventArgs e)
02 {
03     MessageBox.Show("Checked");
04 }
05
06 private void HandleUnchecked(object sender, RoutedEventArgs e)
07 {
08     MessageBox.Show("Unchecked");
09 }
10
11 private void HandleThirdState(object sender, RoutedEventArgs e)
12 {
13     MessageBox.Show("Indeterminate");
14 }
```

You need to allow a check box that can be selected, cleared, or set to Indeterminate. You also need to ensure that the event handlers are invoked when the user changes the state of the control.

Which XAML fragment should you use?

- A. `<CheckBox x:Name="cb2" Content="Three State CheckBox" IsChecked="True" Checked="HandleCheck" Indeterminate="HandleUnchecked" Unchecked="HandleUnchecked" />`
- B. `<CheckBox x:Name="cb2" Content="Three State CheckBox" IsThreeState="True" Checked="HandleCheck" Indeterminate="HandleThirdState" Unchecked="HandleUnchecked" />`
- C. `<CheckBox x:Name="cb2" Content="Three State CheckBox" IsHitTestVisible="True" Checked="HandleCheck" Indeterminate="HandleThirdState" Unchecked="HandleUnchecked" />`
- D. `<CheckBox x:Name="cb2" Content="Three State CheckBox" IsEnabled="True" Checked="HandleCheck" Indeterminate="HandleUnchecked" Unchecked="HandleUnchecked" />`

Answer: B

2.You are developing a Silverlight 4 application.

The application contains an XAML page that defines the following Grid control.

```
<Grid Name="gridBody" >
<Grid.RowDefinitions>
<RowDefinition />
```

```

<RowDefinition />
</Grid.RowDefinitions>
<TextBlock Text="Employee Info" />
<TextBlock Text="Please enter employee info" Grid.Row="1" Height="20" VerticalAlignment="Top" />
<TextBox x:Name="EmpInfo" Grid.Row="1" Margin="0,25,0,0" TextWrapping="Wrap" />
...
</Grid>

```

The codebehind file for myPage.xaml contains the following code segment. (Line numbers are included for reference only.)

```

01 public myPage()
02 {
03 InitializeComponent();
04
05 UserControl control = new MyCustomControl();
06
07 }

```

You need to replace the contents of the second row of gridBody with a user control of the MyCustomControl type.

Which code segment should you insert at line 06?

- A. `gridBody.Children.Insert(1, control);`
- B. `gridBody.RowDefinitions.Remove(gridBody.RowDefinitions[1]);`
`gridBody.Children.Insert(1, control);`
- C. `gridBody.Children.Clear();`
`Grid.SetRow(control, 1);`
`gridBody.Children.Add(control);`
- D. `List<UIElement> remove = gridBody.Children.Where(c => c is FrameworkElement &&`
`Grid.GetRow((FrameworkElement)c) == 1).ToList();`
`foreach (UIElement element in remove)`
`{`
`gridBody.Children.Remove(element);`
`}`
`Grid.SetRow(control, 1);`
`gridBody.Children.Add(control);`

Answer: D

3.You are developing a Silverlight 4 application.

The application defines the following XAML fragment. (Line numbers are included for reference only.)

```

01 <ComboBox>
02 <ComboBoxItem Content="Item 1" />

```

```
03 <ComboBoxItem Content="Item 2" />
04 <ComboBoxItem Content="Item 3" />
05 </ComboBox>
```

The codebehind file contains the following code segment. (Line numbers are included for reference only.)

```
06 void PrintText(object sender, SelectionChangedEventArgs args){
07
08     MessageBox.Show( "You selected " + cbi.Content.ToString() + ".");
09 }
```

You need to ensure that when the user selects an item in a ComboBox control, the content of the item is displayed.

What should you do?

A. Replace the following XAML fragment at line 01.

```
<ComboBox SelectionChanged="PrintText">
```

Add the following code segment at line 07.

```
ComboBoxItem cbi = ((sender as ComboBox).SelectedItem as ComboBoxItem);
```

B. Replace the following XAML fragment at line 01.

```
<ComboBox SelectionChanged="PrintText">
```

Add the following code segment at line 07.

```
ComboBoxItem cbi = ((sender as ComboBox).SelectedIndex as ComboBoxItem);
```

C. Replace the following XAML fragment at line 01.

```
<ComboBox DropDownClosed="PrintText">
```

Add the following code segment at line 07.

```
ComboBoxItem cbi = ((sender as ComboBox).SelectedItem as ComboBoxItem);
```

D. Replace the following XAML fragment at line 01.

```
<ComboBox DropDownClosed="PrintText">
```

Add the following code segment at line 07.

```
ComboBoxItem cbi = ((sender as ComboBox).SelectedIndex as ComboBoxItem);
```

Answer: A

4. You are developing a Silverlight 4 application.

You have a collection named ColPeople of the List<Person> type. You define the Person class according to the following code segment.

```
public class Person
{
    public string Name {get; set;}
    public string Description { get; set; }
    public string Gender { get; set; }
    public int Age { get; set; }
    public int Weight { get; set; }
```

}

You need to bind ColPeople to a ComboBox so that only the Name property is displayed.

Which XAML fragment should you use?

- A. <ComboBox DataContext="{Binding ColPeople}" ItemsSource="{Binding ColPeople}" DisplayMemberPath="Name" />
- B. <ComboBox DataContext="{Binding Person}" ItemsSource="{Binding Person}" DisplayMemberPath="ColPeople" />
- C. <ComboBox DataContext="{Binding ColPeople}" DisplayMemberPath="Name" />
- D. <ComboBox DataContext="{Binding Person}" />

Answer: A

5.You are developing a Silverlight 4 application. You define an Invoice object according to the following code segment.

```
public class Invoice
{
public int Invoiceld { get; set; }
public double Amount { get; set; }
public Supplier Supplier { get; set; }
public DateTime InvoiceDate { get; set; }
public DateTime PayDate { get; set; }
public string InvoiceDescription { get; set; }
}
```

You need to display a list of invoices that have the following properties displayed on each line: Invoiceld, Amount, and InvoiceDate.

Which XAML fragment should you use?

- A. <ListBox x:Name="InvoiceListBox">
<StackPanel Orientation="Horizontal">
<TextBlock Text="{Binding Path=Invoiceld}" />
<TextBlock Text="{Binding Path=Amount}" />
<TextBlock Text="{Binding Path=InvoiceDate}" />
</StackPanel>
</ListBox>
- B. <ListBox x:Name="InvoiceListBox">
<StackPanel Orientation="Horizontal">
<ListBoxItem>
<TextBlock Text="{Binding Path=Invoiceld}" />
</ListBoxItem>
<ListBoxItem>
<TextBlock Text="{Binding Path=Amount}" />

```

</ListBoxItem>
<ListBoxItem>
<TextBlock Text="{Binding Path=InvoiceDate}" />
</ListBoxItem>
</StackPanel>
</ListBox>

```

```

C. <ListBox x:Name="InvoiceListBox">
<ListBox.Items>
<ItemsPanelTemplate>
<StackPanel Orientation="Horizontal">
<TextBlock Text="{Binding Path=InvoiceId}" />
<TextBlock Text="{Binding Path=Amount}" />
<TextBlock Text="{Binding Path=InvoiceDate}" />
</StackPanel>
</ItemsPanelTemplate>
</ListBox.Items>
</ListBox>

```

```

D. <ListBox x:Name="InvoiceListBox">
<ListBox.ItemTemplate>
<DataTemplate>
<StackPanel Orientation="Horizontal">
<TextBlock Text="{Binding Path=InvoiceId}" />
<TextBlock Text="{Binding Path=Amount}" />
<TextBlock Text="{Binding Path=InvoiceDate}" />
</StackPanel>
</DataTemplate>
</ListBox.ItemTemplate>
</ListBox>

```

Answer: D

6. You are developing a Silverlight 4 application. You define the visual behavior of a custom control in the ControlTemplate by defining a VisualState object named Selected.

You need to change the visual state of the custom control to the Selected state.

Which code segment or XAML fragment should you use?

A. VisualStateManager.GoToState(this, "Selected", true);

B. <VisualTransition To="Selected">

<Storyboard>

...

</Storyboard>

```
</VisualTransition>
```

```
C. <VisualTransition From="Selected">
```

```
<Storyboard>
```

```
...
```

```
</Storyboard>
```

```
</VisualTransition>
```

```
D. public static readonly DependencyProperty SelectedProperty =
```

```
DependencyProperty.Register("Selected", typeof(VisualState), typeof(MyControl), null);
```

```
public VisualState Selected
```

```
{
```

```
get { return (VisualState)GetValue(SelectedProperty); }
```

```
set { SetValue(SelectedProperty, value); }
```

```
}
```

Answer: A

7. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4.

You create a new user control in the application. You add the following XAML fragment to the control.

```
<StackPanel KeyDown="App_KeyDown"
```

```
Orientation="Vertical">
```

```
<TextBox x:Name="firstName" />
```

```
<TextBox x:Name="lastName" />
```

```
<TextBox x:Name="address" />
```

```
</StackPanel>
```

You add the following code segment in the codebehind file of the control. (Line numbers are included for reference only.)

```
01 private void App_KeyDown(object sender, KeyEventArgs e)
```

```
02 {
```

```
03
```

```
04 }
```

```
05
```

```
06 private void FirstAndLastNameKeyDown()
```

```
07 {
```

```
08...
```

```
09 }
```

You need to ensure that the FirstAndLastNameKeyDown method is invoked when a key is pressed while the focus is on the firstName or lastName TextBox controls. You also need to ensure that the default behavior of the controls remains unchanged.

Which code segment should you add at line 03?

A. if (((FrameworkElement)sender).Name == "firstName" ||

```

((FrameworkElement)sender).Name == "lastName")
{
FirstAndLastNameKeyDown();
}
e.Handled = false;
B. if (((FrameworkElement)sender).Name == "firstName" ||
((FrameworkElement)sender).Name == "lastName")
{
FirstAndLastNameKeyDown();
}
e.Handled = true;
C. if (((FrameworkElement)e.OriginalSource).Name == "firstName" ||
((FrameworkElement)e.OriginalSource).Name == "lastName")
{
FirstAndLastNameKeyDown();
}
e.Handled = false;
D. if (((FrameworkElement)e.OriginalSource).Name == "firstName" ||
((FrameworkElement)e.OriginalSource).Name == "lastName")
{
FirstAndLastNameKeyDown();
}
e.Handled = true;

```

Answer: C

8. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4. The application has a TextBox control named txtName.

You need to handle the event when txtName has the focus and the user presses the F2 key.

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

```

A. txtName.KeyDown += new KeyEventHandler(txtName_KeyDown);
B. txtName.LostFocus += new RoutedEventHandler(txtName_LostFocus);
C. txtName.TextChanged += new TextChangedEventHandler(txtName_TextChanged);
D. void txtName_TextChanged(object sender, TextChangedEventArgs e)
{
if ((Key)e.OriginalSource == Key.F2)
{
//Custom logic
}
}

```

E. void txtName_KeyDown(object sender, KeyEventArgs e)

```
{  
if (e.Key == Key.F2)  
{  
//Custom logic  
}  
}
```

F. void txtName_LostFocus(object sender, RoutedEventArgs e)

```
{  
if ((Key)e.OriginalSource == Key.F2)  
{  
//Custom logic  
}  
}
```

Answer: A, E

9.You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4.

The application contains the following XAML fragment.

```
<TextBlock x:Name="QuoteOfTheDay" />
```

The application calls a Windows Communication Foundation (WCF) service named MyService that returns the quote of the day and assigns it to the QuoteOfTheDay TextBlock.

The application contains the following code segment. (Line numbers are included for reference only.)

```
01 var client = new MyService.MyServiceClient();  
02 client.GetQuoteOfTheDayCompleted += (s, args) => QuoteOfTheDay.Text = args.Result;  
03 client.GetQuoteOfTheDayAsync();
```

You need to handle errors that might occur as a result of the service call. You also need to provide a default value of "Unavailable" when an error occurs.

Which code segment should you replace at lines 02 and 03?

A. QuoteOfTheDay.Text = "Unavailable";

```
client.GetQuoteOfTheDayCompleted += (s, args) => QuoteOfTheDay.Text = args.Result;  
client.GetQuoteOfTheDayAsync();
```

B. client.GetQuoteOfTheDayCompleted += (s, args) =>

```
{  
if (args.Result != null)  
{  
QuoteOfTheDay.Text = args.Result;  
}  
else  
{
```

```
QuoteOfDay.Text = "Unavailable";
}
};
client.GetQuoteOfDayAsync();
C. client.GetQuoteOfDayCompleted += (s, args) => QuoteOfDay.Text = args.Result;
try
{
client.GetQuoteOfDayAsync();
}
catch (Exception ex)
{
// TODO: handle exception
QuoteOfDay.Text = "Unavailable";
}
D. client.GetQuoteOfDayCompleted += (s, args) =>
{
if (args.Error == null)
{
QuoteOfDay.Text = args.Result;
}
else
{
// TODO: handle error
QuoteOfDay.Text = "Unavailable";
}
};
client.GetQuoteOfDayAsync();
```

Answer: D

10. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4. You create a Windows Communication Foundation (WCF) Data Service. You add a service reference to the WCF Data Service named NorthwindEntities in the Silverlight application. You also add a CollectionViewSource object named ordersViewSource in the Silverlight application.

You add the following code segment. (Line numbers are included for reference only.)

```
01 void getOrders_Click(object sender, RoutedEventArgs e)
02 {
03 var context = new NorthwindEntities();
04
05 var query = from order in context.Orders
```

```
06 select order;
07
08 }
```

You need to retrieve the Orders data from the WCF Data Service and bind the data to the ordersViewSource object.

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

A. Add the following code segment at line 04.

```
var obsCollection = new ObservableCollection<Order>();
```

B. Add the following code segment at line 04.

```
var dsOrders = new DataServiceCollection<Order>();
dsOrders.LoadCompleted += new EventHandler<LoadCompletedEventArgs>(
(dsc, args) =>
{
ordersViewSource.Source = dsOrders;
});
```

C. Add the following code segment at line 07.

```
dsOrders.LoadAsync(query);
```

D. Add the following code segment at line 07.

```
dsOrders.Load(query);
```

E. Add the following code segment at line 07.

```
query.ToList().ForEach(o => obsCollection.Add(o));
ordersViewSource.Source = obsCollection;
```

Answer: B, C

11. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4.

You add a BackgroundWorker object named worker to the application.

You add the following code segment. (Line numbers are included for reference only.)

```
01 public MainPage()
02 {
03 InitializeComponent();
04 worker.WorkerSupportsCancellation = true;
05 worker.DoWork += new DoWorkEventHandler(worker_DoWork);
06 worker.RunWorkerCompleted += new RunWorkerCompletedEventHandler(worker_Completed);
07 }
08 private void worker_DoWork(object sender, DoWorkEventArgs e)
09 {
10 for (int i = 0; i < 100; i++) {
11 InvokeLongRunningProcessStep();
12 }
```

13 }

You need to ensure that worker can be properly canceled.

Which code segment should you use to replace line 11?

A. var cancel = (sender as BackgroundWorker).CancellationPending;

```
if(cancel) {  
(sender as BackgroundWorker).CancelAsync();  
break;  
}
```

else {

```
InvokeLongRunningProcessStep();  
}
```

B. var cancel = (sender as BackgroundWorker).CancellationPending;

```
if(cancel) {  
e.Cancel = true;  
break;  
}
```

else {

```
InvokeLongRunningProcessStep();  
}
```

C. var cancel = e.Cancel;

```
if(cancel) {  
(sender as BackgroundWorker).CancelAsync();  
break;  
}
```

else {

```
InvokeLongRunningProcessStep();  
}
```

D. var cancel = e.Cancel;

```
if(cancel) {  
e.Cancel = true;  
break;  
}
```

else {

```
InvokeLongRunningProcessStep();  
}
```

Answer: B

12. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4.

You add a BackgroundWorker object named worker to the application. You also add a CheckBox control

named checkBox and a TextBlock control named statusTextBlock.

You add the following code segment. (Line numbers are included for reference only.)

```
01 public MainPage()
02 {
03 InitializeComponent();
04 worker.WorkerReportsProgress = true;
05 worker.DoWork += new DoWorkEventHandler(worker_DoWork);
06 worker.ProgressChanged += new ProgressChangedEventArgs(worker_ProgressChanged);
07 }
08 private void worker_DoWork(object sender, DoWorkEventArgs e)
09 {
10 for (int i = 0; i < 100; i++) {
11 bool isChecked = checkBox.IsChecked.HasValue && checkBox.IsChecked.Value;
12 ExecuteLongRunningProcessStep(isChecked);
13 worker.ReportProgress(i);
14 }
15 }
16 private void worker_ProgressChanged(object sender, ProgressChangedEventArgs e)
17 {
18 statusTextBlock.Text = e.ProgressPercentage + "%";
19 }
```

You attempt to run the application. You receive the following error message:

"Invalid crosstthread access."

You need to ensure that worker executes successfully.

What should you do?

A. Replace line 11 with the following code segment.

```
var b = (bool )checkBox.GetValue(CheckBox.IsCheckedProperty);
bool isChecked = b.HasValue && b.Value;
```

B. Replace line 11 with the following code segment.

```
bool isChecked = false;
Dispatcher.BeginInvoke(() =>
{
isChecked = checkBox.IsChecked.HasValue && checkBox.IsChecked.Value;
});
```

C. Replace line 18 with the following code segment.

```
statusTextBlock.SetValue(TextBlock.TextProperty, e.ProgressPercentage + "%");
```

D. Replace line 18 with the following code segment.

```
Dispatcher.BeginInvoke(() =>
{
```

```
statusTextBlock.Text = e.ProgressPercentage + "%";  
});
```

Answer: B

13. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4. You add the following code segment. (Line numbers are included for reference only.)

```
01 public class MyControl : Control  
02 {  
03  
04 public string Title  
05 {  
06 get { return (string)GetValue(TitleProperty); }  
07 set { SetValue(TitleProperty, value); }  
08 }  
09 }
```

You need to create a dependency property named TitleProperty that allows developers to set the Title. You also need to ensure that the default value of the TitleProperty dependency property is set to Untitled.

Which code segment you add at line 03?

A. public static readonly DependencyProperty TitleProperty =
DependencyProperty.Register("Untitled",
typeof(string),
typeof(MyControl),
null);

B. public static readonly DependencyProperty TitleProperty =
DependencyProperty.Register("Untitled",
typeof(string),
typeof(MyControl),
new PropertyMetadata("Title"));

C. public static readonly DependencyProperty TitleProperty =
DependencyProperty.Register("Title",
typeof(string),
typeof(MyControl),
new PropertyMetadata("Untitled"));

D. public static readonly DependencyProperty TitleProperty =
DependencyProperty.Register("Title",
typeof(string),
typeof(MyControl),
new PropertyMetadata(new PropertyChangedCallback((depObj, args) =>
{

```
depObj.SetValue(MyControl.TitleProperty, "Untitled");  
}}));
```

Answer: C

14. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4.

You create a control named MyControl in the application. Each instance of the control contains a list of FrameworkElement objects.

You add the following code segment. (Line numbers are included for reference only.)

```
01 public class MyControl : Control  
02 {  
03  
04 public List<FrameworkElement> ChildElements  
05 {  
06 get {  
07 return List<FrameworkElement>.GetValue(MyControl.ChildElementsProperty);  
08 }  
09 }  
10  
11 public MyControl()  
12 {  
13  
14 }  
15 static MyControl()  
16 {  
17  
18 }  
19 }
```

You need to create the ChildElementsProperty dependency property. You also need to initialize the property by using an empty list of FrameworkElement objects.

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

A. Add the following code segment at line 03.

```
public static readonly DependencyProperty ChildElementsProperty =  
DependencyProperty.Register("ChildElements", typeof(List<FrameworkElement>), typeof(MyControl),  
new PropertyMetadata(new List<FrameworkElement>()));
```

B. Add the following code segment at line 03.

```
public static readonly DependencyProperty ChildElementsProperty =  
DependencyProperty.Register("ChildElements", typeof(List<FrameworkElement>), typeof(MyControl),  
new PropertyMetadata(null));
```

C. Add the following code segment at line 13.

```
SetValue(MyControl.ChildElementsProperty, new List<FrameworkElement>());
```

D. Add the following code segment at line 17.

```
ChildElementsProperty =
```

```
DependencyProperty.Register("ChildElements", typeof(List<FrameworkElement>), typeof(MyControl),  
new PropertyMetadata(new List<FrameworkElement>()));
```

Answer: B, C

15. You are developing an application by using Silverlight 4 and Microsoft.NET Framework 4.

You add the following code segment. (Line numbers are included for reference only.)

```
01 var outerCanvas = new Canvas();  
02 var innerCanvas = new Canvas();  
03 innerCanvas.Width = 200;  
04 innerCanvas.Height = 200;  
05 outerCanvas.Children.Add(innerCanvas);  
06
```

You need to set the distance between the left of the innerCanvas element and the left of the outerCanvas element to 150 pixels.

Which code segment should you add at line 06?

- A. `outerCanvas.Margin = new Thickness(0.0, 150.0, 0.0, 0.0);`
- B. `innerCanvas.Margin = new Thickness(0.0, 150.0, 0.0, 0.0);`
- C. `outerCanvas.SetValue(Canvas.LeftProperty, 150.0);`
- D. `innerCanvas.SetValue(Canvas.LeftProperty, 150.0);`

Answer: D

16. You are developing a Silverlight 4 application. The application contains a Product class that has a public Boolean property named `IsAvailable`.

You need to create a value converter that binds data to the `Visibility` property of a Button control.

Which code segment should you use?

```
A. public class BoolToVisibilityConverter : IValueConverter  
{  
    public object Convert(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
    {  
        bool result = System.Convert.ToBoolean(parameter);  
        return result ? Visibility.Visible : Visibility.Collapsed;  
    }  
    public object ConvertBack(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
    {
```

```
throw new NotImplementedException();  
}  
}
```

B. public class BoolToVisibilityConverter : IValueConverter

```
{  
public object Convert(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
{  
bool result = System.Convert.ToBoolean(value);  
return result ? Visibility.Visible : Visibility.Collapsed;  
}  
public object ConvertBack(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
{  
throw new NotImplementedException();  
}  
}
```

C. public class BoolToVisibilityConverter : PropertyPathConverter

```
{  
public object Convert(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
{  
return this.ConvertTo(value, typeof(Visibility));  
}  
public object ConvertBack(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
{  
throw new NotImplementedException();  
}  
}
```

D. public class BoolToVisibilityConverter

```
{  
public object Convert(object value, Type targetType, object parameter, System.Globalization.CultureInfo culture)  
{  
bool result = System.Convert.ToBoolean(value);  
return result ? Visibility.Visible : Visibility.Collapsed;  
}  
public object ConvertBack(object value, Type targetType, object parameter,
```

```
System.Globalization.CultureInfo culture)
{
throw new NotImplementedException();
}
}
```

Answer: B

17. You are developing a Silverlight 4 application. The application contains a Product class that has a public string property named Name.

You create a TextBox control by using the following XAML fragment.

```
<TextBox Text="{Binding Name, ValidatesOnDataErrors=True}" />
```

You need to ensure that validation errors are reported to the user interface. You also need to ensure that a validation error will occur when the TextBox control is empty.

Which code segment should you use?

A. public class Product

```
{
[Required()]
public string Name { get; set; }
}
```

B. public class Product : IDataErrorInfo

```
{
public string Name { get; set; }
public string Error { get { return null; } }
public string this[string columnName]
{
get
{
if (columnName == "Name" && string.IsNullOrEmpty(Name))
{
throw new ValidationException("Name should not be empty!");
}
return string.Empty;
}
}
}
```

C. public class Product : IDataErrorInfo

```
{
public string Name { get; set; }
public string Error { get { return null; } }
```

```
public string this[string columnName]
{
    get
    {
        if (columnName == "Name" && string.IsNullOrEmpty(Name))
        {
            return "Name should not be empty!";
        }
        return string.Empty;
    }
}
}
}
D. public class Product
{
    private string _name;
    public string Name
    {
        get { return _name; }
        set
        {
            if (string.IsNullOrEmpty(value))
                throw new ValidationException("Name should not be empty!");
            _name = value;
        }
    }
}
```

Answer: C

18. You are developing a ticketing application by using Silverlight 4. You have a listbox named `IstTickets` that contains a list of the tickets. The page contains a button that allows the user to print the tickets. The `PrintView` `UserControl` binds to the type in `IstTickets` and is designed to fit a standard sheet of paper. You add the following code segment to the button event handler. (Line numbers are included for reference only.)

```
01 var doc = new PrintDocument();
02 var view = new PrintView();
03 doc.PrintPage += (s, args) =>
04 {
05     var ppc = doc.PrintedPageCount;
06     if (ppc < IstTickets.Items.Count)
```

```
07 {  
08 var data = lstTickets.Items[ppc];  
09 view.DataContext = data;  
10 args.PageVisual = view;  
11  
12  
13 }  
14 };  
15 doc.Print("tickets");
```

You need to use the Silverlight printing API to print each ticket on its own page. You also need to ensure that all tickets in the listbox are printed.

Which code segment should you insert at lines 11 and 12?

- A. `if (args.HasMorePages == false)`
`return;`
- B. `if (args.HasMorePages == true)`
`return;`
- C. `if (doc.PrintedPageCount < this.lstTickets.Items.Count 1)`
`args.HasMorePages = true;`
- D. `if (ppc == this.lstTickets.Items.Count 1)`
`doc.EndPrint += (o, p) => { return; };`

Answer: C

19. You are developing an outofbrowser application by using Silverlight 4.

The main page of the application contains the following code segment.

```
public MainPage()  
{  
InitializeComponent();  
NetworkChange.NetworkAddressChanged += (s, e) => CheckNetworkStatusAndRaiseToast();  
CheckNetworkStatusAndRaiseToast();  
}
```

You need to ensure that the application will raise a toast notification when network connectivity changes.

Which two actions should you perform in the `CheckNetworkStatusAndRaiseToast` method? (Each correct answer presents part of the solution. Choose two.)

- A. Verify that `App.Current.IsRunningOutOfBrowser` is true.
- B. Verify that `App.Current.IsRunningOutOfBrowser` is false.
- C. Verify that `App.Current.HasElevatedPermissions` is true.
- D. Verify that `App.Current.HasElevatedPermissions` is false.
- E. Examine `NetworkInterface.GetIsNetworkAvailable()`.

F. Call `App.Current.CheckAndDownloadUpdateAsync()` in a try/catch block.

Answer: A, E

20. You have a Silverlight 4 application that uses isolated storage. You create an application that has a 5 MB file that must be saved to isolated storage.

Currently, the application has not allocated enough isolated storage to save the file.

You need to ensure that the application prompts the user to increase the isolated storage allocation. You also need to ensure that only the minimum amount of space needed to save the 5 MB file is requested.

Which code segment should you use?

A. `using (var store = IsolatedStorageFile.GetUserStoreForApplication())`

```
{  
var neededSpace = 5242880;  
if (store.IncreaseQuotaTo(neededSpace))  
{  
...  
}  
}
```

B. `using (var store = IsolatedStorageFile.GetUserStoreForApplication())`

```
{  
var neededSpace = 5242880;  
if (store.IncreaseQuotaTo(store.Quota + neededSpace))  
{  
...  
}  
}
```

C. `using (var store = IsolatedStorageFile.GetUserStoreForApplication())`

```
{  
var neededSpace = 5242880;  
if (store.IncreaseQuotaTo(  
store.AvailableFreeSpace + neededSpace  
)  
)  
{  
...  
}  
}
```

D. `using (var store = IsolatedStorageFile.GetUserStoreForApplication())`

```
{  
var neededSpace = 5242880;  
if (store.IncreaseQuotaTo(  

```

```
store.UsedSize + neededSpace
```

```
)
```

```
{
```

```
...
```

```
}
```

```
}
```

Answer: D