



**Vendor:** Microsoft

**Exam Code:** 98-361

**Exam Name:** Software Development Fundamentals

**Version:** DEMO

**C#**

**QUESTION 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

**Answer:** A

**QUESTION 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

**QUESTION 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

**QUESTION 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.

#### QUESTION 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.

#### QUESTION 6

A class named Manager is derived from a parent class named Employee. The Manager class includes characteristics that are unique to managers.

Which term is used to describe this object-oriented concept?

- A. Encapsulation
- B. Data modeling
- C. Inheritance
- D. Data hiding

**Answer: C**

**Explanation:**

Classes (but not structs) support the concept of inheritance. A class that derives from another class (the base class) automatically contains all the public, protected, and internal members of the base class except its constructors and destructors.

Incorrect:

not A: Encapsulation is sometimes referred to as the first pillar or principle of object-oriented programming. According to the principle of encapsulation, a class or struct can specify how accessible each of its members is to code outside of the class or struct. Methods and variables that are not intended to be used from outside of the class or assembly can be hidden to limit the potential for coding errors or malicious exploits.

#### QUESTION 7

Which term is used to describe a class that inherits functionality from an existing class?

- A. Base class
- B. Inherited class
- C. Derived class
- D. Superclass

**Answer: C**

**Explanation:**

Classes (but not structs) support the concept of inheritance. A class that derives from another

class (the base class) automatically contains all the public, protected, and internal members of the base class except its constructors and destructors.

### QUESTION 8

Two classes named Circle and Square inherit from the Shape class. Circle and Square both inherit Area from the Shape class, but each computes Area differently.

Which term is used to describe this object-oriented concept?

- A. polymorphism
- B. encapsulation
- C. superclassing
- D. overloading

**Answer:** A

#### **Explanation:**

You can use polymorphism in two basic steps:

Create a class hierarchy in which each specific shape class derives from a common base class. Use a virtual method to invoke the appropriate method on any derived class through a single call to the base class method.

### QUESTION 9

You create an object of type ANumber. The class is defined as follows.

```
public Class ANumber
{
    private int _number = 7;

    public ANumber()
    {
    }

    public ANumber(int number)
    {
        _number = number;
    }
}
```

The code is executed as follows.

```
ANumber mynumber = new ANumber(3);
```

What is the value of \_number after the code is executed?

- A. Null
- B. 0
- C. 3
- D. 7

**Answer:** C

### QUESTION 10

You need to allow a consumer of a class to modify a private data member.

What should you do?

- A. Assign a value directly to the data member.
- B. Provide a private function that assigns a value to the data member.
- C. Provide a public function that assigns a value to the data member.
- D. Create global variables in the class.

**Answer: C**

#### Explanation:

In this example(see below), the Employee class contains two private data members, name and salary. As private members, they cannot be accessed except by member methods. Public methods named GetName and Salary are added to allow controlled access to the private members. The name member is accessed by way of a public method, and the salary member is accessed by way of a public read-only property.

Note:The private keyword is a member access modifier. Private access is the least permissive access level. Private members are accessible only within the body of the class or the struct in which they are declared

Example:

```
classEmployee2
{
private stringname ="FirstName, LastName";
private doublesalary = 100.0;
public stringGetName()
{
returnname;
}

public doubleSalary
{
get{returnsalary; }
}
}
```

### QUESTION 11

You are designing a class for an application. You need to restrict the availability of the member variable accessCount to the base class and to any classes that are derived from the base class.

Which access modifier should you use?

- A. Internal
- B. Protected
- C. Private
- D. Public

**Answer: C**

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