



Microsoft

70-505-CSharp

TS- Microsoft .NET Framework 3.5 Windows Forms Application Development

controls. Set the ColumnCount property to 4. Then add the nested controls to the RowCount property.

H. Create a FlowLayoutPanel control to contain the controls, and add the nested controls to it. Call the ResumeLayout() method with the fourth nested control and every fourth control after that.

Answer: A

QUESTION: 98

You are developing a .NET Framework 3.5 Windows Forms application. The application will download a 300 MB audio file from a Windows Communication Foundation (WCF) Web service by using the BackgroundWorker class.

You need to ascertain when the BackgroundWorker has finished the file download. What should you do?

- A. Register for the ProgressChanged event.
- B. Call the GetService() method.
- C. Get the IsBusy property value.
- D. Call the RunWorkerAsync() method.
- E. Get the WorkerSupportsCancellation property value.
- F. Call the OnRunWorkerComplete() method.
- G. Register for the DoWork event.
- H. Get the WorkerReportsProgress property value.

Answer: A

QUESTION: 99

You create Windows Forms applications by using the .NET Framework 3.5. You plan to use the Windows Installer to deploy a new application.

The application must meet the following requirements:

- Support deployment to 32-bit and 64-bit operating systems.
- Use the 64-bit Program Files folder when deployed to 64-bit platforms.

You need to ensure that the application is deployed appropriately.

What should you do?

- A. • Create an MSI file that is targeted to 64-bit platforms.
• Create an MSI file that is targeted to 32-bit platforms.
- B. • Create a single MSI file.
• Create a merge module that contains the 32-bit and 64-bit code.
- C. • Create a single MSI file.

- Add a launch condition that is set to Version NT64.
- D. • Create a single MSI file.
- Add a launch condition that is set to NOT Version NT64.

Answer: A

QUESTION: 100

HOTSPOT

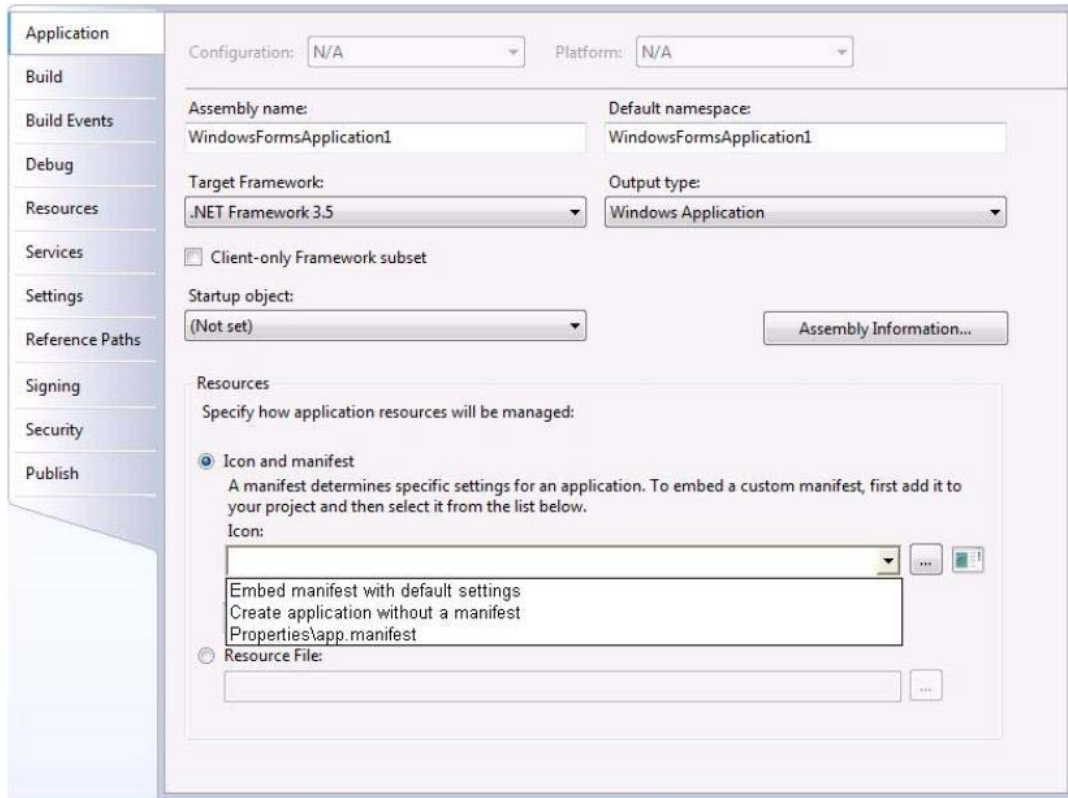
You are developing a Microsoft Visual Studio Tools for Office (VSTO) application by using the .NET Framework 3.5. Users will download and install the application through a ClickOnce deployment. You need to select the correct manifest setting to manage the application resources.

Which manifest setting should you use?

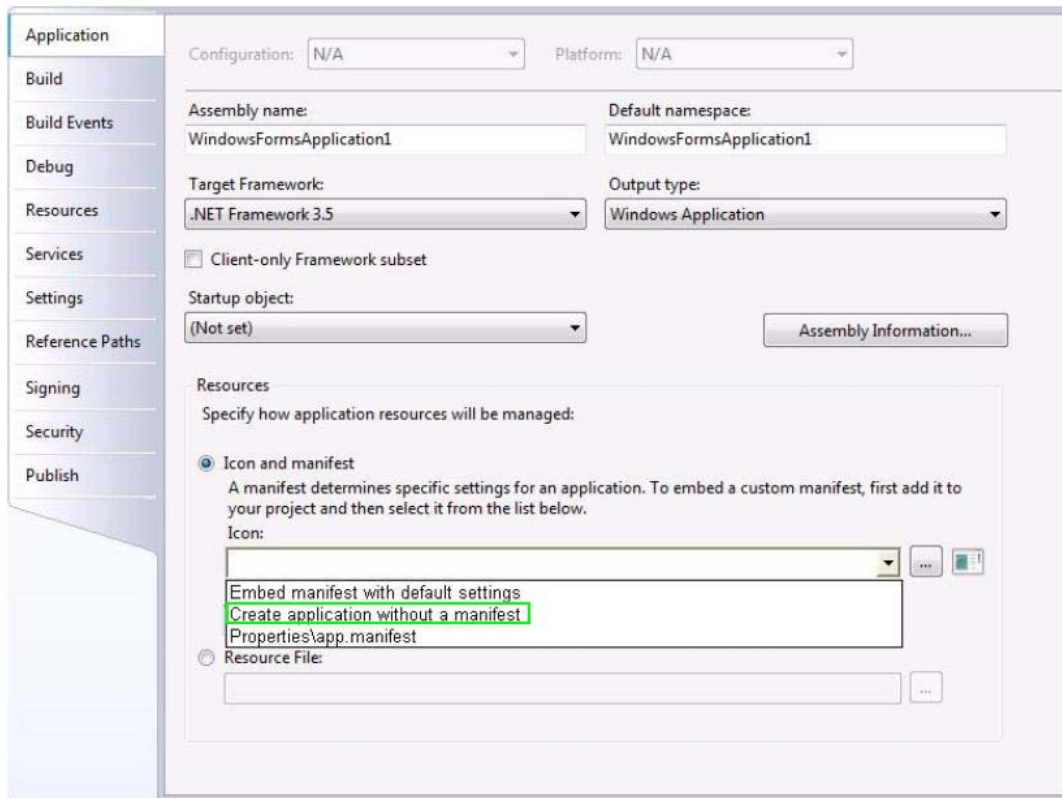
To answer, select the appropriate setting in the answer area.

The screenshot shows the Visual Studio Properties window for an application. The left sidebar contains the following categories: Application, Build, Build Events, Debug, Resources, Services, Settings, Reference Paths, Signing, Security, and Publish. The main area is divided into several sections:

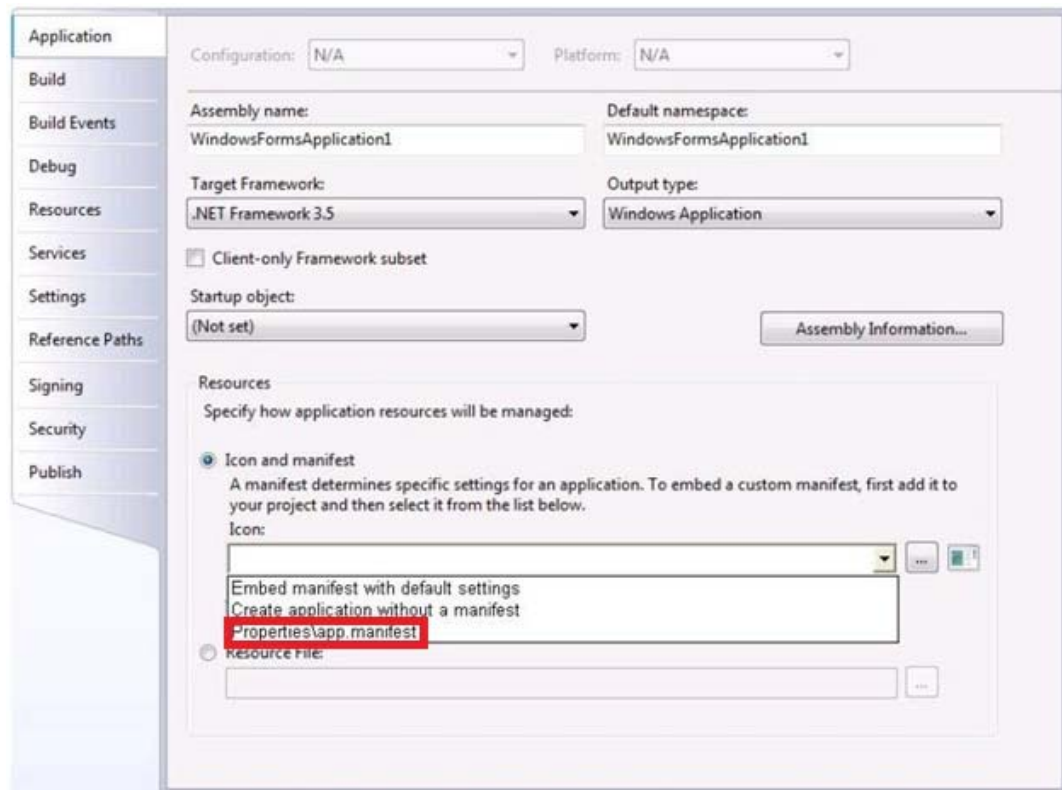
- Configuration:** N/A (dropdown)
- Platform:** N/A (dropdown)
- Assembly name:** WindowsFormsApplication1
- Default namespace:** WindowsFormsApplication1
- Target Framework:** .NET Framework 3.5 (dropdown)
- Output type:** Windows Application (dropdown)
- Client-only Framework subset
- Startup object:** (Not set) (dropdown)
- Assembly Information...** (button)
- Resources**
 - Specify how application resources will be managed:
 - Icon and manifest**
A manifest determines specific settings for an application. To embed a custom manifest, first add it to your project and then select it from the list below.
 - Icon:** [dropdown menu] [button] [button]
 - Manifest:** [dropdown menu]
 - Resource File:** [text box] [button]



Answer:



Explanation:



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QUESTION: 101

DRAG DROP

You are creating a .NET Framework 3.5 Windows Forms application.

The application will display and allow changes of telephone numbers through a control class named PhoneTextBox. A form named ContactWindow will use the PhoneTextBox control. You need to create the PhoneTextBox control class and then add an instance of the PhoneTextBox control to the ContactWindow form.

Which actions should you perform in sequence?

To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.

Build the Solution.	
Drag TextBox controls for each component of the address from the Toolbox to the designer.	
Use the Add New Item command to add a User Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.	
Use the Add New Item command to add a Custom Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.	
In the code for PhoneTextBox.cs, declare a delegate in the PhoneTextBox class for the Text property of each TextBox object.	
Open ContactWindow.cs in the designer. Drag a PhoneTextBox control from the Toolbox to the designer. Set the properties of the PhoneTextBox control.	
In the code for ContactWindow.cs, add code to the constructor of the ContactWindow class to create a PhoneTextBox control and then set its properties.	
In the code for PhoneTextBox.cs, add a property to the PhoneTextBox class for each of the TextBox objects to allow the Text property of the TextBox object to be accessed and/or modified.	

Answer:

Build the Solution.	Build the Solution.
Drag TextBox controls for each component of the address from the Toolbox to the designer.	
Use the Add New Item command to add a User Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.	Open ContactWindow.cs in the designer. Drag a PhoneTextBox control from the Toolbox to the designer. Set the properties of the PhoneTextBox control.
Use the Add New Item command to add a Custom Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.	In the code for PhoneTextBox.cs, add a property to the PhoneTextBox class for each of the TextBox objects to allow the Text property of the TextBox object to be accessed and/or modified.
In the code for PhoneTextBox.cs, declare a delegate in the PhoneTextBox class for the Text property of each TextBox object.	Drag TextBox controls for each component of the address from the Toolbox to the designer.
Open ContactWindow.cs in the designer. Drag a PhoneTextBox control from the Toolbox to the designer. Set the properties of the PhoneTextBox control.	Use the Add New Item command to add a Custom Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.
In the code for ContactWindow.cs, add code to the constructor of the ContactWindow class to create a PhoneTextBox control and then set its properties.	
In the code for PhoneTextBox.cs, add a property to the PhoneTextBox class for each of the TextBox objects to allow the Text property of the TextBox object to be accessed and/or modified.	

Explanation:

	Build the Solution.
	Open ContactWindow.cs in the designer. Drag a PhoneTextBox control from the Toolbox to the designer. Set the properties of the PhoneTextBox control.
	In the code for PhoneTextBox.cs, add a property to the PhoneTextBox class for each of the TextBox objects to allow the Text property of the TextBox object to be accessed and/or modified.
Use the Add New Item command to add a Custom Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.	Drag TextBox controls for each component of the address from the Toolbox to the designer.
In the code for PhoneTextBox.cs, declare a delegate in the PhoneTextBox class for the Text property of each TextBox object.	Use the Add New Item command to add a User Control named PhoneTextBox to the project. Open PhoneTextBox.cs in the Windows Forms Designer.
In the code for ContactWindow.cs, add code to the constructor of the ContactWindow class to create a PhoneTextBox control and then set its properties.	

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QUESTION: 102

DRAG DROP

You are creating a .NET Framework 3.5 Windows Forms application.

A control class will change its foreground color as users enter text into the control or selects a color from the control list. You need to create the control class so that the

foreground color of the control changes to yellow when the user enters the letters "yellow" or selects yellow from the control list. How should you complete the code segment?

To answer, drag the appropriate method names or class names to the correct location or locations in the answer area.

Answer Choices	Answer Area
<input type="text" value="OnKeyUp"/> <input type="text" value="OnKeyDown"/> <input type="text" value="OnTextChanged"/> <input type="text" value="OnVisibleChanged"/> <input type="text" value="OnForeColorChanged"/> <input type="text" value="OnBackColorChanged"/> <input type="text" value="System.Windows.Forms.ComboBox"/> <input type="text" value="System.Web.UI.WebControls.ComboBox"/>	<pre> public class ColoredTextBox : _____ { protected override void _____ (System.Windows.Forms.KeyEventArgs e) { if (this.SelectedText.ToLower() == "yellow") this.Foreground = System.Drawing.Color.Yellow; else this.Foreground = System.Drawing.Color.Black; base. _____ (e); } protected override void _____ (EventArgs e) { if (this.SelectedText.ToLower() == "yellow") this.Foreground = System.Drawing.Color.Yellow; else this.Foreground = System.Drawing.Color.Black; base. _____ (e); } } </pre>

Answer:

Answer Choices	Answer Area
<input type="text" value="OnKeyUp"/> <input type="text" value="OnKeyDown"/> <input type="text" value="OnTextChanged"/> <input type="text" value="OnVisibleChanged"/> <input type="text" value="OnForeColorChanged"/> <input type="text" value="OnBackColorChanged"/> <input type="text" value="System.Windows.Forms.ComboBox"/> <input type="text" value="System.Web.UI.WebControls.ComboBox"/>	<pre> public class ColoredTextBox : System.Windows.Forms.ComboBox { protected override void OnKeyUp (System.Windows.Forms.KeyEventArgs e) { if (this.SelectedText.ToLower() == "yellow") this.Foreground = System.Drawing.Color.Yellow; else this.Foreground = System.Drawing.Color.Black; base.OnKeyUp (e); } protected override void OnTextChanged (EventArgs e) { if (this.SelectedText.ToLower() == "yellow") this.Foreground = System.Drawing.Color.Yellow; else this.Foreground = System.Drawing.Color.Black; base.OnTextChanged (e); } } </pre>

Explanation:

Answer Choices	Answer Area
<input type="text" value="OnKeyUp"/> <input type="text" value="OnKeyDown"/> <input type="text" value="OnTextChanged"/> <input type="text" value="OnVisibleChanged"/> <input type="text" value="OnForeColorChanged"/> <input type="text" value="OnBackColorChanged"/> <input type="text" value="System.Windows.Forms.ComboBox"/> <input type="text" value="System.Web.UI.WebControls.ComboBox"/>	<pre> public class ColoredTextBox : System.Windows.Forms.ComboBox { protected override void OnKeyUp (System.Windows.Forms.KeyEventArgs e) { if (this.SelectedText.ToLower() == "yellow") this.Foreground = System.Drawing.Color.Yellow; else this.Foreground = System.Drawing.Color.Black; base.OnKeyUp (e); } protected override void OnTextChanged (EventArgs e) { if (this.SelectedText.ToLower() == "yellow") this.Foreground = System.Drawing.Color.Yellow; else this.Foreground = System.Drawing.Color.Black; base.OnTextChanged (e); } } </pre>

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QUESTION: 103

DRAG DROP

You are developing a .NET Framework 3.5 Windows Forms application. You create a custom control on a form by creating a new class. You declare the class by using the following code segment:

```
public class MyCustomControl:Control{ }
```

You use the OnPaint() method to render the control. When you run the application, the control does not render on the form.

You need to ensure that the control can render by using the OnPaint() method.

How should you implement the OnPaint() method?

To answer, drag the appropriate code segment or segments to the correct location or locations in the work area.

Answer Choices	Answer Area
<input type="text" value="bool"/>	<pre>protected <input type="text"/> OnPaint(<input type="text"/> e) { }</pre>
<input type="text" value="override bool"/>	
<input type="text" value="void"/>	
<input type="text" value="override void"/>	
<input type="text" value="DrawEventArgs"/>	
<input type="text" value="OnDrawEventArgs"/>	
<input type="text" value="PaintEventArgs"/>	
<input type="text" value="OnPaintEventArgs"/>	

Answer:

Answer Choices	Answer Area
<input type="text" value="bool"/>	<pre>protected <input type="text" value="override void"/> OnPaint(<input type="text" value="OnDrawEventArgs"/> e) { }</pre>
<input type="text" value="override bool"/>	
<input type="text" value="void"/>	
<input type="text" value="override void"/>	
<input type="text" value="DrawEventArgs"/>	
<input type="text" value="OnDrawEventArgs"/>	
<input type="text" value="PaintEventArgs"/>	
<input type="text" value="OnPaintEventArgs"/>	

Explanation:

Answer Choices	Answer Area
<input type="text" value="bool"/>	<pre>protected override void OnPaint(<input type="text" value="PaintEventArgs"/> e) { }</pre>
<input type="text" value="override bool"/>	
<input type="text" value="void"/>	
<input type="text" value="DrawEventArgs"/>	
<input type="text" value="OnDrawEventArgs"/>	
<input type="text" value=""/>	
<input type="text" value="OnPaintEventArgs"/>	
<input type="text" value=""/>	
<input type="text" value=""/>	
<input type="text" value=""/>	

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