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TS: Windows Communication Foundation Development with Microsoft .NET Framework 4: 70-513



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QUESTION 221 You develop a Window Communication Foundation (WCF) service. You have the following requirements:- Create a data contract to pass data between client applications and the service. - Create the data that is restricted and cannot pass between client applications and the service. You need to implement the restricted data members. Which member access modifier should you use? A. Protected B. Public C. Shared D. Private Answer: C

QUESTION 222 You are developing a Windows Communication Foundation (WCF) service. The service needs to access out-of-process resources. You need to ensure that the service accesses these resources on behalf of the originating caller. What should you do? A. Set the value of ServiceSecurityContext.Current.WindowsIdentity.ImpersonationLevel to TokenImpersonationLevel.Impersonation B. Set the value of ServiceSecurityContext.Current.WindowsIdentity.ImpersonationLevel to TokenImpersonationLevel.Delegation C. Set the PrincipalPermissionAttribute on the service contract and update the binding attribute in the endpoint element of the configuration file to wsHttpBinding D. Set the PnnicipalPermissionAttribute on the service contract and update the bindingConfiguration attribute in the endpoint element of the configuration file to wsHttpBinding Answer: B

QUESTION 223 You are developing a Windows Communication Foundation (WCF) service that contains the following code segment.

```
<ServiceContract>Public Interface ICustomerService...End InterfacePublic Class CustomerServiceImplements ICustomerService...End Class
```

The service is self-hosted in a console application. Older client applications access the service at <http://contoso.com:8080/Customerservice/V1>. Newer client applications access the service at <http://contoso.com:8080/Customerservice/V2>. You need to ensure that any client application can access the service at either address. Which code segment should you use?

A. Dim serviceAddress1 As Uri = New Uri("<http://contoso.com:8080/Customerservice/V1>") Dim serviceAddress2 As Uri = New Uri("<http://contoso.com:8080/Customerservice/V2>") Dim host As ServiceHost = New ServiceHost(GetType(ICustomerService), New Uri() {serviceAddress1, serviceAddress2})

B. Dim serviceAddress1 As Uri = New Uri("<http://contoso.com:8080/Customerservice/V1>") Dim serviceAddress2 As Uri = New Uri("<http://contoso.com:8080/Customerservice/V2>") Dim host As ServiceHost = New ServiceHost(GetType(CustomerService), New Uri() {serviceAddress1, serviceAddress2})

C. Dim serviceAddress As Uri = New Uri("<http://contoso.com:8080/>") Dim host As ServiceHost = New Service eHost(GetType(CustomerService), New Uri() {serviceAddress})

host.AddServiceEndpoint(GetType(ICustomerService), New BasicHttpBinding(), "CustomerService/V1")host.AddServiceEndpoint(GetType(ICustomerService), New BasicHttpBinding(), "CustomerService/V2")D. Dim serviceAddress As Uri =New Uri("http://contoso.com:8080/")Dim host As ServiceHost =New ServiceHost(GetType(ICustomerService),New Uri() {serviceAddress})host.AddServiceEndpoint(GetType(CustomerService), New BasicHttpBinding(), "CustomerService/V1")host.AddServiceEndpoint(GetType(CustomerService), New BasicHttpBinding(), "CustomerService/V2") Answer: D QUESTION 224You develop a Windows Communication Foundation (WCF) SOAP service that contains a class named Order. The Order class includes a field named secret that stores private data.The Order class includes the following code:The service has the following requirements:- The secret field must be encrypted.- All other fields in the Order class must serialize as plain text.You need to configure serialization for the Order class.What should you do?

```
<MessageContract>
Public Class Order
    Public secret As String
    Public name As String
    Public orderId As String
End Class
```

A. Add a MessageHeader attribute to the secret field and set the ProtectionLevel to Sign. Add a MessageBodyMember attribute to each of the other fields of the class.B. Add a MessageBodyMember attribute to the secret field and set the ProtectionLevel to Sign. Add a MessageBodyMember attribute to each of the other fields of the class.C. Add a MessageBodyMember attribute to the secret field and set the ProtectionLevel to EncryptAndSign.Add a MessageBodyMember attribute to each of the other fields of the class.D.

Add a MessageHeader attribute to the secret field and set the ProtectionLevel to EncryptAndSign.Add a MessageBodyMember attribute to each of the other fields of the class. Answer: D QUESTION 225You are creating a Windows Communication Foundation (WCF) service. The service endpoints change frequently. On the service, you add a new ServiceDiscoveryBehavior to the Behaviors collection of the ServiceHost Description property. You need to ensure that client applications can communicate with the service and discover changes to the service endpoints. What should you do? A. Add a new ServiceDiscoveryBehavior to the Behaviors collection in the client application.B. Add a new AnnouncementClient to the Behaviors collection in the client application.C. Use the FindCriteria class and the UdpDiscoveryEndpoint class to set up the binding in the client application.D. Use the DiscoveryProxy class and the EndpointDiscoveryMetadata class to set up the binding in the client application. Answer: C QUESTION 226A WCF service code is implemented as follows. (Line numbers are included for reference only.)01

```
<ServiceContract()>02 <ServiceBehavior(03 InstanceContextMode:=InstanceContextMode.Single)>04 Public Class
CalculatorService06 <OperationContract()>07 Public Function Calculate(ByVal op1 As Double,08 ByVal op As String, ByVal op2
As Double) As Double&24 End Function26 End ClassYou need to decrease the response time of the service.What are two possible ways to achieve this goal (Each correct answer presents a complete solution. Choose two.) A. Change the service behavior to the following.<ServiceBehavior(InstanceContextMode:=InstanceContextMode.Single,
ConcurrencyMode:=ConcurrencyMode.Multiple)>B. Change the service behavior to the following.
```

```
<ServiceBehavior(InstanceContextMode:=InstanceContextMode.PerCall)>C. Require the clients use threads, the Parallel Task
Library, or other mechanism to issue service calls in parallel.D. Require the clients to use async operations when calling the
service. Answer: AB QUESTION 227You are developing a Windows Communication Foundation (WCF) service to provide an
in-memory cache for many Web applications. The service contract is defined as follows. (Line numbers are included for reference
only.)01 <ServiceContract()>02 Public Interface IDataCache04 . . .05 End Interface08 Public Class DataCache09 Implements
IDataCache11 . . .12 End ClassYou need to ensure that all users share the cache.Which code segment should you insert at line 07?
```

A. <ServiceBehavior (InstanceContextMode : = InstanceContextMode.PerSession)>B. <ServiceBehavior(TransactionIsolationLevel:= IsolationLevel.RepeatableRead)>C. <ServiceBehavior(TransactionIsolationLevel:= IsolationLevel.ReadCommitted)>D. <ServiceBehavior(InstanceContextMode:= InstanceContextMode.Single)> Answer: D QUESTION 228You are creating a client application and configuring it to call a

Windows Communication Foundation (WCF) service. When the application is deployed, it will be configured to send all messages to a WCF routing service.You need to ensure that the application can consume the target service after the application is deployed. What should you do? A. In the client application, add a service reference to the router service. In the client binding configuration, specify the address of the router service. B. In the client application, add a service reference to the target service. In the client binding configuration, specify the address of the target service.C. In the client application, add a service reference to the router service. In the client binding configuration, specify the address of the target service.D. In the client application, add a service reference to the target service. In the client binding configuration, specify the address of the router service. Answer: D QUESTION

229 You are developing a Windows Communication Foundation (WCF) service. You establish that the largest size of valid messages is 8,000 bytes. You notice that many malformed messages are being transmitted. Detailed information about whether each message is malformed must be logged. You need to ensure that this information is saved in XML format so that it can be easily analyzed. What should you add to the service configuration file? A. `<messageLogging logMessagesAtServiceLevel="true"`

`logMessagesAtTransportLevel="true" maxMessagesToLog="1000" maxSizeOfMessageToLog="8000" />` B. `<messageLogging logEntireMessage="true" logMalformedMessages="false" logMessagesAtServiceLevel="true"`

`logMessagesAtTransportLevel="true" maxMessagesToLog="1000" />` C. `<messageLogging logEntireMessage="true"`

`logMalformedMessages="false" logMessagesAtServiceLevel="true" logMessagesAtTransportLevel="true"`

`maxMessagesToLog="1000" maxSizeOfMessageToLog="8000" />` D. `<messageLogging logEntireMessage="true"`

`logMalformedMessages="true" logMessagesAtServiceLevel="true" logMessagesAtTransportLevel="true"`

`maxMessagesToLog="1000" maxSizeOfMessageToLog="100000" />` Answer: D
QUESTION 230 You are developing a Windows Communication Foundation (WCF) service. The following code defines and implements the service. (Line numbers are included for reference only.) You need to ensure that two identical copies of the received message are created in the service. Which code segment should you insert at line 14?


```
01 <ServiceContract(SessionMode:=SessionMode.Allowed)>
02 Public Interface ICatchAll
03
04     <OperationContract(
05         IsOneWay:=False, Action:="", ReplyAction:="")>
06     Function ProcessMessage(
07         ByVal message As Message) As Message
08
09 End Interface
10
11 Public Class CatchAllService
12     Public Function ProcessMessage(
13         ByVal message As Message) As Message
14         Implements ICatchAll.ProcessMessage
15
16         Return returnMsg
17
18     End Function
19
20 End Class
```

A. `Dim msgCopy As Message = TryCast(TryCast(message.CreateBufferedCopy(8192), Object), Message)`
`Dim returnMsg As Message = TryCast(TryCast(message.CreateBufferedCopy(8192), Object), Message)`
B. `Dim buffer As MessageBuffer = message.CreateBufferedCopy(8192)`
`Dim msgCopy As Message = buffer.CreateMessage()`
`Dim returnMsg As Message ?msgCopy`
C. `Dim msgCopy As Message = message`
`Dim returnMsg As Message = message`
D. `Dim buffer As MessageBuffer = message.CreateBufferedCopy(8192)`
`Dim msgCopy As Message = buffer.CreateMessage()`
`Dim returnMsg As Message =`

`buffer.CreateMessage()` Answer: B

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