AZ-200^{Q&As}

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Microsoft Azure Developer Core Solutions (beta)

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QUESTION 1

DRAG DROP

You are developing a stateful service to deploy to Azure Service Fabric. You plan to implement the RunAsync method.

You need to implement the methods to interface with an instance of the IReliable dictionary interface to increment a count each time the service is called. The first time the service is called, you must initialize the count to 1 if it does not yet

exist and then update it by one each time it is called.

Which three methods should you run in sequence. To answer, move the appropriate methods from the list of methods to the answer area and arrange them in the correct order.

Select and Place:

Options		Answer area
AddOrUpdateAsync		
TryGetValueAsync		
TryAddAsync		
GetOrAddAsync		

Correct Answer:

Options		Answer area
		GetOrAddAsync
		TryGetValueAsync
TryAddAsync		AddOrUpdateAsync

Answer area

GetOrAddAsync

TryGetValueAsync

AddOrUpdateAsync

QUESTION 2

HOT SPOT

You have an app that stores player scores for an online game. The app stores data in Azure tables using a class named PlayerScore as the table entity. The table is populated with 100,000 records.

You are reviewing the following section of code that is intended to retrieve 20 records where the player score exceeds 15,000. (Line numbers are included for reference only.

```
1   public void GetScore(string playerId, int score, string gameName)
2   {
3      TableQuery<DynamicTableEntity> query = new TableQuery<DynamicTableEntity>().Select(new string[] { "Score" })
        .Where(TableQuery.GenerateFilterConditionForInt("Score", QueryComparisons.GreaterThanOrEqual, 15000)).Take(20);
4      EntityResolver<KeyValuePair<string, int?>> resolver =
       (partitionKey, rowKey, ts, props, etag) => new KeyValuePair<string, int?>(rowKey, props["Score"].Int32Value);
5      foreach (var scoreItem in scoreTable.ExecuteQuery(query, resolver, null, null))
6      {
          Console.WriteLine($"{scoreItem.Key} {scoreItem.Value}");
7      }
8   }

9   public class PlayerScore : TableEntity
10  {
11     public PlayerScore(string gameId, string playerId, int score, long timePlayed)
12     {
13        PartitionKey = gameId;
14        RowKey = playerId;
15        Score = score;
16        TimePlayed = timePlayed;
17     }
18     public int Score { get; set; }
19     public long TimePlayed { get; set; }
20  }
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. NOTE: Each correct selection is worth one point

Hot Area:

Answer Area

	Yes	No
The code queries the Azure table and retrieves the TimePlayed property from the table.	○	○
The code will display a maximum of twenty records.	○	○
All records will be sent to the client. The client will display records for scores greater than or equal to 15,000.	○	○
The scoreItem.Key property of the KeyValuePairs that ExecuteQuery returns will contain a value for PlayerID.	○	○

Correct Answer:

Answer Area

Answer Area

QUESTION 3

You are developing a mobile instant messaging app for a company.

The mobile app must meet the following requirements:

Support offline data sync.

Update the latest messages during normal sync cycles.

You need to implement Offline Data Sync.

Which two actions should you perform? Each conn I answer presents part of the solution.

NOTE: Each correct selection is worth one point.

A. Retrieve records from Offline Data Sync on every call to the PullAsync method.

B. Retrieve records from Offline Data Sync using an Incremental Sync.

C. Push records to Offline Data Sync using an Incremental Sync.

D. Return the updatedAt column from the Mobile Service Backend and implement sorting by using the column.

E. Return the updatedAt column from the Mobile Service Backend and implement sorting by the message id.

Correct Answer: BD

QUESTION 4

Note: This question is part of a series of questions that present the same scenario solution meets the stated goals. You have the following resource groups:

Resource group	Comments
DevServer_WestCentralUS	This resource group is located in the West Central US region and contains a single virtual machine named DevServer. DevServer is connected to a private subnet in an Azure Virtual Network that has no internet access.
Workstation_EastUs	This resource group is located in the East US region and contains a virtual machine named DevWorkstation. DevWorkstation is connected to a subnet in a Virtual Network and is configured with a public IP address. A network security group has been configured to allow public incoming remote desktop protocol (RDP) connections to the DevWorkstation.

Developers must connect to DevServer only through DevWorkstation. To maintain security, DevServer must not accept connections from the internet You need to create a pnvate connection between the DevWorkstation and DevServer.

Solution: Configure a public IP address on DevServer_WestCentral. Configure the Network Security Group to allow all incoming ports.

Does the solution meet the goal?

A. Yes

B. No

Correct Answer: B

QUESTION 5

You develop an app that processes data packages that are less than 10 KB.

The solution processes and then deletes the data packages. Data must be processed by only one instance and must persist if the app is reset but not after it is processed.

You need to select a storage technology for the solution while minimizing costs.

Which data storage service should you use?

A. Azure Table Storage

B. Azure Queue Storage

C. Azure Blob Storage

D. Azure Redis Cache

E. Azure SQL Database

Correct Answer: C

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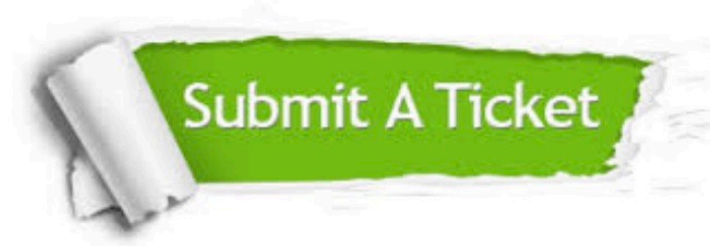Multi-Platform capabilities - Windows, Mac, Android, iPhone, iPod, iPad, Kindle

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