



70-504(CSHARP)

**TS: MS.NET Framework 3.5 Workflow Foundation Application
Developer**

Q&A

DEMO Version

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Microsoft 70-504(C#)

Question: 1

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. Your application has a workflow named OrderWorkflow that has a rule set named OrderRuleSet. You write the following code segment. (Line numbers are included for reference only.)

```
01 WorkflowRuntime workflowRuntime = new WorkflowRuntime();
02 WorkflowInstance instance = workflowRuntime.CreateWorkflow(typeof(OrderWorkflow));
03 Activity wfDefinition = instance.GetWorkflowDefinition();
04 WorkflowChanges changes = new WorkflowChanges(wfDefinition);
05 CompositeActivity transientWf = changes.TransientWorkflow;
06
```

You need to read the current definition of the OrderRuleSet rule set. Which code segment should you insert at line 06?

- A. RuleSet ruleSet = (RuleSet)transientWf.UserData["OrderRuleSet"];
- B. RuleSet ruleSet = (RuleSet)transientWf.GetValue(
 DependencyProperty.FromName("OrderRuleSet",typeof(RuleSet)));
- C. RuleDefinitions ruleDefs = (RuleDefinitions)
 transientWf.UserData[RuleDefinitions.RuleDefinitionsProperty];RuleSet ruleSet =
 ruleDefs.RuleSets["OrderRuleSet"];
- D. RuleDefinitions ruleDefs = (RuleDefinitions)transientWf.GetValue(
 RuleDefinitions.RuleDefinitionsProperty);RuleSet ruleSet = ruleDefs.RuleSets["OrderRuleSet"];

Answer: D

Question: 2

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. Your workflow has a rule set and a property named Discount. The rule set includes two rules named RuleA and RuleB.

The RuleA rule has the following properties:

Expression = "IF this.Discount > 10 THEN this.Discount=10"

Reevaluation = "Always"

Priority = 0

The RuleB rule has the following properties:

Expression = "IF this.OrderAmount > 2000 THEN this.Discount = this.Discount + 5"

Reevaluation = "Always"

Priority = 0

The rule set has its chaining behavior set to Explicit Update Only.

You need to ensure that the RuleA rule is re-evaluated after the RuleB rule.

What should you do?

- A. Set the expression for the RuleB rule to "IF this.OrderAmount > 2000 THEN this.Discount = this.Discount + 5 Update("RuleA")"

- B. Set the expression for the RuleB rule to "IF this.OrderAmount > 2000 THEN this.Discount = this.Discount + 5 Update("this/Discount")"
- C. Set the expression for the RuleA rule to "IF this.Discount > 10 THEN this.Discount = 10 Update(RuleB)"
- D. Set the expression for the RuleA rule to "IF this.Discount > 10 THEN this.Discount = 10 Update("this/Discount")"

Answer: B

Question: 3

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. You need to create a RuleSet that evaluates whether a variable named OrderValue has a value greater than 500. Which class should you use?

- A. CodeAssignStatement
- B. CodeIndexerExpression
- C. CodeThisReferenceExpression
- D. CodeBinaryOperatorExpression

Answer: D

Question: 4

You create a workflow application by using Microsoft .NET Framework 3.5. The application has a workflow that contains a field named Counter of type Int32. The Counter field is initialized to 0. The workflow also has a ConditionalActivityGroup activity named CagConditions. The CagConditions activity has a CodeActivity activity named CaDisplayDets. The ExecuteCode handler for the CaDisplayDets activity is defined in the following manner. private void CaDisplayDets_ExecuteCode(object sender, EventArgs e) {
 Counter += 1;
 Console.WriteLine("EXECUTE" + Counter.String());
}

You need to ensure that the CaDisplayDets activity executes 10 times. What should you do?

- A. Create a declarative rule condition for the WhenCondition property of the CaDisplayDets activity. Set the expression to "Counter < 10".
- B. Create a declarative rule condition for the WhenCondition property of the CaDisplayDets activity. Set the expression to "Counter > 10".
- C. Create a declarative rule condition for the UntilCondition property of the CagConditions activity. Set the expression to "Counter < 10".
- D. Create a declarative rule condition for the UntilCondition property of the CagConditions activity. Set the expression to "Counter > 10"

Answer: A

Question: 5

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. The application has a workflow named OrderWorkflow. The application also has a rule set named MyRules that is placed in the OrderWorkflow.rules file. You need to dynamically create a policy activity to reference the MyRules rule set. Which code segment should you use?

- A. PolicyActivity act = new PolicyActivity();act.Save(new FileStream("MyRules", FileMode.Open));
- B. PolicyActivity act = new PolicyActivity();act.RuleSetReference = new RuleSetReference("MyRules");

- C. `PolicyActivity act = new PolicyActivity();act.SetValue(DependencyProperty.FromName("RuleSet", typeof(PolicyActivity)), new RuleSetReference("MyRules"));`
- D. `PolicyActivity act = new PolicyActivity();act.RuleSetReference.SetValue(DependencyProperty.FromName("RuleSet", typeof(RuleSetReference)), new RuleSet("MyRules"));`

Answer: B

Question: 6

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. The workflow contains a collection of Customer objects named ListCustomers. You need to execute a CodeActivity activity for each Customer object contained in ListCustomers. What should you do?

- A. Add a nested CodeActivity activity to a WhileActivity activity. Set the Condition property of the WhileActivity activity to `ListCustomers.Count == 0`.
- B. Add a CodeActivity activity to a ReplicatorActivity activity. Bind the ListCustomers collection to the InitialChildData property of the ReplicatorActivity activity.
- C. Add a CodeActivity activity to a ReplicatorActivity activity. Set the expression of the UntilCondition property of the ReplicatorActivity activity to `"ListCustomers.Count == 0"`.
- D. Add a nested CodeActivity activity to the ConditionedActivityGroup activity. Set the expression of the UntilCondition property of the ConditionedActivityGroup activity to `"ListCustomers.Count == 0"`.

Answer: B

Question: 7

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. The application contains a state machine workflow. You need to ensure that the workflow can initialize variables before it enters the ProcessingOrder state. What should **you do**?

- A. Write the initialization code in an instance of the CodeActivity class in the ProcessingOrder state.
- B. Create a new custom activity derived from the CodeActivity class. Write the initialization code in the activity. Add the activity as the first activity in the ProcessingOrder state.
- C. Write the initialization code in a method in an external .NET Framework component. Invoke the component by using an instance of the CallExternalMethodActivity class in the ProcessingOrder state.
- D. Add an instance of the StateInitializationActivity class to the ProcessingOrder state. Add an instance of the CodeActivity class to the StateInitializationActivity class to perform the initialization.

Answer: D

Question: 8

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. The application uses a sequential workflow. The workflow calls an external method to notify a list of users to carry out tasks. The list of users varies in size and composition from one workflow instance to another. The list is implemented as a string array. When a user completes a task, the host application raises a TaskCompleted event. You need to ensure that the users receive their notifications simultaneously. What should you do?

- A. Add the CallExternalMethodActivity and the HandleExternalEventActivity activities in a While activity. Set the While activity to loop through the entire string array.

- B. Add the `CallExternalMethodActivity` and the `HandleExternalEventActivity` activities in a `Replicator` activity. Set the `ExecutionType` property of the `Replicator` activity to `Parallel`.
- C. Add the `CallExternalMethodActivity` and the `HandleExternalEventActivity` activities in a `Replicator` activity. Set the `ExecutionType` property of the `Replicator` activity to `Sequence`.
- D. Add a `ParallelActivity` activity to the workflow. Add branches to the activity such that the number of branches is equal to the number of persons to be notified. Add the `CallExternalMethodActivity` and the `HandleExternalEventActivity` activities to each branch.

Answer: B

Question: 9

A custom activity defined in an assembly named `LitwareActivities` is defined as follows:

```
namespace LitwareActivities
{
    public class WriteLineActivity : Activity
    {
        protected override ActivityExecutionStatus Execute(ActivityExecutionContext executionContext)
        {
            Console.WriteLine(Message);
            return ActivityExecutionStatus.Closed;
        }
        private string _message;
        public string Message
        {
            get { return _message; }
            set { _message = value; }
        }
        ...
    }
}
```

You need to create a sequential workflow where the execution path can be generated on the fly by an application. Which XML code segment should you use?

A. `<SequentialWorkflowActivity`

```
xmlns="http://schemas.microsoft.com/winfx/2006/xaml/workflow"xmlns:x="http://schemas.microsoft.com/winfx/2006/
xmlns:Litware="clr-
namespace:LitwareActivities;assembly=LitwareActivities"><Litware:WriteLineActivity
Message="Hello, WF"/></SequentialWorkflowActivity>
```

B. `<Workflow>`

```
xmlns="http://schemas.microsoft.com/winfx/2006/xaml/workflow"xmlns:x="http://schemas.microsoft.com/winfx/2006/
xmlns:Litware="clr-
namespace:LitwareActivities;assembly=LitwareActivities"><Litware:WriteLineActivity
Message="Hello, WF"/></Workflow>
```

C. `<Workflow xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml" class:Litware="clr-namespace:LitwareActivities;assembly=LitwareActivities">`
`<Litware:WriteLineActivity`
`Message="Hello, WF"/></Workflow>`

D. `<SequentialWorkflowActivity`
`class:Litware="clr-namespace:LitwareActivities;assembly=LitwareActivities">`
`<Litware:WriteLineActivity`
`Message="Hello, WF"/></SequentialWorkflowActivity>`

Answer: A

Question: 10

You create a Windows Workflow Foundation application by using Microsoft .NET Framework 3.5. The application contains a state workflow.

You write the following code segment.

```
WorkflowRuntime runtime = new WorkflowRuntime();
WorkflowInstance instance = runtime.CreateWorkflow(
typeof(DynamicUpdateWorkflow));
instance.Start();
StateMachineWorkflowInstance smwi =
new StateMachineWorkflowInstance(runtime,
instance.InstanceId);
```

A dependency property named Status is defined in this workflow.

The value of a variable named amount is used to set the state of the workflow.

You need to ensure that the host application changes the state of the workflow on the basis of the value of the amount variable.

What are the two possible code segments that you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `if (amount >= 1000) smwi.SetState("HighValueState");else smwi.SetState("LowValueState");`
- B. `if (amount >= 1000) smwi.StateMachineWorkflow.SetValue(DynamicUpdateWorkflow.StatusProperty,"HighValueState")else smwi.StateMachineWorkflow.SetValue(DynamicUpdateWorkflow.StatusProperty, "LowValueState");`
- C. `if (amount >= 1000) instance.GetWorkflowDefinition().SetValue(DynamicUpdateWorkflow.StatusProperty,"HighValueState");else instance.GetWorkflowDefinition().SetValue(DynamicUpdateWorkflow.StatusProperty,"LowValueState");`
- D. `if (amount >= 1000){ StateActivity high = (StateActivity) smwi.StateMachineWorkflow.Activities["HighValueState"]; smwi.SetState(high);}else{ StateActivity low = (StateActivity) smwi.StateMachineWorkflow.Activities["LowValueState"]; smwi.SetState(low);}`

Answer: A, D