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



**Product Description Exam Number/Code: 70-513**

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QUESTION 301A Windows Communication Foundation (WCF) solution uses the following contract.

```
<ServiceContract(SessionMode:=SessionMode Allowed)sPublic Interface IMyService <OperationContract(IsTerminating:sFalse)sSub Initialize ()<OperationContract(IsInitiating:sFalse)>sSub DoSomething()<OperationContract(IsTerminating:=True)>Sub Terminate ()End Interface
```

You need to change this interface so that: "Initialize is allowed to be called at any time before Terminate is called." "DoSomething is allowed to be called only after Initialize is called, and not allowed to be called after Terminate is called.

"Terminate will be allowed to be called only after Initialize is called Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.) A. Change the ServiceContract attribute of the IMyService interface to the following. ServiceContract(SessionMode:sSessionMode. Required) B. Change the ServiceContract attribute of the IMyService interface to the following. ServiceContract(SessionMode:sSessionModeAllowed)? C. Change the OperationContract attribute of the Initialize operation to the following. OperationContract(IsInitiating: `True, IsTerminating: `False) D. Change the OperationContract attribute of the Terminate operation to the following. OperationContract(IsInitiating:False, IsTerminating: `True)

Answer: AD QUESTION 302A Windows Communication Foundation (WCF) solution uses the following contract.

```
[ServiceContract(SessionMode SessionModeAllowed)] public interface IMyService {[OperaionContractQsTerminating false) void Initialize(); [OperaionContractQsInitiating false)] Void DoSomethingO;[OperaionContractQsTerminating true)J void TerminateO;}
```

You need to change this interface so that: "Initialize is allowed to be called any time before Terminate is called" "DoSomething is allowed to be called only after Initialize is called, and n allowed to be called after Terminate is called "Terminate will be lowed to be called only after Initialize is called

Which two actions should you perform (Each correct answer presents part of the solution. Choose two) A. Change the ServiceContract attribute of the IMyService interface to the following. ServiceContract(SessionMode = SessionMode Required) B. Change the ServiceContract attribute of the IMyService interface to the following. ServiceContract(SessionMode SessionMode Allowed) C. Change the OperationContract attribute of the Initialize operation to the following. OperationContract(initiating = true, IsTerminating = false) D. Change the OperationContract attribute of the Terminate operation to

the following. OperationContract(IsInitiating = false, IsTerminating = true) Answer: AD QUESTION 303A Windows Communication Foundation (WCF) service implements a contract with one-way and request-reply operations. The service is exposed over a TCP transport. Clients use a router to communicate with the service. The router is implemented as follows. (Line numbers are included for reference only.)

```
01 ServiceHost host = new ServiceHost(typeof(RoutingService));
02 host.AddServiceEndpoint(03
typeof(ISimplexDatagramRouter),
04 new NetTcpBinding(), "net.tcp://localhost/Router"
05 );
06 List<ServiceEndpoint> lep =
new List<ServiceEndpoint>();
07 lep.Add(08 new ServiceEndpoint(09
ContractDescription.GetContract(10
typeof(ISimplexDatagramRouter)
11 ),
12 new NetTcpBinding(),
13 new EndpointAddress("net.tcp://localhost:8080/Logger")
14 );
15 );
16 RoutingConfiguration rc = new RoutingConfiguration();
17 rc.FilterTable.Add(new MatchAllMessageFilter(), lep);
18 host.Description.Behaviors.Add(new RoutingBehavior(rc));
```

Request-reply operations are failing. You need to ensure that the router can handle one-way and request-reply operations. What should you do?

A. Change line 03 as follows: `typeof(IRequestReplyRouter)`, B. Change line 03 as follows: `typeof(IDuplexSessionRouter)`, C. Change line 10 as follows: `typeof(IRequestReplyRouter)`, D. Change line 10 as follows: `typeof(IDuplexSessionRouter)` Answer: B

QUESTION 304 Windows Communication Foundation (WCF) service will be hosted in Microsoft Internet Information Services (IIS). You create a new application in IIS to host this service and copy the service DLL to the bin directory of the application. You need to complete the deployment of this service to IIS. What should you do next?

A. Create an `asmx` file and add a `@ServiceHost` directive to this file. Copy the file to the root of the application directory.  
B. Create an `.asmx` file and add a `@Register` directive to this file. Copy the file to the bin directory of the application.  
C. Create a `svc` file and add a `@ServiceHost` directive to this file. Copy the file to the root of the application directory.  
D. Create a `.svc` file and add a `@Register` directive to this file. Copy the file to the bin directory of the application. Answer: C

QUESTION 305A Windows Communication Foundation (WCF) service listens for messages at `net.tcp://www.contoso.com/MyService`. It has a logical address at <http://www.contoso.com/MyService>. The configuration for the WCF client is as follows:

```
<endpoint address="http://www.contoso.com/MyService" binding="netTcpBinding"
bindingConfiguration="NetTcpBinding_IMyService" contract="ServiceReference1.IMyService"
name="NetTcpBinding_IMyService"/>
```

The generated configuration does not provide enough information for the client to communicate with the server. You need to update the client so that it can communicate with the server. What should you do?

A. In the client configuration, change the value of the address attribute to `net.tcp://www.contoso.com/MyService`  
B. In the client configuration, change the value of the address attribute to `net.tcp://www.contoso.com/MyService` `listen="http://www.contoso.com/MyService"`.  
C. After instantiating the client and before invoking any service operation, add this line of code: `EndpointBehaviors.Add(new EndpointDiscoveryBehavior(){ Enabled = true });`  
D. After instantiating the client and before invoking any service operation, add this line of code: `client.Endpoint.Behaviors.Add(new ClientViaBehavior(new Uri("net.tcp://www.contoso.com/IMyService")));` Answer: D

QUESTION 306A Windows Communication Foundation (WCF) client communicates with a service. You created the client proxy by using Add Service Reference in MS Visual Studio. You need to ensure that the client accepts responses of up to 5 MB in size. What should you change in the configuration file?

A. the value of the `maxBufferPoolSize` attribute to 5242880  
B. the value of the `maxReceivedMessageSize` attribute to 5242880  
C. the value of the `maxBytesPerRead` attribute to 5242880  
D. the value of the `maxBufferSize` attribute to 5242880 Answer: B

QUESTION 307 You are building a client for a Windows Communication Foundation (WCF) service. You need to create a proxy to consume this service. Which class should you use?

A. `ChannelFactory<TChannel>`  
B. `ServiceHost`  
C. `ClientRuntime`  
D. `CommunicationObject` Answer: A

QUESTION 308 Windows Communication Foundation (WCF) application uses a data contract that has several data members. You need the application to throw a `SerializationException` if any of the data members are not present when a serialized instance of the data contract is deserialized. What should you do?

A. Add the `Known Type` attribute to the data contract. Set a default value in each of the data member declarations.  
B. Add the `Known Type` attribute to the data contract. Set the `Order` property of each data member to unique integer value.  
C. Set the `Emit Default Value` property of each data member to `false`.  
D. Set the `IsRequired` property of each data member to `true`. Answer: D

QUESTION 309A Windows Communication Formation (WCF) client and service share the following service contract interface

```
<ServiceContract>Public Interface IContosoService
<OperationContract>Sub SavePerson(B As Person) End Interface
```

They also use the following binding

```
Dim binding As NetTcpBinding = New NetTcpBinding With {TransactionFlow = True}
```

The client calls the service with the (following code using `TransactionScope`)

```
ts = new TransactionScope(TransactionScopeOption.Required)
IContosoService client =
factory.CreateChannel();
client.SavePerson(person);
Console.WriteLine(Transaction.Current.TransactionInformation.DistributedIdentifier);
```

The service has the following implementation for `SavePerson`

```
Public Sub SavePerson(ByVal person As Person) -- implements IContosoService
SavePerson(person)
Console.WriteLine(Transaction.Current.TransactionInformation.DistributedIdentifier)
End Sub
```

The distributed identifiers do not match on the client and the server. You need to

ensure that the client and server enlist in the same distributed transaction. What should you do? A. Add the following attributes to the SavePerson operation on IContosoService. [OperationBehavior(TransactionScope.Required = true)] [TransactionFlow(TransactionFlowOption.Mandatory)] B. Add the following attributes to the SavePerson operation on IContosoService [TransactionFlow(TransactionFlowOption.Mandatory)][OperationBehavior(TransactionScope.Required = true)] C. Add the following attribute to the SavePerson operation on IContosoService [OperationBehavior(TransactionScope.Required = true)] D. Add the following attribute to the implementation of SavePerson. [TransactionFlow(TransactionFlowOption.Allowed)]

QUESTION 310A Windows Communication Foundation (WCF) solution uses the following contract to share a message across its clients (Line numbers are included for reference only)

```
01 <ServiceContract>02 PuElic Interface ITeamMessageService04  
<OperationContract>05 Function GetMessage() As String07 <OperationContract>08 Sub PutMessage(Byval message As String)  
09 End Interface  
The code for the serAce class is as follows.  
10 Public Class TeamMessageService011 Implements  
ITeamMessageService13 Dim key As Guid = Guid.NewGuid()14 Dim message As String = "Today's Message"16 PuUic Function  
GetMessage() As String -17 Implements ITeamMessageService19 Return String.Format("Message:{0} Key:{ 1}",  
message, key)20 End Function22 Public Sub PutMessage(ByV message As String) -23 Implements ITeamMessageService  
PutMessage  
25 Me message = message26 End Sub28 End Class  
The service is self-hosted The hosting code is as follows  
29 Dim host As  
ServiceHost = New ServiceHost(GetType(TeamMessageService))30 Dim binding As BasicHttpBinding = New  
BasicHttpBinding(BasicHttpSecurityMode.None) 31 host.AddServiceEndpoint("MyApplication/ITeamMessageService", binding,  
host.BaseAddress)32 host.Open()33 host.Close()
```

You need to ensure that all clients calling GetMessage will retrieve the same string, even if the message is updated by clients calling PutMessage. What should you do? A. Add the following attribute to the TeamMessageService class, before line 10. <ServiceBehavior(InstanceContextMode=InstanceContextMode.Single)> B. Add the following attribute to the TeamMessageService class, before line 10. <ServiceBehavior(InstanceContextMode=InstanceContextMode.PerSession)> C. Pass a service instance to the instancing code in line 29, as follows. Dim host As ServiceHost = New ServiceHost(New TeamMessageService()) D. Redefine the message string in line 14, as follows. Shared message As String = "Today's Message" Then change the implementation of PutMessage in lines 22-26 to the following. Public Sub PutMessage(ByVal message As String) - Implements ITeamMessageService. PutMessage TeamMessageService.message = message End Sub

Answer: A

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