

MICROSOFT 98-361

Microsoft Software Development Fundamentals Certification Questions & Answers

Exam Summary - Syllabus - Questions



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Know Your 98-361 Certification Well:

The 98-361 is best suitable for candidates who want to gain knowledge in the Microsoft Visual Studio. Before you start your 98-361 preparation you may struggle to get all the crucial Software Development Fundamentals materials like 98-361 syllabus, sample questions, study guide.

But don't worry the 98-361 PDF is here to help you prepare in a stress free manner. The PDF is a combination of all your queries like-

- What is in the 98-361 syllabus?
- How many questions are there in the 98-361 exam?
- Which Practice test would help me to pass the 98-361 exam at the first attempt?

Passing the 98-361 exam makes you Microsoft Technology Associate (MTA) - Software Development Fundamentals. Having the Software Development Fundamentals certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

Microsoft 98-361 Software Development Fundamentals Certification Details:

Exam Name	Microsoft Technology Associate (MTA) - Software Development
Exam Name	Fundamentals
Exam Code	98-361
Exam Price	\$127 (USD)
Duration	45 mins
Number of Questions	40-60
Passing Score	700 / 1000
Books / Training	40361A: Software Development Fundamentals: MTA Exam 98-
	361 (3 Days)
	40035A: Software Development Fundamentals with .NET:
	Training 2-Pack for MTA Exams 98-361 and 98-372 (5 Days)
	40034A: Software Development Fundamentals with HTML5:
	Training 2-Pack for MTA Exams 98-361 and 98-375 (5 Days)
Schedule Exam	Pearson VUE
Sample Questions	Microsoft Software Development Fundamentals Sample
	<u>Questions</u>
Practice Exam	Microsoft 98-361 Certification Practice Exam



98-361 Syllabus:

Торіс	Details	Weights
	Understand computer storage and data types - How a computer stores programs and the instructions in computer memory, memory stacks and heaps, memory size requirements for the various data storage types, numeric data and textual data	
Understanding core programming	Understand computer decision structures - Various decision structures used in all computer programming languages; If decision structures; multiple decision structures, such as IfElse and switch/Select Case; reading flowcharts; decision tables; evaluating expressions	15-20%
	Identify the appropriate method for handling repetition - For loops, While loops, DoWhile loops, and recursion	
	Understand error handling - Structured exception handling	
Understanding object- oriented programming	Understand the fundamentals of classes - Properties, methods, events, and constructors; how to create a class; how to use classes in code	
	Understand inheritance - Inheriting the functionality of a base class into a derived class	
	Understand polymorphism - Extending the functionality in a class after inheriting from a base class, overriding methods in the derived class	20-25%
	Understand encapsulation - Creating classes that hide their implementation details while still allowing access to the required functionality through the interface, access modifiers	
Understanding general software development	Understand application life cycle management - Phases of application life cycle management, software testing	15-20%



Topic	Details	Weights
	Interpret application specifications - Reading application specifications and translating them into prototypes, code, select appropriate application type, and components	
	Understand algorithms and data structures - Arrays, stacks, queues, linked lists, and sorting algorithms; performance implications of various data structures; choosing the right data structure	
	Understand web page development - HTML, Cascading Style Sheets (CSS), JavaScript	
	Understand Microsoft ASP.NET web application development - Page life cycle, event model, state management, client-side versus server-side programming	
Understanding web applications	Understand web hosting - Creating virtual directories and websites, deploying web applications, understanding the role of Internet Information Services	15-20%
	Understand web services - Web services that will be consumed by client applications, accessing web services from a client application, SOAP and Web Service Definition Language (WSDL)	
	Understand Windows apps - UI design guideline categories, characteristics and capabilities of Store Apps, identify gestures	
Understanding desktop applications	Understand console-based applications - Characteristics and capabilities of console-based applications	15-20%
	Understand Windows Services - Characteristics and capabilities of Windows Services	
Understanding databases	Understand relational database management systems - Characteristics and capabilities of database products, database design, Entity Relationship Diagrams (ERDs), normalization concepts	15-20%



Topic	Details	Weights
	Understand database query methods - Structured query language (SQL), creating and accessing stored procedures, updating data and selecting data	
	Understand database connection methods - Connecting to various types of data stores, such as flat file; XML file; in-memory object; resource optimization	

Microsoft 98-361 Sample Questions:

Question: 1

You are creating an application that routes technical support requests to employees. The application must route the requests in the order in which they were received.

Which data structure should you use to store the requests?

- a) Queue
- b) Stack
- c) Array
- d) Hash Table

Answer: a

Question: 2

What does the Console. Error property do within a console-based application?

- a) sets the standard error input stream
- b) gets the standard error output stream
- c) gets the standard error input stream
- d) sets the standard error output stream

Answer: b



Question: 3

You need to create an application that runs on startup. The application should run in the background and not interfere with people using the computer.

Which type of application should you create?

- a) Web Forms
- b) Console-based
- c) Windows service
- d) Windows Forms

Answer: c

Question: 4

What information does a database connection string contain?

- a) Database tables, columns, and relationships
- b) Views and indexes
- c) Database server, database name, and credentials
- d) SQL statements and stored procedures

Answer: c

Question: 5

In which order do the typical phases of the Software Development Life Cycle occur?

- a) Development, design, requirements gathering, and testing
- b) Design, requirements gathering, development, and testing
- c) Design, development, requirements gathering, and testing
- d) Requirements gathering, design, development, and testing

Answer: d

Question: 6

Which language allows you to dynamically create content on the client side?

- a) Extensible Markup Language (XML)
- b) Cascading Style Sheets (CSS)
- c) Hypertext Markup Language (HTML)
- d) JavaScript (JS)

Answer: d



Question: 7

How should you configure your application's project to communicate with an XML Web service?

- a) Add the .wsdl file as a Web reference to your project.
- b) Add the assembly that contains the Web service as a reference to your project.
- c) Add the project file that contains the Web service as a reference to your project.
- d) Copy the .asmx file to the directory of your project.

Answer: a

Question: 8

A class named Shape contains a method named CalculateArea that is declared as protected. Which classes can access the CalculateArea method?

- a) All other classes that are declared without an access modifier
- b) Only the Shape class and all classes that inherit from Shape
- c) Only classes that do not inherit from Shape
- d) All other classes that are declared as Public

Answer: b

Question: 9

When a program calls a function, in which type of data structure is memory allocated for the variables in that function?

- a) A stack
- b) A heap
- c) LIFO
- d) A queue

Answer: a

Question: 10

How does a console-based application differ from a Windows Forms application?

- a) Console-based applications require the XNA Framework to run.
- b) Windows Forms applications do not provide a method for user input.
- c) Windows Forms applications can access network resources.
- d) Console-based applications do not display a graphical interface.

Answer: d



Study Guide to Crack Microsoft Software Development Fundamentals 98-361 Exam:

- Getting details of the 98-361 syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the 98-361 exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the Microsoft provided training for 98-361 exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the 98-361 sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on 98-361 practice tests is must. Continuous practice will make you an expert in all syllabus areas.

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