



# AZ-200<sup>Q&As</sup>

Microsoft Azure Developer Core Solutions (beta)

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### QUESTION 1

Note: This question is part of a series of questions that present the same scenario. Each question in the series contains a unique solution. Determine whether the 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 (VM) 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 VM 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 private connection between the DevWorkstation and DevServer.

Solution: Configure a VNet-to-VNet VPN connection between the two private Virtual Networks using VPN gateways to allow connectivity between the DevServer and the DevWorkstation using their private IP addresses.

Does the solution meet the goal?

- A. Yes
- B. No

Correct Answer: B

### QUESTION 2

#### HOT SPOT

You need to ensure that security policies are met.

What code should you add at Line PC26?

To answer, select the appropriate options in the answer area;

NOTE: Each correct selection is worth one point.

Hot Area:



Answer Area

```
var resolver = new KeyVaultKeyResolver(_keyVaultClient);
var keyBundle = await _keyVaultClient.GetKeyAsync("-", "-");
```

```
var key = keyBundle.Key;
var key = keyBundle.KeyIdentifier.Identifier;
var key = await resolver.ResolveKeyAsync("encrypt", null);
var key = await resolver.ResolveKeyAsync(keyBundle.KeyIdentifier.Identifier, Cancellation.Token.None);
```

```
var x = keyBundle.Managed;
var x = AuthenticationScheme.SharedKey;
var x = new BlobEncryptionPolicy(key, resolver);
var x = new DeleteRetentionPolicy { Enabled = key.Kid != null
```

```
cloudBlobClient.DefaultRequestOptions.RequireEncryption = x;
cloudBlobClient.AuthenticationScheme = x;
cloudBlobClient.DefaultRequestOptions.RequireEncryption = x;
cloudBlobClient.DefaultRequestOptions.EncryptionPolicy = x;
cloudBlobClient.SetServiceProperties(new ServiceProperties(deleteRetentionPolicy: x));
```

Correct Answer:

Answer Area

```
var resolver = new KeyVaultKeyResolver(_keyVaultClient);
var keyBundle = await _keyVaultClient.GetKeyAsync("-", "-");
```

```
var key = keyBundle.Key;
var key = keyBundle.KeyIdentifier.Identifier;
var key = await resolver.ResolveKeyAsync("encrypt", null);
var key = await resolver.ResolveKeyAsync(keyBundle.KeyIdentifier.Identifier, Cancellation.Token.None);
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var x = keyBundle.Managed;
var x = AuthenticationScheme.SharedKey;
var x = new BlobEncryptionPolicy(key, resolver);
var x = new DeleteRetentionPolicy { Enabled = key.Kid != null
```

```
cloudBlobClient.DefaultRequestOptions.RequireEncryption = x;
cloudBlobClient.AuthenticationScheme = x;
cloudBlobClient.DefaultRequestOptions.RequireEncryption = x;
cloudBlobClient.DefaultRequestOptions.EncryptionPolicy = x;
cloudBlobClient.SetServiceProperties(new ServiceProperties(deleteRetentionPolicy: x));
```





```

Answer Area

var resolver = new KeyVaultKeyResolver(_keyVaultClient);
var keyBundle = await _keyVaultClient.GetKeyAsync("-", "-");

var key = keyBundle.Key;
var key = keyBundle.KeyIdentifier.Identifier;
var key = await resolver.ResolveKeyAsync("encrypt", null);
var key = await resolver.ResolveKeyAsync(keyBundle.KeyIdentifier.Identifier, CancellationToken.None);

var x = keyBundle.Managed;
var x = AuthenticationScheme.SharedKey;
var x = new BlobEncryptionPolicy(key, resolver);
var x = new DeleteRetentionPolicy ( Enabled = key.Kid != null);

cloudBlobClient.DefaultRequestOptions.RequireEncryption = x;
cloudBlobClient.AuthenticationScheme = x;
cloudBlobClient.DefaultRequestOptions.RequireEncryption = x;
cloudBlobClient.DefaultRequestOptions.EncryptionPolicy = x;
cloudBlobClient.SetServiceProperties(new ServiceProperties(deleteRetentionPolicy: x));

```

### QUESTION 3

Note: This question is part of a series of questions that present the same scenario. Each question in the series contains a unique solution. Determine whether the solution meets the stated goals. You have the following resource group:

Resource group	Comments
DevServer_WestCentralUS	This resource group is located in the West Central US region and contains a single virtual machine (VM) named DevServer.
Workstation_EastUS	DevServer is connected to a private subnet in an Azure Virtual Network that has no internet access. 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 Visual 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 private connection between the DevWortcstation and DevServer.

Solution: Configure an IP address on each subnet within the same address space.

Does the solution meet the goal?

- A. Yes
- B. No

Correct Answer: A



#### QUESTION 4

DRAG DROP You implement Azure Redis Cache to allow .NET applications to store customer session data for cache clients. You have the following .NET Core class library. The class library defines lazyConnection as a static private variable as shown in the following code. (Line numbers are included for reference only.)

```
01. private static Lazy<ConnectionMultiplexer> lazyConnection = new Lazy<ConnectionMultiplexer>(() =>  
02. {  
03.     ConfigurationOptions config = new ConfigurationOptions();  
04.     config.EndPoints.Add(ConfigurationManager.AppSettings["RedisCacheName"]);  
05.     config.Password = ConfigurationManager.AppSettings["RedisCachePassword"];  
06.     config.Ssl = true;  
07.     config.AbortOnConnectFail = false;  
08.     config.ConnectRetry = 5;  
09.     config.ConnectTimeout = 1000;  
10.     return ConnectionMultiplexer.Connect(config);  
11. });
```

The method must update the database and invalidate the cache using the correct methods and parameters. Operations must be performed asynchronously wherever possible. You must ensure that the operation in the client application does

not result in another client retrieving stale cache data;

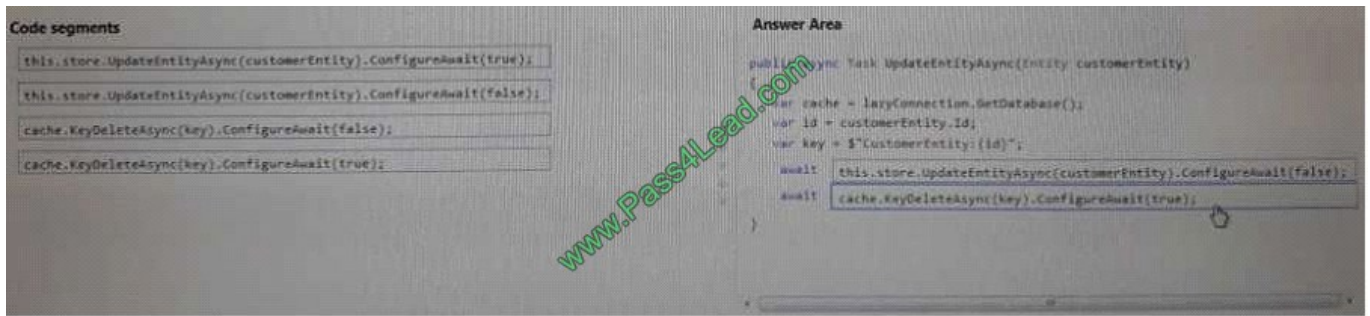
You need to implement the code.

Select and Place:

```
Code segments  
this.store.UpdateEntityAsync(customerEntity).ConfigureAwait(true);  
this.store.UpdateEntityAsync(customerEntity).ConfigureAwait(false);  
cache.KeyDeleteAsync(key).ConfigureAwait(false);  
cache.KeyDeleteAsync(key).ConfigureAwait(true);  
  
Answer Area  
public async Task UpdateEntityAsync(Entity customerEntity)  
{  
    var cache = lazyConnection.GetDatabase();  
    var id = customerEntity.Id;  
    var key = $"CustomerEntity:{id}";  
    await _____  
    await _____  
}
```

Correct Answer:

```
Code segments  
this.store.UpdateEntityAsync(customerEntity).ConfigureAwait(true);  
_____  
cache.KeyDeleteAsync(key).ConfigureAwait(false);  
_____  
  
Answer Area  
public async Task UpdateEntityAsync(Entity customerEntity)  
{  
    var cache = lazyConnection.GetDatabase();  
    var id = customerEntity.Id;  
    var key = $"CustomerEntity:{id}";  
    await this.store.UpdateEntityAsync(customerEntity).ConfigureAwait(false);  
    await cache.KeyDeleteAsync(key).ConfigureAwait(true);  
}
```



### QUESTION 5

#### HOT SPOT

A company is developing a gaming platform. Users can join teams to play online and see leaderboards that include player statistics. The solution includes an entity named Team.

You plan to implement an Azure Redis Cache instance to improve the efficiency of data operations for entities that rarely change.

You need to invalidate the cache when team data is changed.

How should you complete the code? To answer, select the appropriate options in the answer area;

NOTE: Each correct selection is worth one point.

Hot Area:



Correct Answer:







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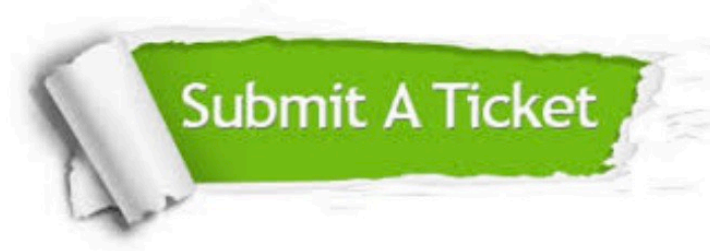
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