

## [2016-New Microsoft New Exam 70-496 VCE Files Free Instant Download (41-50)]

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**QUESTION 41**Your network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) 2012 server.You have a development team named Dev1 that is already using the server.You hire a second development team named Dev2.You need to ensure that the development activities of Dev2 are completely isolated from those of Dev1.What should you do? A. Use the TFS Administration Console to create a new team project collection for Dev2.B. Run the TFSConfig collection/create [name] command.C. Use the TFS Administration Console to branch a new team project collection for Dev2 from the one used by Dev1.D. Use Visual Studio Team Explorer 2012 to create a new team project collection for Dev2. Answer: A

**QUESTION 42**Your network environment includes a Microsoft Visual Studio Team Foundation Server 2012 (TFS) server and several TFS 2012 build servers configured.You need to ensure that developers compile their own code against the latest code before checking their changes into source control.What should you do? A. Enable the check-out setting to download the latest copy of an item before checking it out.B. Create a build definition for the solution with a gated check-in trigger.C. Create a build definition for the solution with a continuous integration trigger.D. Create a build definition for the solution with a rolling builds trigger, and configure the Buildscheck-in policy. Answer: B

**QUESTION 43**Your client's network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) 2012 server installed at its main office.The network administrator at a remote office reports high WAN utilization.Users at the remote office report slow response times when downloading source code.You need to minimize WAN utilization and improve the response times for downloading source code.What should you do? A. Install TFS Server at the remote site and set up database synchronization between the existing TFS Server and the remote site.B. Install and configure TFS Proxy at the remote site.Point the TFS Proxy to the TFS server and point Team Explorer to the TFS Proxy.C. Install and configure IIS caching. Point Team Explorer to the IIS server.D. Install TFS Proxy at the remote site.Configure TFS Proxy to point to the TFS Server and configure each user's Visual StudioSource Control to use the proxy server for file downloads. Answer: D

**QUESTION 44**Your network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) 2012 server.A user places a large shelve set on the TFS server.You need to delete the shelve set.What should you do? A. Use the tf shelve sets command with the /delete parameter.B. Use the tf shelve command with the /move parameter.C. Use the tf unshelve command with the /delete parameter.D. Use the tf shelve command with the /delete parameter. Answer: D

**QUESTION 45**Drag and Drop QuestionYour network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) 2012 server.A developer has left the company and still has files checked out.The developer's computer is no longer available to undo the checkouts.You need to undo any checked-out files for the user.You also need to delete the user's workspace.What should you do? (To answer, move the three appropriate actions from the list of actions to the answer area and arrange them in the correct order.

	Answer Area
Use the <b>tf status</b> command to change the status of any of the user's pending changes to remove them.	
Use the <b>tf view</b> command to get a list of the user's workspaces.	
Use the <b>tf workspaces</b> command to delete the user's workspaces.	
Use the <b>tf workspaces</b> command to get a list of the user's workspaces.	
Use the <b>tf undo</b> command to remove the user's pending changes.	
Use the <b>tf workspace</b> command to delete the user's workspaces.	

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Answer	Answer Area
Use the <b>tf status</b> command to change the status of any of the user's pending changes to remove them.	Use the <b>tf undo</b> command to remove the user's pending changes.
Use the <b>tf view</b> command to get a list of the user's workspaces.	
Use the <b>tf workspaces</b> command to delete the user's workspaces.	Use the <b>tf workspaces</b> command to get a list of the user's workspaces.
Use the <b>tf workspaces</b> command to get a list of the user's workspaces.	
Use the <b>tf undo</b> command to remove the user's pending changes.	Use the <b>tf workspace</b> command to delete the user's workspaces.
Use the <b>tf workspace</b> command to delete the user's workspaces.	

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QUESTION 46 Your network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) 2012 server. A user accidentally deletes a file from version control. You need to restore the deleted file to version control. What should you do? A. Add a file with the same name in the same place in source control as the old file. Right-click the file in the source control explorer and select Rollback. Roll back the file to a change set right before the file was deleted. B. In Visual Studio 2012 click Tools, then click Options. Expand the Source Control option, select Visual Studio Team Foundation, and then select Show deleted items in the Source Control Explorer. Right-click the file in Source Control Explorer and select Rollback. Roll back the file to a changeset right before the file was deleted. C. In Visual Studio 2012 click Tools, then click Options. Expand the Source Control option and select Visual Studio Team Foundation, then select Show deleted items in the Source Control Explorer. Right-click the file in Source Control Explorer and select Advanced, then select Get Specific Version. Select a version of the file created right before the file was deleted. D.

In Visual Studio 2012 click Tools, then click Options. Expand the Source Control option and select Visual Studio Team Foundation, then select Show deleted items in the Source Control Explorer. Right-click the file in Source Control Explorer and select Undelete. Answer: D QUESTION 47 Your network environment includes a multi-tier Microsoft Visual Studio Team Foundation Server (TFS) 2012 server implementation. Developers use Visual Studio 2012. Your team has just started developing a very large enterprise-scale application. You need to create a workspace for the new project that meets the following requirements:- Developers should be able to use Visual Studio 2012 and earlier versions to work with the workspace.- Performance of the workspace should not be degraded when the number of items in the workspace increases.- The storage utilization of the developer local hard drive should be as minimal as possible. What should you do? A. Create a hybrid workspace. B. Create a server workspace. C. Create a server workspace and a Local workspace. Configure synchronization between both, and allow developers to utilize the local workspace. D. Create a local workspace. Answer: B QUESTION 48 Your network environment includes two Microsoft Visual Studio Team Foundation Server (TFS) 2012 servers. A remote site has two teams. Each team uses a different TFS instance. The developers at the remote site experience poor performance due to network bandwidth issues. You need to relieve bandwidth by configuring Team Foundation server with the minimal components. What should you do? A. Install an IIS Server at the remote site and add Output Caching Rules to the IIS instance. Change user configurations at the remote site to use IIS server. B. Install a single TFS Proxy instance at the remote site, adding <Service> tags in TFProxy Proxy.config for each server instance. Point all users at the remote site to the TFS Proxy server. C. Install a third TFS Server and move the projects that are used by the remote team from existing servers to the third server. Point all users at the remote site to the new server. D. Install a TFS Proxy server instance for each project team. Point users from each project team at the respective TFS Proxy server. Answer: B QUESTION 49 Your network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) server. You are performing capacity planning for three teams of developers. Each team is developing a different software module. Developers belong to only one team. You need to ensure that team members can edit only the work items of the module on which they are working. What should you do? A. Create three teams under the Team Project for team members of three modules. On the Security tab of the team give Edit work items in this node permission to that team for the corresponding area. Deny that permission to other two teams. B. Create three TFS groups at the Team Project level for team members of three modules. Create three areas for the three modules. For each area, on the Permissions tab of the groups, give Edit work items in this node permission to the group corresponding to that area. Deny that permission to other two groups. C. Create one TFS group at the Team Project level for the team members of the three modules. Create three areas for the three modules. For each area, give Edit work items in this node permission to the group. D. Create three teams under the Team Project for team members of three modules. For each area corresponding to the team, give Edit work items in this node permission to that team. Deny that permission to other two teams. Answer: D QUESTION 50 Your client's network environment includes a Microsoft Visual Studio Team Foundation Server (TFS) 2012 server that uses default permission sets. For each team project, all TFS group members are unique. The company stores sensitive information in a source code control folder. You need to restrict check-in access to the folder to only the Project Administrators group. You need to achieve this goal by using the minimum set of permission changes. What should you do? A. Deny Contribute permission to the folder for the Contributors group. B. Allow Check In permission to the Project Administrators group on the folder. C. Deny Check In permission to the folder for the Contributors group. D. Deny Check In permission to the folder for the Valid Project Collection Users group. Answer: C

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