



**IBM**

**C2090-913**

*informix 4gl development*

- C. Because it must be checked that NOT all rows are updated with the UPDATE statement.
- D. Because if an error occurs in an unlogged database, the transaction will be rolled back.

**Answer:** B

**QUESTION:** 138

Which statements are true about the WHENEVER ERROR statement options?

- A. WHENEVER ERROR STOP terminates the program immediately on receipt of an error.
- B. WHENEVER ERROR CONTINUE continues execution on receipt of an error and data NOT FOUND condition.
- C. WHENEVER ERROR STOP terminates the program immediately, for all error and data NOT FOUND conditions.
- D. WHENEVER ERROR CALL causes execution of the 4GL run-time library error-handler upon receipt of an error condition.

**Answer:** A, B

**QUESTION:** 139

Why will preparing UPDATE and DELETE statements increase their execution speed?

- A. UPDATE and DELETE statements can NOT be prepared.
- B. The rows of the tables being selected will be cached in memory if the statement is prepared.
- C. Prepared statements are checked for syntax and optimized at prepare time, not at execution time.
- D. Memory is allocated for the results set which will be returned from the SELECT statement at prepare time.

**Answer:** C

**QUESTION:** 140

SQL statements being prepared in conjunction with a CONSTRUCT statement should be prepared

- A. just before the SQL statement is to be executed or opened

- B. in an initialization function at the top of each 4GL module
- C. at the top of each function containing the EXECUTE or OPEN statement
- D. in an initialization function in the module containing the MAIN function

**Answer:** A

**QUESTION:** 141

Click the Exhibit button to view the exhibit. Given the exhibit, where should the OPEN statement for the cursor be for a transaction logging database? \*\*Exhibit Missing\*\*

- A. it does not matter
- B. within a transaction
- C. outside a transaction
- D. in the same function as a transaction

**Answer:** B

**QUESTION:** 142

Click the Exhibit button to view the exhibit. Given the sample code fragment in the exhibit, which menu option would the user never see on the screen? \*\*Exhibit Missing\*\*

- A. Command ""
- B. Command "Query"
- C. Command key ("E", "X")
- D. Command key (CONTROL-B)

**Answer:** D

**QUESTION:** 143

Click the Exhibit button to view the exhibit. Given the sample code fragment in the exhibit, if the found\_one function returns a true value, which menu choices would the user see on the screen? \*\*Exhibit Missing\*\*

- A. Exit
- B. Query
- C. Update
- D. Delete
- E. Insert
- F. CONTROL-B

**Answer:** A, C, D, E

**QUESTION:** 144

What is a SCREEN RECORD?

- A. A group of fields that screen-interaction statements can reference as a single object.
- B. A repetitive set of variables in a program, each containing identical groups of variables.
- C. A form file which has been compiled in binary format and is referenced in the OPEN FORM statement.
- D. A repetitive set of fields in the screen layout, each containing identical groups of screen fields.

**Answer:** A

**QUESTION:** 145

What is a program array?

- A. A repetitive set of variables.
- B. A group of program instructions that can be referenced as a single object.
- C. A form file which has been compiled in binary format and is referenced in the OPEN FOR statement.
- D. A repetitive set of fields in the screen layout, each containing identical groups of screen fields.

**Answer:** A

**QUESTION:** 146

How can the dimension of a program array be defined?

- A. dynamically by the application at run time
- B. by using the arr\_count() function to set the array size
- C. by enclosing a constant in brackets when defining the array
- D. by enclosing a variable in brackets when defining the array

**Answer:** C

**QUESTION:** 147

Click the Exhibit button to view the exhibit. In the exhibit, how is the unit field of the fourth element correctly referenced? **\*\*Exhibit Missing\*\***

- A. sa\_stock[23]
- B. sa\_stock[4].unit
- C. sa\_stock[5].unit
- D. sa\_stock.unit[5]
- E. sa\_stock.unit[4]

**Answer:** B

**QUESTION:** 148

How does verifying data in a 4GL program differ from verifying data at the server level through constraints?

- A. 4GL verification is more accurate.
- B. Server constraints take up more memory.
- C. Server constraints allow more programmer creativity.
- D. 4GL verification is performed before the INSERT or UPDATE statement.

**Answer:** D

**QUESTION:** 149

Which statements implement explicit transactions?

- A. BEGIN WORK
- B. COMMIT WORK
- C. ROLLBACK WORK
- D. END TRANSACTION
- E. EXIT TRANSACTION
- F. START TRANSACTION

**Answer:** A, B, C

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