

# IBM

## Exam C2090-913

### Informix 4GL Development

Version: 6.0

[ Total Questions: 149 ]

**Question No : 1**

If DEFER INTERRUPT is set at the beginning of the application, why must your application set `int_flag` to FALSE before an INPUT statement is executed?

- A. The interrupt key will be disabled until `int_flag` is set to FALSE.
- B. The application will immediately exit if the user presses the interrupt key.
- C. An error will occur if `int_flag` is not reset to FALSE and the user presses the interrupt key.
- D. The application will not be able to determine if the user presses the interrupt key if `int_flag` is not reset to FALSE.

**Answer: D**

**Question No : 2**

Click the Exhibit button to view the exhibit. Given the code in the exhibit, what will be the state of the database if the procedure `st_update` succeeds and `st_insert` fails?

- A. It depends on the ANSI MODE state of the database.
- B. The changes made by `st_update` and `st_insert` are not reflected.
- C. The changes made by `st_insert` will be in place, but not those of `st_update`.
- D. The changes made by `st_update` will be in place, but not those of `st_insert`.

**Answer: B**

**Question No : 3**

The FOREACH statement is used in conjunction with the DISPLAY ARRAY statement to do what?

- A. to load elements from a program array into a DISPLAY statement
- B. to allow the user to choose multiple elements from the screen array
- C. to open a cursor, fetch all rows into a program array, and close the cursor
- D. to scroll through all of the rows displayed on the form from the program array

**Answer: C**

**Question No : 4**

Which parts of the DISPLAY ARRAY statement are always required?

- A. ON KEY keywords
- B. screen array name
- C. program array name
- D. END DISPLAY keywords
- E. DISPLAY ARRAY keywords
- F. BEFORE DISPLAY keywords

**Answer: B,C,E**

**Question No : 5**

What can the arr\_count() library function be used to determine?

- A. the current position in the screen array
- B. the current position in the program array
- C. the number of elements in the screen array
- D. the number of elements in the program array

**Answer: D**

**Question No : 6**

Which features are unique to the INPUT ARRAY statement?

- A. BEFORE/AFTER ROW clause
- B. BEFORE/AFTER INPUT clause
- C. BEFORE/AFTER FIELD clause
- D. BEFORE/AFTER DELETE clause
- E. BEFORE/AFTER INSERT clause

Answer: A,D,E

**Question No : 7**

Which statement is syntactically correct?

- A. INPUT ARRAY ga\_manufact FROM sa\_manufact.\*
- B. INPUT ARRAY ga\_manufact[\*] FROM sa\_manufact
- C. INPUT ARRAY ga\_manufact.\* FROM sa\_manufact.\*
- D. INPUT ARRAY ga\_manufact[].\* FROM sa\_manufact.\*

Answer: A

**Question No : 8**

SQL statements being prepared for performance reasons 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: B

**Question No : 9**

Why will preparing SELECT statements increase their execution speed?

- A. SELECT 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 executiontime.
- D. Memory is allocated for the results set which will be returned from the SELECT statement atprepare time.

**Answer: C**

**Question No : 10**

Place holders for program variables to be supplied later may be used in PREPARE statements in which locations?

- A. in the TABLE name
- B. in the WHERE clause
- C. in the ORDER BY statement
- D. in the SET clause of UPDATE statements
- E. in the VALUES clause of INSERT statements

**Answer: B,D,E**

**Question No : 11**

Click the Exhibit button to view the exhibit Given the exhibit, which is the correct syntax for executing the INSERT statement?

- A. EXECUTE ex\_stmt1
- B. EXECUTE prep\_var1
- C. EXECUTE ex\_stmt1 USING stock.\*
- D. EXECUTE prep\_var1 USING stock.\*
- E. EXECUTE ex\_stmt1 USING stock\_rec.\*
- F. EXECUTE prep\_var1 USING stock\_rec.\*

**Answer: E**

**Question No : 12**

Where will a 4GL program search for a compiled form file during an OPENFORM or OPEN WINDOW WITH FORM statement?

- A. in the user's current directory
- B. in any directory owned by INFORMIX
- C. in the directories specified by the DBPATH environment variable
- D. in the directories specified by the FORMPATH environment variable
- E. in the directories specified by the INFORMIXDIR environment variable

**Answer: A,C**

**Question No : 13**

Which attributes would you use to display a message to the screen and a value when the cursor enters a particular field?

- A. FORMAT
- B. DEFAULT
- C. COMMENTS
- D. WORDWRAP

**Answer: B,C**

**Question No : 14**

Which statements explain the purpose of the ATTRIBUTES section of a form?

- A. It lets you define the size of the screen form.
- B. It links a field tag on the screen with a column in the table.
- C. It allows you to add specific commands that will determine the behavior and appearance of the fields on the screen.
- D. It lets you determine the order in which the cursor will navigate through the fields of the screen form.

**Answer: B,C**

**Question No : 15**

What is required in a form to implement multiple-line editing features for a character field?

- A. two fields of the same length in the SCREEN section
- B. an OPTIONS WORD WRAP line in the INSTRUCTIONS section
- C. a SCREEN RECORD for the field in the INSTRUCTIONS section
- D. at least two fields in the SCREEN section with the same field tag
- E. the WORDWRAP attribute included for the field in the ATTRIBUTES section

**Answer: D,E**

**Question No : 16**

Which environment variable is used by 4GL to locate a compiled form?

- A. DBPATH
- B. FORM4GL
- C. FORMPATH
- D. INFORMIXDIR

**Answer: A**

**Question No : 17**

What is one advantage of using INFORMIX-4GL C-compiled version versus INFORMIX-4GL RDS?

- A. It compiles faster.
- B. It executes the program faster.
- C. It uses the INFORMIX-4GL Interactive Debugger.
- D. It readily accesses a graphical presentation of your application.

**Answer: B**

**Question No : 18**

After a user-interrupt sets the int\_flag to TRUE, how can it be reset to FALSE?

- A. by INFORMIX-4GL after 1 second has elapsed
- B. by executing the DEFER INTERRUPT statement
- C. only if the application code resets it to FALSE
- D. by INFORMIX-4GL after the IF int\_flag statement is executed

**Answer: C**

**Question No : 19**

Click the Exhibit button to view the exhibit. Why is the line "LET int\_flag = FALSE" and its placement in the code segment important?

- A. It disallows users from interrupting the CONSTRUCT phase.
- B. Integer fields are to be skipped during the CONSTRUCT phase.
- C. The interrupt may have been previously set to TRUE during the PROMPT or bigloop().

**Answer: C**

**Question No : 20**

Which are components of the SQLCA record?

- A. STATUS
- B. SQLERRD
- C. SQLODBC
- D. SQLCODE
- E. SQLAWARN

**Answer: B,D,E**

**Question No : 21**



Which statements are true about SQLCA?

- A. SQLCA is implicitly defined.
- B. SQLCA.SQLCODE and STATUS will always contain the same values.
- C. One copy of the SQLCA structure is defined for each SQL statement.
- D. SQLCA is an abbreviation for Structured Query Language Communications Access.

**Answer: A,D**

**Question No : 22**

For a non-ANSI database, if an UPDATE statement executes successfully, but modifies no rows in the database, what will SQLCA.SQLCODE be set to?

- A. 0
- B. 1
- C. <0
- D. the number of rows in the target table

**Answer: A**

**Question No : 23**

When would you want to use both STATUS and SQLCA.SQLCODE?

- A. When using the C-compiled version of 4GL.
- B. Never. Programs should use either method exclusively.
- C. For portability because certain 4GL ports support STATUS and others require SQLCA.SQLCODE.
- D. The program needs to execute 4GL application statements prior to checking the return status of the most recently executed SQL statements.

**Answer: D**

**Question No : 24**

At run-time, conditions may occur that produce warnings, but not errors. How can you easily look for these warnings?

- A. Check STATUS for >0.
- B. Check SQLCA.SQLAWARN for specific warning numbers.
- C. Check SQLCODE, if set to >0, examine contents of each SQLCA.SQLAWARN component.
- D. Check SQLCA.SQLAWARN[1], if set to "W", examine contents of each SQLCA.SQLAWARN component.

**Answer: D**

**Question No : 25**

Which ATTRIBUTE clauses are valid?

- A. ERROR "text" ATTRIBUTE (SILENT)
- B. MESSAGE "text" ATTRIBUTE (REVERSE)
- C. DISPLAY "text" AT 2, 2 ATTRIBUTE (BORDER)
- D. PROMPT "text" ATTRIBUTE (REVERSE) FOR CHAR x

**Answer: B,D**

**Question No : 26**

When is an END PROMPT statement required as part of a PROMPT clause?

- A. never
- B. always
- C. when the PROMPT FOR CHAR syntax is used
- D. when a control block (ON KEY) clause is included

**Answer: D**

**Question No : 27**