

WCF (Windows Communication Foundation) Job Interview Questions And Answers



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WCF (Windows Communication Foundation) Interview Questions And Answers Guide.

Question - 1:

When is the MsmqIntegrationBinding or the NetMsmqBinding used?

Ans:

The MsmqIntegrationBinding is intended for use with existing, already-written native MSMQ applications. The NetMsmqBinding is a lot better to use but only works if you have WCF on both ends of the queue. Therefore, one of these is always the clear choice for your queuing scenario depending on what's on the other side. There's nothing stopping you from hosting separate endpoints for each of these bindings at the same time if you need communication with both native and WCF clients. However, the two endpoints need to be kept with separate queues because the messages are not compatible.

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Question - 2:

Tell me Is there an error in the Msmq address the "net.msmq://MyHost/private\$/MyQueue"?

Ans:

Correct format is : "net.msmq://MyHost/private/MyQueue" where I've assumed the following :

- MyHost is your machine name
- MyQueue is name of your private MSMQ name

Only problem in your format was the '\$' sign. Everything else was good

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Question - 3:

Explain Can we use the public queues without the Windows domain? If cannot then why?

Ans:

No. Because public queues are created in the domain controller, similar to any other public resources like computer, user on the network. you can create public queue, provided you are in the domain.

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Question - 4:

Is the MsmqIntegrationBinding used the msmq.formatname scheme or the net.msmq scheme?

Ans:

MSMQ uses paths and format names to identify a queue. Paths specify a host name and a QueueName. Optionally, there can be a Private\$ between the host name and the QueueName to indicate a private queue that is not published in the Active Directory directory service. Path names are mapped to "FormatNames" to determine additional aspects of the address, including routing and



queue manager transfer protocol. The Queue Manager supports two transfer protocols: native MSMQ protocol and SOAP Reliable Messaging Protocol (SRMP).

The addressing of a queue in WCF is based on the following pattern:

```
net.msmq://<host-name>/[private/]<queue-name>
```

where:

- <host-name> is the name of the machine that hosts the Target Queue.
- [private] is optional. It is used when addressing a Target Queue that is a private queue.

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Question - 5:

What hosting functionality is unique for the Vista OS?

Ans:

Windows Activation service.(WAS) .WAS built in top of IIS which comes from Windows Wista OS

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Question - 6:

Do we have to use the relative addresses when hosting in the IIS or the absolute addresses? Why?

Ans:

IIS Addressing Considerations

When hosting in IIS, you don't have to worry about creating or managing the ServiceHost instance. IIS takes care of this for you behind the scenes. You simply map a .svc endpoint to your service class, configure the service endpoints and behaviors in web.config, and let Windows Communication Foundation manage the process of creating and configuring the ServiceHost instance at runtime.

In this hosting scenario, the base HTTP address is determined by the IIS virtual directory housing the service along with the name of the .svc file. You, as the developer, really have nothing to say about the base address since it's fully controlled by the IIS addressing scheme.

As a result, Windows Communication Foundation happily ignores any base addresses you may specify in web.config in this scenario. If you want to change the base address for your endpoints, you'll need to move the service to a different IIS virtual directory.

Not only does IIS control the base address, it forces all of your endpoints to actually use the same base address (unlike self-hosting). This means that if you do specify an absolute address for a particular endpoint, it must start with the base address corresponding to the virtual directory or you'll get an exception. As a result, it really only makes sense to use relative addresses when hosting in IIS.

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Question - 7:

Could the IIS-hosted WCF service make use of HTTP transport security if the IIS virtual directory that contains the service does not support it?

Ans:

IIS-hosted WCF services can make use of HTTP transport security (for example, HTTPS and HTTP authentication schemes such as Basic, Digest, and Windows Integrated Authentication) as long as the IIS virtual directory that contains the service supports those settings. The HTTP Transport Security settings on a hosted endpoint's binding must match the transport security settings on the IIS virtual directory that contains it

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Question - 8:

Explain What is DataContract and ServiceContract?

Ans:

Service Contract:

Service contracts describe the operation that service can provide. For Eg. a Service provide to know the temperature of the city based on the zip code, this service is called as Service contract. It will be created using Service and



Operational Contract attribute.

Data Contract:

Data contract describes the custom data type which is exposed to the client. This defines the data types, that are passed to and from service. Data types like int, string are identified by the client because it is already mention in XML schema definition language document, but custom created class or data types cannot be identified by the client e.g. Employee data type. By using DataContract we can make client to be aware of Employee data type that are returning or passing parameter to the method.

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Question - 9:

Explain Different ways to host WCF service?

Ans:

there are 3 ways host wcf service

- 1) Self Hosting in managed applications
- 2) Windows Service
- 3) IIS
- 4) WIndows Process Actiation Service (WAS)

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Question - 10:

What is overloading in WCF? How to do authentication in WCF.?

Ans:

Using the "Name" we can achieve operational overloading interface IInterfaceName

```
{
  [OperationContract (Name = "aliasName1")]
  int MethodName (int param1, int param2);
  [OperationContract (Name = "aliasName2")]
  double MethodName (double param1, double param1);
}
```

For authentication:-

Say windows,

set the authentication mode as follows

```
<authentication mode="Windows" />
```

then in the end point set bind the configuration as below.

```
<endpoint address="basic" binding="basicHttpBinding"
contract="WcfServiceLibrary1.IService1"
bindingConfiguration="BND" />
```

```
<bindings>
  <basicHttpBinding>
    <binding name="BND">
      <security mode="Transport">
        <transport clientCredentialType="Windows"/>
      </security>
    </binding>
  </basicHttpBinding>
</bindings>
```

For to USE IIS,make sure that IIS Anonymous authentication is DISABLED.

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Question - 11:

What is the main advantage of WAS? (Windows activation service) When it is used?

Ans:

Windows Process Activation Server (WAS) is a new server available with Vista and Windows Server 2008. The new server is capable of deploying WCF applications which is driven through different communication protocols such as TCP, Named Pipes, MSMQ etc together with HTTP. IIS can host WCF services that communicates only using HTTP while WAS supports all of the above given protocols. So for an application that communicates internally using TCP can be deployed in HTTP by adding a few changes in the configuration. So the same applicaiton communicates with TCP and HTTP under a host.

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Question - 12:

We have already 2 hostings IIS and self hosting. There is another hosting ie WAS Hosting. What is the use of the WAS(Windows activation Service) compared to other hosting?



Ans:

Windows Process Activation Server (WAS) supports the communication protocols such as HTTP, TCP, Named Pipes and MSMQ while IIS supports only HTTP. WAS is available with Windows Server 2008 only. If the server is Server 2008 then the better option to deploy WCF service is through WAS. If the deployment server is Server 2003, the only possible way to deploy the application with protocols other than HTTP is using self hosting (using a Windows Application or a Windows Service and if for a demo purpose can use Console application also). So WAS is a gift with Vista and Server 2008.

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Question - 13:

What is Fault Contract in WCF?

Ans:

Suppose the service we consumed is not working in the client application. we want to know the real cause of the problem. How we can know the error? For this we are having Fault Contract. Fault Contract provides documented view for error occurred in the service to client. This helps us to easy identity, what error has occurred.

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