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Question 1

Question Type: MultipleChoice

When you do external calls to other smart contracts:

Options:

A- you should follow the checks-effects-interactions pattern and avoid state changes after the call.

B- you should follow the effects-checks-interactions pattern and avoid state changes before the call.

C- you should follow the checks-effects-interactions pattern, which is only necessary when you do calls to contracts where a direct contract call is not possible.

Answer:

A

Question 2

Question Type: MultipleChoice

To generate a random number:

Options:

A- it's good to use the block timestamp, as this is always different.

B- it's good to use the block hash as this is clearly always very different.

C- it's good to use the RANDAO smart contract.

D- it's not possible to have a random number in a deterministic environment such as the Ethereum blockchain.

Answer:

C

Question 3

Question Type: **MultipleChoice**

If you are starting a new ERC20 token:

Options:

A- it would be best to start from scratch, just looking at the required interface.

B- it is beneficial to copy and paste the already existing code from the Ethereum wiki and modify this until you like it.

C- best is to start with an audited implementation, for example from OpenZeppelin, in order to reuse already existing code.

Answer:

C

Question 4

Question Type: MultipleChoice

Why is Unit-Testing so important?

Options:

A- It helps you to find bugs, regression bugs and sometimes also helps you to understand your code from different angles.

B- It is a great way to spend time on something that you get paid for. But ultimately it will just slow down the development process.

Answer:

A

Question 5

Question Type: MultipleChoice

Using truffle-contract over Web3.js:

Options:

A- is a must for every developer, because Web3.js changes so often.

B- is a convenient way because Web3.js is currently still in beta and truffle-contract can handle transactions with JavaScript-promises.

C- they are both completely different things. Truffle-Contract is a framework while Web3.js is a library.

Answer:

B

Question 6

Question Type: MultipleChoice

Truffle has an integrated in-memory blockchain which makes unit-testing very easy:

Options:

A- True, but it's still good to use Ganache, or even a real private network for testing.

B- False, it's necessary to use Ganache or even a real private network for testing.

Answer:

A

Question 7

Question Type: MultipleChoice

Truffle boxes are a great way:

Options:

A- to contribute to the box community which is the distributed file system for truffle.

B- to start with a pre-configured environment for most web-development needs.

C- to use tools that makes boxing of Dapps for different platforms very easy.

Answer:

B

Question 8

Question Type: MultipleChoice

With the truffle config file you can manage:

Options:

A- the amount of gas your contract deployment and transactions, against your contract, will need. This way you can essentially lower the gas costs over traditional web3.js dApps.

B- different Networks to deploy your contracts to. This way you can easily deploy to a local blockchain, the main-net or the Ropsten/Rinkeby Test-Net with only one parameter.

C- you can manage your secret API keys to the Ethereum Network. This way you can get access to several different Ethereum nodes at

the same time without the need to switch your keyfiles.

Answer:

B

Question 9

Question Type: MultipleChoice

It's easy to write clean-room unit-tests with truffle:

Options:

A- for Java, JavaScript, and C++

B- for JavaScript using Web3.js

C- for Solidity and JavaScript

D- for any language, as long as it adheres to the open Testing-Interface from Truffle

Answer:

C

Question 10

Question Type: MultipleChoice

Unit-Testing on a local chain is important, because it helps you:

Options:

A- to run tests quickly and especially for free, compared to continuous deployment on the MainNetwork. This way you save a lot of fees, time and costs.

B- to run tests in an environment where logging is activated. On the Main-Net you have no access to transaction logs and this is ultimately the information you need to debug your contracts.

C- to avoid regression bugs with contracts that are updated constantly on the main-net. Once you update a contract on the main-net, the address stays the same, but the code changes and this can have disastrous side-effects.

Answer:

A

Question 11

Question Type: MultipleChoice

Truffle:

Options:

A- is a framework that helps developers with Testing, Deployment and Management of Smart Contracts and Distributed Applications.

B- is a library that helps developers to connect to Ethereum nodes, because it abstracts the JSONRPC interface.

C- is a framework for Java, similar to Web3.js for JavaScript. It's a great way to develop distributed Java enterprise applications.

Answer:

A

Question 12

Question Type: MultipleChoice

.Require is used:

Options:

A- to check internal states that should never happen.

B- to check input arguments from users.

Answer:

B