Microsoft Visual C# Step by Step

Chapter 25: Implementing the user interface for a Universal Windows Platform app

INSTRUCTOR: MD› HABIBUL HAQ
domain.habib@gmail.com

Q1. What is gesture in modern smart device applications?

A. the operations that a user perform using mouse and pointing device
B. the manual touch-oriented operations that a user can perform
C. text command-based operations
D. All of the above

Answer: B

Q2. What is contract in WinRT environment?

A. features that facilitate interactions with other apps as well as the Windows 8 or later operating system
B. features that facilitate data binding UI controls in WPF application
C. features that facilitate that enable packing and uploading apps to windows store
D. None of the above

Answer: A

Q3. Why is the main feature of the UWP (Universal Windows Platform)?

A. You can build store apps and deploy them locally
B. You can build applications any smart device irrespective which of which operating system uses
C. You can build applications that will run on the widest range of Windows 10 devices without the need to maintain separate code bases
D. All of the above

Answer: C

Q4. Which one is true?

A. UWP apps are based on the touch gesture style of user experience (UX)
B. UWP apps are based on the mouse and pointing device style of user experience (UX)
C. UWP apps are for touch, and users cannot operate them by using the mouse and keyboard
D. All of the above

Answer: A

[UWP apps are based on the touch gesture style of user experience (UX) but users can still operate them by using the mouse and keyboard]

Q5. UWP apps are designed for touch, and users can still operate them by using the mouse and keyboard if they prefer or when they are using a device that does not support touch interaction.

A. True
B. False

Answer: A

Q6. Where do you specify security and resource access requirements of a store app?

A. In config
B. In appmanifest
C. In resources
D. None of the above

Answer: B

Q7. Which one tracks the visual state of a store app?

A. Layout manager
B. Visual State Manager
C. Window manager
D. UI manager

Answer: B

Q8. In UWP app, how can you Implement a user interface that can adapt to different display widths?

A. Create a single view layouts for a fixed width and use the Visual State Manager to adapt the display when the visual state changes.
B. Create different layouts for different widths and use the Visual State Manager to select the layout to display when the visual state changes.
C. Define styles in the resource dictionary and use the Visual State Manager to select the pull out the resource to display when the visual state changes.
D. All of the above

Answer: B