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# Microsoft

## 70-484 PRACTICE EXAM

Essentials of Developing Windows Store Apps using C#

## TOTAL QUESTIONS: 118/4Case Study

### Question: 1

#### DRAG DROP

You are planning the architecture of a new Windows Store style e-commerce app. You need to maximize reusability by breaking app components into logical layers.

To which logical layers should you assign the components? (To answer, drag the appropriate components to the correct layers in the answer area. Each component may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

XAML files for the user interface

Database that stores information about a purchase

User interaction that is tracked by capturing gestures

Components that retrieve product information from the data store

Workflow rules that establish how a purchase transaction notifies the distribution warehouse for shipping

#### Answer Area

Layer	Component
Presentation	
Business	
Data	

#### Answer:

Presentation:

XAML files for the user interface

Business:

Workflow rules that establish how a purchase transaction notifies the distribution warehouse for shipping

Data:

Components that retrieve product information from the data store

## Question: 2

### DRAG DROP

You are developing a Windows Store app.

The app will use a model that is defined by using the following code:

```
public class Customer
{
    private string fName;
    private string lName;
    public Customer(string first, string last)
    {
        this.fName = first;
        this.lName = last;
    }
    public string FirstName
    {
        get { return fName; }
        set { fName = value; }
    }
    public string LastName
    {
        get { return lName; }
        set { lName = value; }
    }
}
```

You need to create a class to represent a collection of Customer objects. The class will be used for data binding. The solution must ensure that if changes are made to the objects of the class, a notification will be sent to the user interface (UI) controls to which the collection is bound.

You have the following signature:

```
public classCustomerList : Target 1<Target 2>
```

Which elements should you include in Target 1 and Target 2 to complete the signature for the collection class? (To answer, drag the appropriate elements to the correct targets. Each element may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Elements	Answer Area	
<b>Customer</b>	Target 1:	Target 2:
<b>CustomerCollection</b>	<input type="text"/> Element	<input type="text"/> Element
<b>HashTable</b>		
<b>INotifyPropertyChanged</b>		
<b>List</b>		
<b>ObservableCollection</b>		

**Answer:**

**Explanation:**

- \* In C# and Visual Basic, the generic ObservableCollection<T> class is a good collection choice for data binding, because it implements the INotifyPropertyChanged and INotifyCollectionChanged interfaces.

**Question: 3****HOTSPOT**

A class named AccountViewModel includes a property named Name that will be bound to a control.

The Name property will occasionally be updated programmatically. The updated values must be reflected in the bound control.

You need to implement the interface so that the AccountViewModel class can inform WinRT when there is a new value to display.

You have the following code:

```
class AccountViewModel Target 1
{
    public string Name
    {
        get ...
        set ...
    }
    protected void OnPropertyChanged (string name) ...
    public event Target 2
    private string _name;
}
```

Which code snippets should you insert in Target 1 and Target 2 to complete the code? (To answer, select the correct code snippet from each drop-down list in the answer area.)

**Answer Area**

Target 1:

Target 2:

**Answer Area**

Target 1:

: IBindablePropertyChanged  
: INotifyPropertyChanged  
: INotifyPropertyChanging  
: IBindablePropertyChanging

Target 2:

BindablePropertyChangedEventHandler PropertyChanged;  
PropertyChangedEventHandler PropertyChanged;  
NotifyPropertyChangingEventHandler PropertyChanged;  
BindablePropertyChangingEventHandler PropertyChanged;

---

**Answer:**

---

**Answer Area**

Target 1:

: IBindablePropertyChanged  
: INotifyPropertyChanged  
: INotifyPropertyChanging  
: IBindablePropertyChanging

Target 2:

BindablePropertyChangedEventHandler PropertyChanged;  
PropertyChangedEventHandler PropertyChanged;  
NotifyPropertyChangedEventHandler PropertyChanged;  
BindablePropertyChangingEventHandler PropertyChanged;

**Explanation:**

**Note:**

\* **INotifyPropertyChanged**

The **INotifyPropertyChanged** interface is used to notify clients, typically binding clients, that a property value has changed.

\* **PropertyChangedEventHandler**

**Example:**

```
// This is a simple customer class that
// implements the IPropertyChanged interface.
public class DemoCustomer : INotifyPropertyChanged
{
    // These fields hold the values for the public properties.
    private Guid idValue = Guid.NewGuid();
    private string customerNameValue = String.Empty;
    private string phoneNumberValue = String.Empty;
    public event PropertyChangedEventHandler PropertyChanged;
    // This method is called by the Set accessor of each property.
    // The CallerMemberName attribute that is applied to the optional propertyName
    // parameter causes the property name of the caller to be substituted as an argument.
```

---

**Question: 4**

---

You are developing a Windows Store app.

You need to create a certificate to sign the app in a test environment.

Which tool or tools should you use?

- A. The Authorization Manager snap-in
- B. The Certification Authority console
- C. Microsoft Visual Studio 2013
- D. The Security Templates snap-in

---

**Answer: B**

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**Question: 5**

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You are developing a Windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirement must be met?

- A. The app must encrypt all personally identifiable information.
- B. The app must have a short name and a long name.
- C. The trial functionality must resemble the actual functionality of the app.
- D. The app must conform to the rating system E, Y-7, Y-14, MA.

---

**Answer: A**

---

### **Question: 6**

You are developing a Windows Store app.

You need to ensure that context-sensitive choices are provided while the user is entering text in the search pane.  
Which event should you handle?

- A. ResultSuggestionChosen
- B. QuerySubmitted
- C. SuggestionsRequested
- D. QueryChanged

---

**Answer: C**

Explanation:

SearchPane.SuggestionsRequested | suggestionsrequested event

Fires when the user's query text changes and the app needs to provide new suggestions to display in the search pane.

---

### **Question: 7**

You are developing a Windows Store app.

You create a custom control named AppSettingsFlyout, which is inherited from the SettingsFlyout control.

You need to ensure that the Settings flyout of the app is available from the charm bar. When the flyout is dismissed, users must be returned to the Settings pane.

You have the following code. (Line numbers are included for reference only.)

```
01 SettingsCommand appUpdateSettingsCommand = new SettingsCommand(  
02 "AppUpdateSettings", "App updates", (handler) =>  
03 {  
04     AppSettingsFlyout updatesFlyout = new AppSettingsFlyout();  
05  
06 }  
07 );
```

Which code segment should you insert at line 05?

- A. updatesFlyout.Show();
- B. ApplicationSettinga.SettingsPane.GetForCurrentView();
- C. ApplicationSettings.SettingsPane.Show();
- D. updateaFlyout.ShowIndependent();

---

**Answer: A**

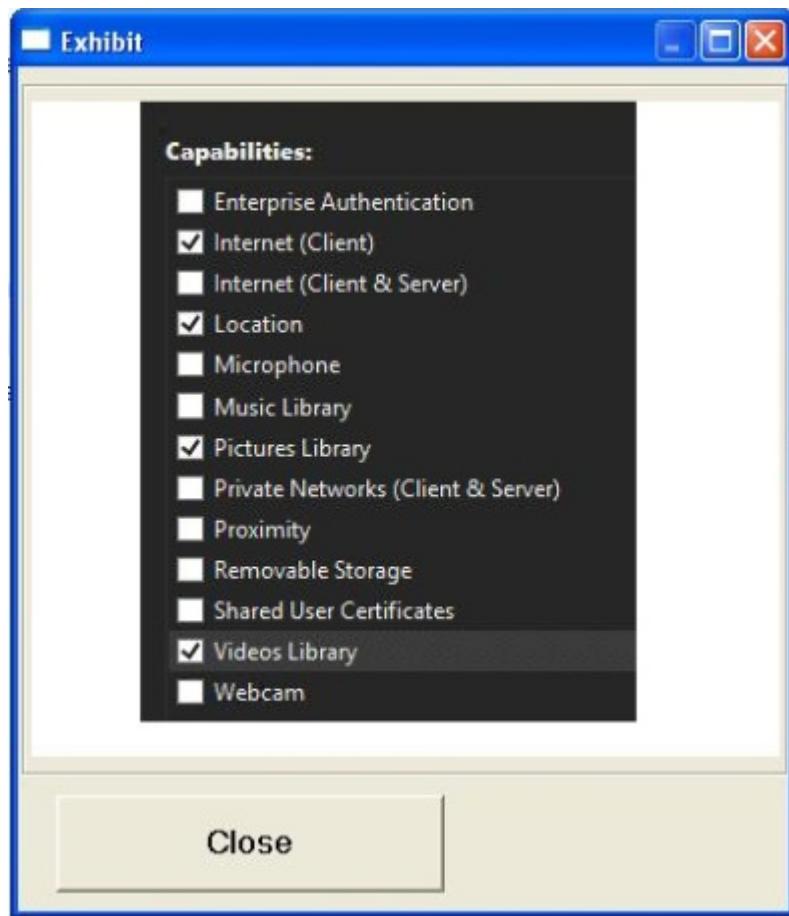
---

### **Question: 8**

**HOTSPOT**

You develop a Windows Store app.

The Capabilities section of the app manifest is configured as shown in the exhibit. (Click the Exhibit button.)



To answer, complete each statement according to the information presented in the exhibit. Each correct selection is worth one point.

**Answer Area**

From a removable storage device, the app ...

From the Pictures library, the app ...

**Answer Area**

From a removable storage device, the app ...

can read data only.  
can read and write data only.  
cannot read or write data.

From the Pictures library, the app ...

can read data only.  
can read and write data only.  
can read, write data and delete.

**Answer:**

**Answer Area**

From a removable storage device, the app ...

can read data only.
can read and write data only.
cannot read or write data.

From the Pictures library, the app ...

can read data only.
can read and write data only.
can read, write data and delete.

**Question: 9**

You are developing a Windows Store app. You have the following requirements:

- Enable the app to receive shared data.
- Save the sharing settings for future use.

You need to ensure that the requirements are met. What should you implement?

- A. a play To charm
- B. a Share target
- C. a share charm
- D. a QuickLink

**Answer: D**

**Explanation:**

\* When people swipe from the side of the screen and tap the Share charm, the Share pane appears with a list of apps people can use to share their content. This list includes any installed apps that are “share targets” for a particular data format.

The links at the top of the image, called QuickLinks, allow users to complete specific share tasks directly.

\* QuickLink class

Applies to Windows and Windows Phone

Represents shortcuts that help users share content with the apps they use most.

**Question: 10**

**DRAG DROP**

You are developing a Windows Store app.

The app includes the following event procedure:

`Void OnSettingsPaneOpened(SettingsPanesettingsPane, SettingsPaneCommandsRequestedEventArgseventArg)`

You need to call the event procedure when the user opens the settings pane.

Which three code segments should you use in sequence? (To answer, move the appropriate code segments to the answer area and arrange them in the correct order.)

Answer Area
<pre> sp = SettingsPane.GetForCurrentView(); sp = SettingsPane.Show(); sp.CommandsRequested += OnSettingsPaneOpened; sp.CommandsRequested = OnSettingsPaneOpened; SettingsPane sp = new SettingsPane(); SettingsPane sp = null; </pre>

**Answer:**

Box 1: SettingsPanesp = null;  
 Box 2: sp = SettingsPane.GetForCurrentView();  
 Box 3: sp.CommandsRequested += OnSettingsPaneOpened;

Explanation:

Note:

- \* The SettingsPane class is a static class that enables the app to control the Settings Charm pane. The app can add or remove commands, receive a notification when the user opens the pane, or open the pane programmatically.
- \* The show method displays the Settings Charm pane to the user.
- \* The GetForCurrentView method gets a SettingsPane object that is associated with the current app view (that is, with CoreWindow).

**Question: 11**

DRAG DROP

You are developing a Windows Store app Chat provides users with the ability to select a video file from the file system. Once the file is selected, the video begins to play.

this.media is declared as a MediaElement in VideoPage.xaml and \_position is declared as a private TimeSpan member that stores the point at which the video stopped when the app was terminated.

You need to ensure that if the app is terminated, the next time the app starts, the app resumes playing the video at the point the video was stopped.

You have the following code: (Line numbers are included for reference only.)

```

01 public VideoPage()
02 {
03     this.InitializeComponent();
04
05     this.navigationHelper = new NavigationHelper(this);
06     this.navigationHelper.LoadState += navigationHelper_LoadState;
07     this.navigationHelper.SaveState += navigationHelper_SaveState;
08 }
09 private async void LoadVideo(Windows.Storage.StorageFile file)
10 {
11     Windows.Storage.Streams.IRandomAccessStream fileStream =
12         await file.OpenAsync(Windows.Storage.FileAccessMode.Read);
13
14 }
15 private void media_Ready(object sender, RoutedEventArgs e)
16 {
17
18     media.Play();
19 }

```

Which code segments should you insert at lines 04, 13, and 17? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

<b>Code Segments</b> <pre> this.media.Loaded += media_Ready; this.media.MediaOpened += media_Ready; this.media.SeekCompleted += media_Ready; media.SetSource(fileStream, ""); media.Source = file; media.Position = _position; </pre>	<b>Answer Area</b> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Line 04:</td> <td style="width: 85%;">Code segment</td> </tr> <tr> <td>Line 13:</td> <td>Code segment</td> </tr> <tr> <td>Line 17:</td> <td>Code segment</td> </tr> </table>	Line 04:	Code segment	Line 13:	Code segment	Line 17:	Code segment
Line 04:	Code segment						
Line 13:	Code segment						
Line 17:	Code segment						

---

### Answer:

---

Line 04:	<code>this.media.MediaOpened += media_Ready;</code>
Line 13:	<code>media.SetSource(fileStream, "");</code>
Line 17:	<code>media.Position = _position;</code>

---

## Question: 12

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### DRAG DROP

You are developing a Windows Store reporting app for corporate use. The app authenticates users by using Active Directory Domain Services (AD DS) credentials.

You need to ensure that users have the option of saving their credentials when they log in to the app.

You have the following code:

```

public async static void AuthenticateUser()
{
    var Options = new CredentialPickerOptions();
    Options.Caption = "Bank App Login";
    Options.Message = "Please enter your username and password.";
    Options.TargetName = " ";
    Options.AuthenticationProtocol = Target 1
    Options.CredentialSaveOption = Target 2
    var PickerResult = Target 3
    if (PickerResult.ErrorCode == 0 &&
        PickerResult.CredentialSaveOption ==
        CredentialSaveOption.Selected)
    {
        CredentialStorage.StoreCredentials("BankApplication",
            PickerResult.CredentialUserName,
            PickerResult.CredentialPassword);
    }
}

```

Which code snippets should you insert in Target 1, Target 2, and Target 3 to complete the code? (To answer, drag the appropriate code snippets to the correct target in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
AuthenticationProtocol.Digest;  
AuthenticationProtocol.Kerberos;  
await CredentialPicker.GetCredentialsAsync(Options);  
await CredentialPicker.PickAsync(Options);  
CredentialSaveOption.Hidden;  
CredentialSaveOption.Unselected;
```

Answer Area

Target 1:

Target 2:

Target 3:

---

**Answer:**

---

Target 1: `AuthenticationProtocol.Digest;`

Target 2: `CredentialSaveOption.Unselected;`

Target 3: `await CredentialPicker.PickAsync(Options);`

Explanation:

Note:

\* AuthenticationProtocol.Digest

The authentication protocol is digest. Credentials are returned to the caller as plaintext.

\* CredentialSaveOption.hidden

The "Save credentials?" dialog box is not displayed at all.

\* CredentialPicker.PickAsync

Displays a dialog box to the user and collects credentials from the user.

Incorrect:

\* CredentialSaveOption.unselected

The "Save credentials?" dialog box is not selected, indicating that the user doesn't want their credentials saved.

---

**Question: 13**

---

You are developing a Windows Store app that retrieves information from a social networking application by using web services. The web services require authentication.

You need to recommend a solution to ensure that users are prompted for their credentials only the first time they use the app, even if the users are using the app from another device.

What should you recommend?

- A. the Credential Manager
- B. roaming storage
- C. the Web Authentication Broker
- D. the Credential Locker

---

**Answer: B**

---

### **Question: 14**

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You are developing a Windows Store app that will back up video files.  
The app will support videos up to 1 GB in size.  
If users lose their device, they must be able to restore the video files to a new device.  
You need to recommend a storage solution for the app.  
Which storage solution should you recommend?

- A. windows Azure blob storage
- B. roaming storage
- C. SQLite for Windows Runtime
- D. AppData

---

**Answer: A**

---

**Explanation:**

Azure Blob storage is a service for storing large amounts of unstructured data that can be accessed from anywhere in the world via HTTP or HTTPS. A single blob can be hundreds of gigabytes in size, and a single storage account can contain up to 200 TB of blob, queue, and table data.

Common uses of Blob storage include:

- Serving images or documents directly to a browser
- Storing files for distributed access
- Streaming video and audio
- Performing secure backup and disaster recovery
- Storing data for analysis by an on-premises or Azure-hosted service

### **Question: 15**

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**DRAG DROP**

You are developing a dependency property named TotalAmount for a Windows Store app.  
The TotalAmount property must default to zero. The class that contains the TotalAmount property must provide a class property that gets and sets the value of the dependency property.  
You need to create the dependency property and the class property.  
You have the following code:

```

public static readonly DependencyProperty TotalAmountProperty
= DependencyProperty.Register("TotalAmount", typeof(double),
    typeof(BlankPage), Target 1
);
public double TotalAmount
{
    get
    {
        Target 2
    }
    set
    {
        Target 3
    }
}

```

Which code snippets should you insert in Target 1, Target 2, and Target 3 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Answer Area

Target 1:

Target 2:

Target 3:



---

**Answer:**

---

Target 1:

Target 2:

Target 3:

Explanation:

Note:

\* DependencyProperty PropertyMetadata

Dependency property metadata exists as an object that can be queried to examine the characteristics of a dependency property. This metadata is also accessed frequently by the property system as it processes any given

dependency property

### Question: 16

DRAG DROP

You are developing a Windows Store app.

You need to implement claims according to their appropriate use.

Which claim is appropriate for each purpose? (To answer, drag the appropriate claims to the correct locations in the answer area. Each claim may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Claim	Purpose
	Group and role
	Custom information
	UPN, email, and common name

### Answer:

Box 1: Group

Box 2: Custom

Box 3: Identity

Explanation:

Note:

Active Directory Federation Services (ADFS) supports three types of claims:

\* Identity claim. There are three types of identity claims:

User Principal Name (UPN). Indicates a Kerberos-style user UPN, such as user@realm.

E-mail. Indicates RFC 2822-style e-mail names of the form user@domain.

Common name. Indicates an arbitrary string that is used for personalization. Examples include John Smith or Tailspin Toys Employee. Note that you cannot guarantee the uniqueness of the common name claim. Therefore, use caution when you are using this claim type for authorization decisions.

\* Group claim. Indicates a user's membership in a group or role.

\* Custom claim. Contains custom information about a user, such as an employee ID number.

Reference: Claims-Aware Applications

### Question: 17

You are developing a Windows Store app that will be used to access large files stored online.

The files will be shared between users worldwide.

You need to recommend a solution to ensure that the users can download the files as quickly as possible.

Which storage solution should you recommend?

A. a roaming folder

- B. Windows Azure Content Delivery Network (CDN)
- C. windows Azure Mobile Services
- D. SkyDrive

---

**Answer: B**

---

Explanation:

The Microsoft Azure Content Delivery Network (CDN) offers developers a global solution for delivering high-bandwidth content that's hosted in Azure.

---

**Question: 18**

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DRAG DROP

You are developing a Windows Store game. The game allows for interactive online play between users.

The game authenticates users by using the credentials of a third-party site that provides OAuth2 authentication.

You need to implement authentication that uses an implicit grant authorization.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```

IsAuthenticated =
ProcessOAuthResponse(AuthenticationResult.ResponseData);

using(HttpClient Client = newHttpClient())
{
    varResponse = await
Client.GetStringAsync(RequestUrl);
    IsAuthenticated = ProcessOAuthResponse(Response);
}

var RequestUrl = new Uri(string.Format(
"https://localhost/oauth?grant={0}&ru={1}",
"authorization_code", ResponseUrl));

var RequestUrl = newUri(string.Format(
"https://localhost/oauth?cid={0}&rt={1}&ru={2}",
"<CLIENT_ID>", "code", ResponseUrl));

var RequestUrl = new Uri(string.Format(
"https://localhost/oauth?cid={0}&rt={1}&ru={2}",
"<CLIENT_ID>", "token", ResponseUrl));

```

## Answer Area

```

private bool IsAuthenticated { get; set; }
private async void AuthenticateUser()
{
    var ResponseUrl = new
    Uri("https://localhost/success.html");

    var AuthenticationResult = await
    WebAuthenticationBroker.AuthenticateAsync(
    WebAuthenticationOptions.None, RequestUrl, ResponseUrl);

    if (AuthenticationResult.ResponseStatus ==
    WebAuthenticationStatus.Success)
    {

    }
    else { ... }
}

```

---

Answer:

---

Box 1:

```
var RequestUrl = new Uri(string.Format(
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
    "<CLIENT_ID>", "token", ResponseUrl));
```

For implicit grant authorization we use TOKEN response type.

Box 2:

```
using (HttpClient Client = new HttpClient())
{
    varResponse = await
    Client.GetStringAsync(RequestUrl);
    IsAuthenticated = ProcessOAuthResponse(Response);
}
```

Respond with the RequestURL.

Explanation:

Note:

\* The implicit grant flow can be used by both web-based and desktop apps. In this flow, the client makes an authorization request to https://login.live.com/oauth20\_authorize.srf with request\_type=token. This is a standard OAuth 2.0 flow.

## Question: 19

### HOTSPOT

You are developing a Windows Store app.

App.xaml contains the following XAML markup:

```
<Application.Resources>
<Style x:Key="myStyle" TargetType="TextBlock">
    <Setter Property="Foreground" Value="Red"></Setter>
</Style>
</Application.Resources>
```

MainPage.xaml contains the following XAML markup:

```
<Page.Resources>
<Style x:Key="myStyle" TargetType="TextBlock">
    <Setter Property="Foreground" Value="Blue"></Setter>
</Style>
</Page.Resources>
...
<TextBlock x:Name="textBlock1" Text="A Simple text value" Style="{StaticResource myStyle}" Grid.Row="0" />
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Answer Area

	Yes	No
There will be an error at runtime because of a conflict in the resource names.	<input type="radio"/>	<input type="radio"/>
The text of textBlock1 will be blue.	<input type="radio"/>	<input type="radio"/>
myStyle will apply to all of the text blocks in the app.	<input type="radio"/>	<input type="radio"/>

Answer:

## Answer Area

	Yes	No
There will be an error at runtime because of a conflict in the resource names.	<input type="radio"/>	<input checked="" type="radio"/>
The text of textBlock1 will be blue.	<input checked="" type="radio"/>	<input type="radio"/>
myStyle will apply to all of the text blocks in the app.	<input type="radio"/>	<input checked="" type="radio"/>

**Question: 20**

## DRAG DROP

You are creating a Windows Store app.

You need to create a gradient brush that is white in the top left corner to black in the bottom right corner.

You have the following xaml markup. (Line numbers are included for reference only.)

```

01 <Application.Resources>
02
03   <LinearGradientBrush.GradientStops>
04
05   </LinearGradientBrush.GradientStops>
06 </LinearGradientBrush>
07 </Application.Resources>
```

Which XAML markup segments should you insert at lines 02 and 04? (To answer, drag the appropriate XAML markup segment to the correct locations in the answer area. Each XAML markup segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

XAML Markup	Answer Area
<LinearGradientBrush x:Name="myGradient" StartPoint="0,0" EndPoint="100,100">	Line 02: XAML markup
<LinearGradientBrush x:Name="myGradient" StartPoint="100,100" EndPoint="0,0">	Line 04: XAML markup
<LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0">	
<LinearGradientBrush x:Name="myGradient" StartPoint="0,1" EndPoint="1,1">	
<GradientStop Offset="0" Color="White" /> <GradientStop Offset="1" Color="Black" />	
<GradientStop Offset="0" Color="Black" /> <GradientStop Offset="1" Color="White" />	
<GradientStop Offset="0" Color="Black" /> <GradientStop Offset="100" Color="White" />	
<GradientStop Offset="100" Color="Black" /> <GradientStop Offset="0" Color="White" />	

---

**Answer:**

---

Line 02: <LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0">

Line 04: <GradientStop Offset="0" Color="Black" />  
<GradientStop Offset="1" Color="White" />

---

## Question: 21

---

### HOTSPOT

You are developing a page for an app. The page uses the following XAML markup:

```

<Grid Margin="20" Width="auto">
    <Grid.ColumnDefinitions>
        <ColumnDefinition Width="*"/>
        <ColumnDefinition Width="2*"/>
        <ColumnDefinition Width="Auto"/>
        <ColumnDefinition Width="150"/>
    </Grid.ColumnDefinitions>
    <Grid.RowDefinitions>
        <RowDefinition></RowDefinition>
    </Grid.RowDefinitions>
    <Rectangle Grid.Column="0" Fill="Red"/>
    <Rectangle Grid.Column="1" Fill="Blue" />
    <Rectangle x:Name="rectangle3" Grid.Column="2"
        Fill="Green" Width="100"/>
    <Rectangle Grid.Column="3" Fill="Purple" Width="100"/>
</Grid>
<VisualStateManager.VisualStateGroups>
    <VisualStateGroup>
        <VisualState x:Name="DefaultLayout">
            <Storyboard>
                </Storyboard>
        </VisualState>
        <VisualState x:Name="Portrait">
            <Storyboard>
                <ObjectAnimationUsingKeyFrames
                    Storyboard.TargetProperty="(Rectangle.Width)"
                    Storyboard.TargetName="rectangle3">
                    <DiscreteObjectKeyFrame KeyTime="0">
                        <DiscreteObjectKeyFrame.Value>
                            0
                        </DiscreteObjectKeyFrame.Value>
                    </DiscreteObjectKeyFrame>
                </ObjectAnimationUsingKeyFrames>
            </Storyboard>
        </VisualState>
    </VisualStateGroup>
</VisualStateManager.VisualStateGroups>

```

The page uses the following code:

```

private void DynamicLayoutPage_SizeChanged(
    object sender, SizeChangedEventArgs e)
{
    if (ApplicationView.GetForCurrentView().Orientation
        == ApplicationViewOrientation.Portrait)
    {
        VisualStateManager.GoToState(this, "Portrait", true);
    }
    else
    {
        VisualStateManager.GoToState(this, "DefaultLayout", true);
    }
}

```

The grid takes the full width of the page and has no margins.

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

## Answer Area

	Yes	No
If the display size of the app is 1,000 pixels wide by 500 pixels high, the purple rectangle is 100 pixels wide.	<input type="radio"/>	<input type="radio"/>
If the display size of the app is 500 pixels wide by 1,000 pixels high, the green rectangle is 100 pixels wide.	<input type="radio"/>	<input type="radio"/>
If the display size of the app is 790 pixels wide by 1,000 pixels high, the red rectangle is 200 pixels wide.	<input type="radio"/>	<input type="radio"/>

**Answer:**

## Answer Area

	Yes	No
If the display size of the app is 1,000 pixels wide by 500 pixels high, the purple rectangle is 100 pixels wide.	<input checked="" type="radio"/>	<input type="radio"/>
If the display size of the app is 500 pixels wide by 1,000 pixels high, the green rectangle is 100 pixels wide.	<input type="radio"/>	<input checked="" type="radio"/>
If the display size of the app is 790 pixels wide by 1,000 pixels high, the red rectangle is 200 pixels wide.	<input checked="" type="radio"/>	<input type="radio"/>

**Question: 22****HOTSPOT**

You are developing a Windows Store app.

A page named Profile collects information about the user, including his or her name, in a control named Name. A page named Journal allows the user to make a journal entry.

You need to pass the user's name to the Journal page when the user navigates from the Profile page to the Journal page.

You have the following code:

```
protectedNavigateToJournal()
{
    Target 1
}
```

Which code snippet should you insert in Target 1 to complete the code? (To answer, select the correct code snippets from the dropdown list.)

## Answer Area

Target 1:

## Answer Area

Target 1:

```
this.Frame.Navigate(Name.Text, typeof(Journal));
this.Frame.Navigate(Name.Text, typeof(Profile));
this.Frame.Navigate(typeof(Journal), Name.Text);
this.Frame.Navigate(typeof(Profile), Name.Text);
```

**Answer:**

## Answer Area

Target 1:

```
this.Frame.Navigate(Name.Text, typeof(Journal));
this.Frame.Navigate(Name.Text, typeof(Profile));
this.Frame.Navigate(typeof(Journal), Name.Text);
this.Frame.Navigate(typeof(Profile), Name.Text);
```

**Question: 23**

You are developing a Windows Store checkers game.

Game pieces are moved by using manipulation events. Moving a game piece on top of another game piece captures the bottom piece. The captured piece must be identified and removed from the board.

You need to identify when a game piece is captured.

Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

## Answer Area

Handle the **LostFocus** event of the active game piece.

Check the **PointerEventArgs** argument to identify the location of the active game piece.

Handle the **LostFocus** event of the inactive game pieces.

Capture the **PointerReleased** event of the active game piece.

Capture the **DragReleased** event of the active game piece.

Identify whether the active game piece overlaps any other game piece.

**Answer:**

Box 1:

Capture the **PointerReleased** event of the active game piece.

Box 2:

Check the **PointerEventArgs** argument to identify the location of the active game piece.

Box 3:

Identify whether the active game piece overlaps any other game piece.

### Question: 24

You are developing a Windows Store app. An XML document named tileXmlDocument contains the layout of the app tile.

You need to configure a tile notification that will display for 15 seconds.

Which code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A. 

```
var tile = new TileNotification(tileXmlDocument);
tile.ExpirationTime = DateTime.Now.AddSeconds(15);
```
  - B. 

```
var tileXmlElement = tileXmlDocument.CreateElement("tile");
tileXmlElement.SetAttribute("duration", "short");
```
  - C. 

```
var tile = new TileNotification(tileXmlDocument);
Windows.Globalization.Calendar cal = new Windows.Globalization.Calendar();
cal.SetToNow();
cal.AddSeconds(15);
DateTimeOffset expiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```
  - D. 

```
var tileXmlElement = tileXmlDocument.CreateElement("tile");
tileXmlElement.SetAttribute("duration", "15");
```
- A. Option A
  - B. Option B
  - C. Option C
  - D. Option D

---

Answer: AC

---

Explanation:

\* Example:

```
tileNotification.ExpirationTime = DateTimeOffset.UtcNow.AddMinutes(10);
```

\* This example specifies that the notification should appear in 3 hours. This example uses the DateTime object.

```
Int16 dueTimeInHours = 3;
```

```
DateTime dueTime = DateTime.Now.AddHours(dueTimeInHours);
```

### Question: 25

HOTSPOT

You are developing a Windows Store game.

The game must capture video and audio, and must support Near Field Communications (NFC).

You need to enable the capabilities to support these requirements.

Which three capabilities should you enable? (To answer, select the appropriate capabilities in the answer area.)

Answer Area

Capabilities:

- Documents Library Access
- Enterprise Authentication
- Home or Work Networking
- Internet (Client & Server)
- Internet (Client)
- Location
- Microphone
- Music Library
- Pictures Library Access
- Proximity
- Removable Storage
- Shared User-Certificates
- Text Messaging
- Videos Library Access
- Webcam

---

Answer:

---

Answer Area

Capabilities:

- Documents Library Access
- Enterprise Authentication
- Home or Work Networking
- Internet (Client & Server)
- Internet (Client)
- Location
- Microphone
- Music Library
- Pictures Library Access
- Proximity
- Removable Storage
- Shared User-Certificates
- Text Messaging
- Videos Library Access
- Webcam

Explanation:

Note:

\* Proximity

Windows Phone 8 supports Proximity communication using Near Field Communication (NFC).

---

**Question: 26**

You are developing a Windows Store app.

You need to provide users with multiple ways to open the app. Each way must open a different page of the app. Which two components should you use? (Each correct answer presents part of the solution. Choose two.)

- A. the SecondaryTile class

- B. ms-appx Uniform Resource Identifiers (URIs)
- C. the AppSettings file
- D. the Frame.Navigate() method
- E. shortcuts that have parameters

---

**Answer: A, D**

---

Explanation:

A: Secondary tiles are associated with a single parent app. They are pinned to the Start screen to provide a user with a consistent and efficient way to launch directly into a frequently used area of the parent app. This can be either a general subsection of the parent app that contains frequently updated content or a deep link to a specific area in the app.

Incorrect:

Not B: You can use URI (Uniform Resource Identifier) schemes to refer to app files that come from the app's package, data folders, or resources.

Use the ms-appx and ms-appx-web schemes to refer to app files that come from the app's package (see App packages and deployment). Such files are typically static images, data, code, and layout files. The ms-appx-web scheme references these same files, but in the web compartment.

not C: The <appSettings> element stores custom application configuration information such as database connection strings, file paths, XML Web service URLs, or any information stored in an application's .ini file.

---

### **Question: 27**

---

You are developing a Windows Store app that will display a toast notification.

You need to ensure that when a toast notification is displayed, the first line of the notification is bold.

Which template should you use?

- A. TileSquareText03
- B. ToastImageAndText02
- C. TileSquareText01
- D. ToastImageAndText01

---

**Answer: B**

---

Explanation:

ToastImageAndText02

A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines.

---

### **Question: 28**

---

**DRAG DROP**

You are developing a Windows Store app.

You have the following requirements:

- The app tile must update every 30 minutes.
- Content must be pushed to the app tile from multiple URLs.

You need to schedule the app tile updates. How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
AddToSchedule(tile);
EnableNotificationQueue(true);
GetScheduledTileNotifications();
StartPeriodicUpdateBatch(pollUris, TileUpdateRecurrence);
Update(pollUris);
```

**Answer Area**

```
public void LoadTiles()
{
    ...
    TileUpdateManager.CreateTileUpdaterForApplication()

    . . .

    PeriodicUpdateRecurrence TileUpdateRecurrence =
        PeriodicUpdateRecurrence.HalfHour;
    TileUpdateManager.CreateTileUpdaterForApplication()

    . . .

}

    ...
```

**Answer:**

Box 1: EnableNotificationQueue(true);

First, you must enable the notification queue if you have not enabled it previously. Note that the call to EnableNotificationQueue should be made only one time after the user installs the app or creates a secondary tile.

Box 2: StartPeriodicUpdateBatch(PollUris, recurrence);

This example code uses a previously defined variable called PollUris, which is an array of URL objects, each of which represents a different URL from which to get polled content.

Explanation:

Note:

- \* The TileUpdateManager.CreateTileUpdaterForApplication method creates and initializes a new instance of the TileUpdater, which lets you update the calling app's tile.

- \* Windows can poll up to five different URLs to supply a set of content that cycles through the tile's notification queue.

Reference: How to set up periodic notifications for tiles (Windows Store apps using C#/VB/C++ and XAML) (Windows)

---

**Question: 29**

---

You are developing a Windows Store app. The app is a personal diary that will allow users to add multiple journal entries while they are logged in. Users will be able to switch to other apps and then return to the diary app.

You need to ensure that the diary app maintains state when the user switches between apps or restarts the device on which the app is running.

What should you do?

- A. Save app state periodically and during the Suspending event and then restore state during the OnLaunched event.
- B. Save app state during the Suspending event and then restore state during the Resuming event.
- C. Save app state periodically and then restore state during the Resuming event.
- D. Save app state periodically and during the Suspending event and then restore state during the OnActivated event.

---

**Answer: A**

---

---

**Question: 30**

---

An object of type `Customer` contains properties named `Name` and `DateOfBirth`.

You are creating a user control that will allow you to view and edit information in the `PersonViewModel` object. All items must be properly bound to the control regardless of what page the control is applied to. The user control must display a two-column grid that is arranged as shown in the following table.

<b>Cell 1:</b> The text "Customer:"	<b>Cell 2:</b> The value of the <code>Name</code> property on the <code>PersonViewModel</code> object
<b>Cell 3:</b> The text "Date of Birth:"	<b>Cell 4:</b> The value of the <code>DateOfBirth</code> property on the <code>PersonViewModel</code> object

You need to create the grid and populate the first row of the grid.

What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Create the following code segment:

```
<Grid ItemSource="{Binding PersonViewModel}">
```

- B. Create the following code segment for cell 1:

```
<TextBlock Text="{Binding Customer}" />
```

- C. Create the following code segment for cell 1:

```
<TextBlock Text="Customer:" />
```

- D. Create the following code segment for cell 2:

```
<TextBox Text="{Binding Name, Mode=TwoWay}" />
```

- E. Create the following code segment:

```
<Grid DataContext="{Binding PersonViewModel}">
```

- F. Create the following code segment for cell 2:

```
<TextBlock Text="{Binding Name, Mode=TwoWay}" />
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E
- F. Option F

---

**Answer: CEF**

---

### **Question: 31**

---

You are developing a windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirements must be met?

- A. You must provide a screenshot of the app that is appropriate for the 16+ Windows Store Age Rating.
- B. The app must fully support touch input.
- C. You must provide at least two screenshots of the app.
- D. The app must always have an associated privacy policy.

---

**Answer: B**

---

Explanation:

Your app must fully support touch input, and fully support keyboard and mouse input

Incorrect:

not D: If your app has the technical ability to transmit data to you or a third party, you must maintain a privacy policy.

### **Question: 32**

---

You are developing a Windows Store app that will read data from a file that is stored on a hard disk. The app will display that data on the screen.

You need to ensure that portions of the app can be reused in WinRT, Windows Presentation Foundation (WPF), Microsoft Silverlight, and Windows Phone apps.

What should you do?

- A. Create a page and a ViewModel object. Set the page's DataContext property to reference the ViewModel object. Program the ViewModel object to load data from the file and populate its properties with that data. Program the page to consume the data by using data binding.
- B. Create a page and a ViewModel object. Program the page to use the Loaded event to load data from the file and then update the page contents to reflect the data from the file. Program the ViewModel object to use the Windows.Data.FileLoader class to populate its properties from the file.
- C. Create a page, a ViewModel object, and a FileHelper class. Set the page's DataContext property to reference the ViewModel object. Program the ViewModel object to use the FileHelper class to load data from the file, and populate its properties with that data. Program the page to consume the data by using data binding.
- D. Create a page and a ViewModel object. Set the page's DataContext property to reference the ViewModel object. Program the page so that its Loaded event reads data from the file and populates the properties of the ViewModel object with that data. Program the page to consume the data by using data binding.

---

**Answer: C**

---

### Question: 33

#### DRAG DROP

You are developing a Windows Store app.

The app has the following accessibility requirements:

The automation name of each text box must be the same as the text box caption.

Each Label element must be associated with its corresponding text box.

You need to create an interface that meets the requirements.

You have the following code:

```
<TextBlock x:Name="Comment" Text="Comment:"  
    Style="{StaticResource BasicTextStyle}"  
    Grid.Column="0" Grid.Row="1" />  
<TextBox Width="80"  
    Grid.Column="1" Grid.Row="1"  
    Target 1="Comment"  
    Target 2=  
    "{Binding ElementName=Comment}" />
```

Which code snippets should you include in Target 1 and Target 2 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Answer Area	
AutomationProperties.HelpText	Target 1:
AutomationProperties.ItemType	Target 2:
AutomationProperties.LabeledBy	
AutomationProperties.Name	

### Answer:

Target 1: AutomationProperties.Name

Target 2: AutomationProperties.LabeledBy

### Question: 34

#### DRAG DROP

You are developing a Windows Store app.

You need to create a class that handles INotifyPropertyChanged events.

You have the following code:

```

public class Client : Target 1
{
    public event Target 2 PropertyChanged;
    private void OnChange([Target 3] String p = "")
    {
        if (PropertyChanged != null)
        {
            PropertyChanged(this, new Target 4(p));
        }
    }
}

```

What code snippets should you include in Target 1, Target 2 Target 3 and Target 4 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Answer Area	
CallerMemberName	Target 1:
INotifyPropertyChanged	Target 2:
IPropertyChanged	Target 3:
PropertyChangedEventArgs	Target 4:
PropertyChangedEventHandler	

Answer:	
Target 1:	INotifyPropertyChanged
Target 2:	PropertyChangedEventHandler
Target 3:	CallerMemberName
Target 4:	PropertyChangedEventArgs

### Question: 35

You are developing a Windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirement must be met?

- A. Ads that do not comply with the standard content policies must supply a content agreement.
- B. The app must not display ads on tiles.
- C. The app must encrypt all personally identifiable information.
- D. The app must be created in C#.

Answer: A

### Question: 36

You are developing a Windows Store app.

You need to ensure that the app can access geolocation information.

What should you configure in the Manifest Designer?

- A. Capabilities
- B. Application UI
- C. Visual Assets
- D. Declarations

---

**Answer: A**

---

### Question: 37

---

DRAG DROP

You are developing an app named App1 that will read text aloud.

You need to ensure that when users use App1, they can change the voice of the reader.

You have the following code:

```
public async void ReadText(
    string TextToRead, MediaElement media, Target 1 voice)
{
    using(var synth = new SpeechSynthesizer())
    {
        synth.Voice = Target 2;
    }
}
```

Which elements should you include in Target 1 and Target 2 to complete the method? (To answer, drag the appropriate elements to the correct targets. Each element may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Elements	Answer Area
voice	Target 1: <input type="text"/>
voice.Id	Target 2: <input type="text"/>
voice.Gender	
VoiceGender	
VoiceInformation	

---

**Answer:**

---

Target 1:  VoiceInformation

Target 2:  voice

---

### Question: 38

---

You are developing an app that will be used to purchase and share music. Users will be allowed to share only content that they have purchased.

You need to display a message within the Share charm when users attempt to share content that they have not purchased.

What should you do?

- A. Use a toast notification.
- B. Use the SetText() method of the DataPackage object.
- C. Set the LegalInformation property of the DataPackage object.
- D. Use the FailWithDisplayText() method of the DataRequest object.

---

**Answer: D**

---

Use the FailWithDisplayText method when your app is unable to supply a DataPackage to a target app. This method cancels the share operation and supplies a text message to the target app. The target app can then display this text to the user to explain why the share operation failed.

### Question: 39

---

DRAG DROP

You are developing a Windows Store app.

The following code segment defines an event procedure. (Line numbers are included for reference only.)

```
01 void OnSettingsPaneOpened(SettingsPane settingsPane, SettingsPaneCommandsRequestedEventArgs eventArgs)
02 {
03
04 }
```

You need to define a custom help setting in the event procedure.

Which three code segments should you insert in sequence at line 03? (To answer, move the appropriate code segments to the answer area and arrange them in the correct order.)

eventArgs.Request.ApplicationCommands.Add(helpCommand);

UICommandInvokedHandler settingsHandler = new UICommandInvokedHandler();

SettingsCommand helpCommand = new SettingsCommand("Help", "Help", settingsHandler);

settingsHandler.Invoke(helpCommand);

UICommandInvokedHandler settingsHandler = new UICommandInvokedHandler(OnSettingsClicked);

---

**Answer:**

---

Box 1:

UICommandInvokedHandler settingsHandler = new UICommandInvokedHandler();

Box 2:

SettingsCommand helpCommand = new SettingsCommand("Help", "Help", settingsHandler);

Box 3:

eventArgs.Request.ApplicationCommands.Add(helpCommand);

Explanation:

Note:

Example:

```
void onCommandsRequested(
    SettingsPane settingsPane,
```

```

SettingsPaneCommandsRequestedEventArgs eventArgs)
{
    UICommandInvokedHandler handler = new UICommandInvokedHandler(onSettingsCommand);
    SettingsCommand generalCommand = new SettingsCommand(
        "generalSettings", "General", handler);
    eventArgs.Request.ApplicationCommands.Add(generalCommand);
    SettingsCommand helpCommand = new SettingsCommand("helpPage", "Help", handler);
    eventArgs.Request.ApplicationCommands.Add(helpCommand);
}

```

## Question: 40

---

### DRAG DROP

You are developing a Windows Store app that will make calls to a web service.

The app must read and write the web service URI to and from configuration settings. The configuration settings must follow the user so that when the app makes calls to the web service, it calls the same URI, regardless of which device the user is using.

You need to retrieve and store the web service URI.

You have the following code:

```

private string GetWebServiceUri ()
{
    Target 1
    return (string)uri;
}
private void SetWebServiceUri (string uri)
{
    Target 2
}

```

Which code snippets should you insert in Target 1 and Target 2 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```

var data = ApplicationData.Current;
data.RoamingSettings.Values["serviceUri"] = uri;

var data = ApplicationData.Current;
var uri = data.RoamingSettings.Values["serviceUri"];

var data = ConfigurationManager.GetSection("roaming");
data["serviceUri"] = uri;

var data = ConfigurationManager.GetSection("roaming");
var uri = data["serviceUri"];

```

## Answer Area

Target 1:

Target 2:

**Answer:**

Target 1:

```
var data = ApplicationData.Current;
var uri = data.RoamingSettings.Values["serviceUri"];
```

Target 2:

```
var data = ApplicationData.Current;
data.RoamingSettings.Values["serviceUri"] = uri;
```

**Question: 41****DRAG DROP**

You are developing a Windows Store app. The app uses a model that contains the following code:

```

public class Customer
{
    public string FirstName
    {
        get; set;
    }
    public string LastName
    {
        get; set;
    }
}

```

You create a page named CustomerView. You define an object of type Customer named CustomerData.

You need to display data from CustomerData.

You have the following XAML markup:

```
<Grid Target 1
      Name="grdCustomer">
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="*" />
    <ColumnDefinition Width="3*" />
  </Grid.ColumnDefinitions>
  <Grid.RowDefinitions>
    <RowDefinition Height="50" />
    <RowDefinition Height="50" />
  </Grid.RowDefinitions>
  <TextBlock Name="lblFName" Grid.Column="0" Grid.Row="0"
             Text="First Name" FontSize="32"/>
  <TextBox Target 2
           Name="txtFName" Grid.Row="0" Grid.Column="1" />
  <TextBlock Name="lblLName" Grid.Column="0" Grid.Row="1"
             Text="Last Name" FontSize="32"/>
  <TextBox Target 3
           Name="txtLName" Grid.Row="1" Grid.Column="1" />
</Grid>
```

Which code snippets should you include in Target 1, Target 2, and Target 3 to complete the XAML markup? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

#### Code Snippets

`DataContext="CustomerData"`

`ItemsSource="CustomerData"`

`Text="{Binding FirstName}"`

`Text="{Binding LastName}"`

`Content="{Binding FirstName}"`

`Content="{Binding LastName}"`

#### Answer Area

Target 1:  Code snippet

Target 2:  Code snippet

Target 3:  Code snippet

**Answer:**

Target 1:	<code>DataContext="CustomerData"</code>
Target 2:	<code>Text="{Binding FirstName}"</code>
Target 3:	<code>Text="{Binding LastName}"</code>

---

### **Question: 42**

---

You plan to develop a Windows Store app to create pictures.

Users of the app will be able to save the pictures that they create and to share the pictures with friends by using a web link.

You need to ensure that the friends can make comments on the shared pictures.

Which storage technology should you use? (More than one answer choice may achieve the goal. Select the BEST answer.)

- A. Windows Azure blob storage
- B. roaming storage
- C. SkyDrive
- D. Windows Azure Mobile Services

---

**Answer: C**

---

---

### **Question: 43**

---

You are developing a Windows Store app.

You need to display a dialog box that will allow the user to choose from a list of credentials.

Which class should you use?

- A. LSAuthenticationObject
- B. CredentialPicker
- C. PSCredential
- D. AuthenticationPicker
- E. LSCredentialFormContext

---

**Answer: B**

---

Explanation:

CredentialPicker class

Applies to Windows only

Creates an asynchronous object that displays a dialog box of credentials to the user and collects the user's response.

---

### **Question: 44**

---

You are developing a medical recordkeeping app for a company. The app will be used by physicians in remote areas of the world.

All data is highly sensitive and must be stored only in the company's internal data center. The app is not allowed to connect directly to the company's web service or internal network.

You need to select a data access strategy that meets the requirements.

Which remote data access strategy should you use?

- A. Connect to the company's web service framework by using Windows Azure Connect.
- B. Use the Windows.Storage.ApplicationData.Current.LocalSettings data store.
- C. Connect to Windows Azure Mobile Services and store the data in a SQL Azure database.
- D. Connect to a SQL Azure database and use SQL Data Sync.

---

**Answer: A**

---

### **Question: 45**

---

You are developing a Windows Store app.

The app will access several web resources that use an OAuth 2.0 authentication provider.

You need to recommend in which class to store user credentials so that users do not have to reenter their credentials when they access the web resources.

Which class should you recommend?

- A. windows.Security.Authentication.OnlineId.OnlineIdAuthenticator
- B. Windows.Security.Credentials.UI.CredentialPicker
- C. system.Net.NetworkCredential
- D. windows.Security.Credentials.PasswordVault

---

**Answer: D**

---

**Explanation:**

The task of storing and retrieving user credentials securely and allowing user credentials roam at no cost with the user's Microsoft account is simplified with the Credential Locker.

Storing user credentials in the Credential Locker is a quick, two-step process.

1. Obtain a reference to the Credential Locker using the PasswordVault object from the Windows.Security.Credentials namespace.
2. Create a PasswordCredential object that contains an identifier for your app, the username and the password, and pass that to the PasswordVault.Add method to add the credential to the locker.

### **Question: 46**

---

You are developing a Windows Store app to connect to a server and download files that are larger than 500 MB to the local file system.

You need to recommend a technology to download the files.

Which technology should you recommend? (More than one answer choice may achieve the goal. Select the BEST answer.)

- A. Background Transfer
- B. XML HTTP Request
- C. web Sockets
- D. HTTP Client

---

**Answer: A**

---

**Explanation:**

To provide a consistent experience when downloading larger media (video and music) with an operational lifetime that may span beyond multiple app suspensions and/or changes in network availability, your app can use Background Transfer.

Note:

You can now use XMLHttpRequest to upload or download objects that are larger than a few MB, such as Blob objects and FormData objects, which may take a long time to complete. Because apps can be terminated at any time, you should consider using the Windows Runtime background transfer APIs for these operations.

---

### **Question: 47**

---

You are developing a Windows Store app. The app consumes data from a popular social networking site. The requestUri variable represents the address of the social networking site.

The code contains an error.

You need to identify the cause of the error.

You have the following code. (Line numbers are included for reference only.)

```
01 var auth = WebAuthenticationBroker.AuthenticationAsync(  
02 WebAuthenticationOptions.None,  
03 requestedUri);  
04 auth.Completed = delegate  
05 {  
06     switch (asyncAction.Status)  
07     {  
08         case AsyncStatus.Completed:  
09             WebAuthenticationResult result = auth.GetResults();  
10             switch (result.ResponseStatus)  
11             {  
12                 case WebAuthenticationStatus.Success:  
13                     string output = result.ResponseData;  
14                     break;  
15                 case WebAuthenticationStatus.ErrorHttp:  
16                     break;  
17                 case WebAuthenticationStatus.UserCancel:  
18                     break;  
19             }  
20             break;  
21     }  
22 };
```

Which line of code should you identify?

- A. line 02
- B. line 04
- C. line 09
- D. line 13

---

**Answer: B**

---

---

### **Question: 48**

---

You are developing a Windows Store app.

The app must respond to gestures as input.

You need to implement the gesture events.

Which events can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A. pinch
- B. Holding
- C. Tapped

- D. PointerMoved
- E. CapturePointer
- F. Swipe

---

**Answer: ACE**

---

### **Question: 49**

You are developing a Windows Store app.

You need to ensure that the app displays an icon on the lock screen when the app receives a new item.

What should you do?

- A. Declare the background task and enable the control channel property in Package.appxmanifest. Call the ToastNotificationManager.CreateToastNotifier() method.
- B. Declare the background task and enable the Push notification property in Package.appxmanifest. Call the BackgroundExecutionManager.RequestAccessAsync() method.
- C. Declare the background task and enable the push notification property in Package.appxmanifest. Call the ToastNotificationManager.CreateToastNotifier() method.
- D. Declare the background task and enable the control channel property in Package.appxmanifest. Call the BackgroundExecutionManager.RequestAccessAsync() method.

---

**Answer: B**

---

### **Question: 50**

You are developing a Windows Store app.

You need to create a toast notification that will display an image and text.

Which code segment should you use?

- A. 

```
var bindingXmlElement = ((XmlDocument)toast XmlDocument).CreateElement("binding");
bindingXmlElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());
```
- B. 

```
var templateXmlElement = ((XmlDocument)toast XmlDocument).CreateElement("template");
templateXmlElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString
());
```
- C. 

```
var bindingXmlElement = ((XmlDocument)toast XmlDocument).CreateElement("binding");
bindingXmlElement.SetAttribute("template", ToastTemplateType.ToastImageAndText01.ToString
());
```
- D. 

```
var templateXmlElement = ((XmlDocument)toast XmlDocument).CreateElement("template");
templateXmlElement.SetAttribute("binding", ToastTemplateType.ToastImageAndText01.ToString
());
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

---

**Answer: C**

---

### **Question: 51**

**DRAG DROP**

You are developing a page for a Windows Store app.

You have the following requirements for the page:

- Display a button on the bottom app bar that allows the user to insert a picture. This button must be bound to the Insert command in the view model.
- Display a button in the main content area of the page that allows the user to open documents. This button must be bound to the Open command in the view model.

You need to ensure that the requirements are met.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

The 'Answer Area' contains the following XAML code:

```

<Page.BottomAppBar>
  <AppBar>
    <StackPanel Orientation="Horizontal">
      </StackPanel>
    </AppBar>
  </Page.BottomAppBar>

```

The six code snippets from the left are:

- <Button Content="Insert picture" Command="ApplicationCommands.Insert"/>
- <Button Content="Insert picture" Command="{Binding Insert}"/>
- <Button Content="Open document" Command="ApplicationCommands.Open"/>
- <ButtonContent="Open document" Command="{BindingOpen}"/>
- <Button Content="Open document" Command="ApplicationCommands.Load"/>
- <ButtonContent="Insert picture" Command="{BindingAdd}"/>

**Answer:**

Box 1:

<ButtonContent="Open document" Command="{BindingOpen}"/>

Box 2:

<Button Content="Insert picture" Command="{Binding Insert}"/>

**Question: 52**

You are developing a Windows Store app that has four pages.

Page 1 and page 2 share a set of styles. Page 3 and page 4 share a different set of styles.

You need to recommend a solution to manage the styles.

The solution must meet the following requirements:

- Ensure that the styles can be used by every app that you develop.
- Minimize the amount of effort required to update the styles across multiple apps.

What should you include in the recommendation?

- use inline styles.
- Define all of the styles in external files and merge the styles at the page level.
- Define all of the styles in resource dictionaries at the page level.
- Define all of the styles in App.xaml.

**Answer: B**

---

### **Question: 53**

---

You are developing a Windows Store app that has four pages.

Page 1 and page 2 share a set of styles. Page 3 and page 4 share a different set of styles.

You need to recommend a solution to manage the styles. The solution must meet the following requirements:

- Ensure that the styles can be used by every app that you develop.
- Minimize the amount of effort required to update the styles across multiple apps.

What should you include in the recommendation?

- A. Define all of the styles in external files and merge the styles in App.xaml.
- B. Define all of the styles in a resource dictionary in App.xaml.
- C. Define all of the styles in resource dictionaries at the page level.
- D. Define all of the styles in the resources at the page level.

---

**Answer: B**

---

---

### **Question: 54**

---

You are developing a Windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirement must be met?

- A. The app must be created in C#.
- B. The trial functionality must resemble the actual functionality of the app.
- C. The app must support Internet communication.
- D. The app must have a short name and a long name.

---

**Answer: B**

---

Explanation:

Incorrect:

Not A: You can also use Visual Basic.

---

### **Question: 55**

---

You are developing a Windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirements must be met?

- A. You must provide at least two screenshots of the app.
- B. The app must always have an associated privacy policy.
- C. The app must fully support touch input.
- D. you must provide a successful virus scan report.

---

**Answer: C**

---

Explanation:

Your app must fully support touch input, and fully support keyboard and mouse input

---

**Question: 56**

---

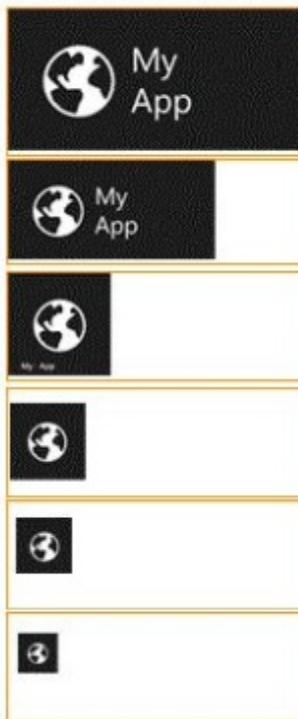
**HOTSPOT**

You are developing the manifest for a Windows Store app.

You need to ensure that the app passes all the Windows Store certification requirements.

Which graphic asset must have a transparent background? (To answer, select the appropriate graphic asset in the answer area.)

Answer Area



Splash Screen Graphic  
630 x 300 px

Wide Logo Image  
310 x 150 px

Logo  
150 x 150 px

Store Logo  
50 x 50 px

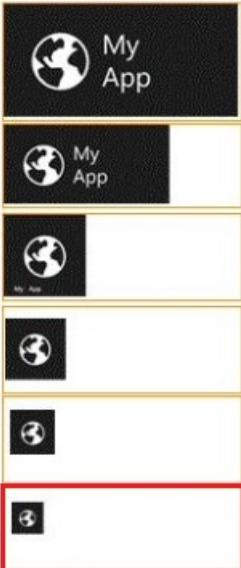
Small Logo  
30 x 30 px

Badge Logo  
24 x 24 px

---

**Answer:**

Answer Area



Splash Screen Graphic  
630 x 300 px

Wide Logo Image  
310 x 150 px

Logo  
150 x 150 px

Store Logo  
50 x 50 px

Small Logo  
30 x 30 px

Badge Logo  
24 x 24 px

Explanation:

Note:

Badge logo

the badge logo of Windows Store app that must be monochromatic with the transparency channel

## Question: 57

---

An object of type AccountViewModel contains properties named Name and Amount.

You are creating a user control that will allow you to view and edit information in the AccountViewModel object. All items must be properly bound to the control regardless of what page the control is applied to. The user control must display a two-column grid that is arranged as shown in the following table.

<b>Cell 1:</b> The text "Client:"	<b>Cell 2:</b> The value of the <b>Name</b> property on the <b>AccountViewModel</b> object
<b>Cell 3:</b> The text "Amount:"	<b>Cell 4:</b> The value of the <b>Amount</b> property on the <b>AccountViewModel</b> object

You need to create the grid and populate the first row of the grid.

What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Create the following code segment for cell 2:

```
<TextBox Text="{Binding Name, Mode=TwoWay}" />
```

- B. Create the following code segment:

```
<Grid DataContext="{Binding AccountViewModel}">
```

- C. Create the following code segment for cell 2:

```
<TextBlock Text="{Binding Name, Mode=TwoWay}" />
```

- D. Create the following code segment for cell 1:

```
<TextBlock Text="{Binding Client}" />
```

- E. Create the following code segment:

```
<Grid ItemSource="{Binding AccountViewModel}">
```

- F. Create the following code segment for cell 1:

```
<TextBlock Text="Client:" />
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E
- F. Option F

---

Answer: ABF

---

**Question: 58****DRAG DROP**

You are developing a Windows Store app.

You are using the Model-View-ViewModel (MVVM) architectural pattern to design the app.

You need to identify the type of code to place in each layer.

How should you distribute the code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Answer Area	
Layer	Code type
Model	Code for enforcing business rules
View	Code that is important to the behavior of the app
View Model	Code that is concerned with the retrieval and management of application data
	Code that is concerned with the specific visual appearance of the user interface
	Code for retrieving or manipulating data items that are to be displayed through data binding

**Answer:**

Layer	Code type
Model	Code for enforcing business rules
View Model	Code that is important to the behavior of the app
Model	Code that is concerned with the retrieval and management of application data
View	Code that is concerned with the specific visual appearance of the user interface
View Model	Code for retrieving or manipulating data items that are to be displayed through data binding

**Explanation:****Note:**

- \* Model: as in the classic MVC pattern, the model refers to either (a) a domain model which represents the real state content (an object-oriented approach), or (b) the data access layer that represents that content (a data-centric approach).
- \* View: as in the classic MVC pattern, the view refers to all elements displayed by the GUI such as buttons, labels, and other controls.
- \* View model: the view model is a “model of the view” meaning it is an abstraction of the view that also serves in mediating between the view and the model which is the target of the view data bindings.

---

### **Question: 59**

---

You are developing a Windows Store app.

You need to create a certificate to sign the app in a test environment.

Which tool or tools should you use?

- A. Makecert and Pvk2Pfx
- B. Gacutil and Tlbimp
- C. the Security Templates snap-in
- D. Makecert and Sn

---

### **Answer: A**

---

**Explanation:**

Use MakeCert.exe and Pvk2Pfx.exe to create a test code signing certificate, so that you can sign your Windows Store app packages.

**Incorrect:**

not B: The Global Assembly Cache tool allows you to view and manipulate the contents of the global assembly cache and download cache.

---

### **Question: 60**

---

**DRAG DROP**

You are developing a Windows Store video-sharing app. Videos are represented in the app by a VideoCollection class that contains a list of videos. The app includes the following code segment:

```
public class Video
{
    ...
}

public class VideoCollection
{
    ...
    public List<Video> Videos { get; }
}
```

The app must support grouping by the VideoCollection object.

You need to bind a GridView control that can display and group the videos to a List<VideoCollection> collection named VideoLibrary.

Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Answer Area	
Create a <b>CollectionViewSource</b> object and set the <b>Source</b> property to <b>VideoLibrary</b> .	
Set the <b>ItemsSource</b> property of the <b>GridView</b> control to <b>CollectionViewSource</b> .	
Set the <b>GroupsSource</b> property of the <b>GridView</b> control to <b>VideoLibrary</b> .	
Set the <b>IsSourceGrouped</b> property to <b>UseGroup</b> , and set the <b>ItemsPath</b> property to <b>VideoCollection</b> .	
Set the <b>IsSourceGrouped</b> property to <b>true</b> , and set the <b>ItemsPath</b> property to <b>Videos</b> .	

Answer: D, B, C

Box 1:

Create a **CollectionViewSource** object and set the **Source** property to **VideoLibrary**.

Box 2:

Set the **IsSourceGrouped** property to **true**, and set the **ItemsPath** property to **Videos**.

Box 3:

Set the **ItemsSource** property of the **GridView** control to **CollectionViewSource**.

Explanation:

Note:

**CollectionViewSource** **IsSourceGrouped**

\* **CollectionViewSource**.**IsSourceGrouped** property

Gets or sets a value that indicates whether source data is grouped.

**true** if data is grouped. **false** if data is not grouped.

## Question: 61

DRAG DROP

You are developing an app named Appl.

You plan to display a large amount of text on a single page of Appl.

You need to ensure that the text flows to a second column if the text does not fit in the first column. The two columns must have the same width.

You have the following XAML markup:

```

<Grid Background="{ThemeResource ApplicationPageBackgroundThemeBrush}">
    <Grid.ColumnDefinitions>
        <ColumnDefinition Width="*"/>
        <Target 1>
    </Grid.ColumnDefinitions>
    <RichTextBlock
        Grid.Row="0"
        Grid.Column="0"
        Margin="20"
        Target 2="Target 3">
        <Paragraph>
            A long text
        </Paragraph>
    </RichTextBlock>
    <Target 4 x:Name="overText" Grid.Row="0"
        Grid.Column="1"
        Margin="20">
        <Target 5>
    </Target 5>
</Grid>

```

Which code snippets should you include in Target 1, Target 2, Target 3, Target 4, and Target 5 to complete the XAML markup? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Code Snippets	Answer Area
{Binding overText}	Target 1:      Code snippet
{Binding ElementName=overText}	Target 2:      Code snippet
OverflowContentTarget	Target 3:      Code snippet
OverflowContentControl	Target 4:      Code snippet
RichTextBlock	Target 5:      Code snippet
RichTextBlockOverflow	
<ColumnDefinition Width="Auto"> </ColumnDefinition>	
<ColumnDefinition Width="*"/> </ColumnDefinition>	

---

**Answer:**

---

Target 1:	<ColumnDefinition Width="*">> </ColumnDefinition>
Target 2:	OverflowContentTarget
Target 3:	{Binding ElementName=overText}
Target 4:	RichTextBlockOverflow
Target 5:	RichTextBlockOverflow

---

## Question: 62

---

You are developing a Windows Store app. An XML document named tileXmlDocument contains the layout of the app tile.

You need to configure a tile notification that will display for 15 seconds.

Which code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A. 

```
vartile = newTileNotification(tileXmlDocument, 15);
Windows.Globalization.Calendarcal = newWindows.Globalization.Calendar();
cal.SetNow();
DateTimeOffsetexpiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```
  
- B. 

```
vartile = newTileNotification(tileXmlDocument);
tile.ExpirationTime = DateTime.Now.AddSeconds(15);
```
  
- C. 

```
vartile = newTileNotification(tileXmlDocument);
Windows.Globalization.Calendarcal = newWindows.Globalization.Calendar();
cal.SetNow();
cal.AddSeconds(15);
DateTimeOffsetexpiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```
  
- D. 

```
vartile = newTileNotification(tileXmlDocument);
Windows.Globalization.Calendarcal = newWindows.Globalization.Calendar();
cal.SetNow(15);
DateTimeOffsetexpiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```
  
- A. Option A
- B. Option B
- C. Option C
- D. Option D

---

Answer: BC

---

Example:

```
tileNotification.ExpirationTime = DateTimeOffset.UtcNow.AddMinutes(10);  
* This example specifies that the notification should appear in 3 hours. This example uses the DateTime object.  
Int16 dueTimeInHours = 3;  
DateTime dueTime = DateTime.Now.AddHours(dueTimeInHours);
```

### Question: 63

HOTSPOT

You are developing a Windows Store app.

A page contains information that is entered by the user.

You need to ensure that the information is retained on the page if the user navigates away from the page and then returns.

You have the following code:

```
protected MainPage()  
{  
    this.InitializeComponent();  
    this.Target 1 Target 2  
}
```

Which code snippets should you insert in target 1 and target 2 to complete the code? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Answer Area

Target 1:

Target 2:

Answer Area

Target 1:   
CacheMode =  
NavigationCacheMode =  
ViewState =

Target 2:   
NavigationCacheMode.Enabled;  
this.Frame.CacheMode;  
this.Page.ViewState;

Answer:

Answer Area

Target 1:   
CacheMode =  
NavigationCacheMode = ■  
ViewState =

Target 2:   
NavigationCacheMode.Enabled; ■  
this.Frame.CacheMode;  
this.Page.ViewState;

### Question: 64

You are developing a Windows Store app.

The app must respond to gestures as input.

You need to implement the gesture events.

Which events can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A. Touch
- B. Tapped
- C. Click
- D. Holding
- E. Hit

---

**Answer: ABD**

---

### **Question: 65**

---

You are developing a Windows Store app that will display a toast notification.

You need to ensure that when a toast notification is displayed, the first line of the notification is bold.

Which template should you use?

- A. TileSquareBlock
- B. TileSquarePeekImageAndText01
- C. ToastImageAndText02
- D. ToastImageAndText01

---

**Answer: C**

---

Explanation:

ToastImageAndText02

A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines.

### **Question: 66**

---

You are developing a Windows Store multiplayer game.

You need to create a toast notification that will display character profile images, in-game screenshots, and player information when the game is not active.

Which code segment should you use?

- A. 

```
varplayerInfoElement = ((XmlDocument)toast XmlDocument).CreateElement("binding");
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());
```
- B. 

```
varplayerInfoElement= ((XmlDocument)toast XmlDocument).CreateElement("template");
playerInfoElement.SetAttribute("binding", ToastTemplateType.ToastImageAndText01.ToString());
```
- C. 

```
varplayerInfoElement= ((XmlDocument)toast XmlDocument).CreateElement("binding");
playerInfoElement.SetAttribute("template", ToastTemplateType.ToastImageAndText01.ToString());
```
- D. 

```
varplayerInfoElement= ((XmlDocument)toast XmlDocument).CreateElement("template");
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

**Answer: B**

### **Question: 67**

#### **DRAG DROP**

You are developing a Windows Store app.

You need to identify the appropriate REST verbs for the app.

Which verbs should you use? (To answer, drag the appropriate verbs to the correct locations in the answer area. Each verb may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Answer Area	
REST verb	Purpose
DELETE	Create data
GET	Delete data
MERGE	Return data
POST	Update all data
PUT	Update changed data

**Answer:**

REST verb	Purpose
POST	Create data
DELETE	Delete data
GET	Return data
PUT	Update all data
MERGE	Update changed data

### **Question: 68**

#### **DRAG DROP**

You are developing a Windows Store social media app. The app communicates with the server by using a secure web service.

You need to ensure that users can securely store and retrieve web service credentials.

You have the following code:

**Target 1**

```

public static void StoreCredentials (string resourceName,
    string userName, string password)
{
    var CurrentCredentials = new PasswordCredentials (resourceName,
        userName, password);
    CredentialStore.Add(CurrentCredentials);
}
public static string RetrievePasswordCredentials (string resourceName,
    string userName)
{
    Target 2
}

```

Which code snippets should you insert in target 1 and target 2 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
private static PasswordVault CredentialStore = new PasswordVault();
```

```
private static PasswordCredentialPropertyStore CredentialStore =
    new PasswordCredentialPropertyStore();
```

```
return CredentialStore.FindByName(resourceName).GetSecureString();
```

```
return CredentialStore.Retrieve(resourceName, userName).Password;
```

```
return CredentialStore.Retrieve(resourceName, userName).GetSecureString();
```

**Answer Area**

Target 1:

Target 2:

**Answer:****Answer Area**

Target 1:

```
private static PasswordVault CredentialStore = new PasswordVault();
```

Target 2:

```
return CredentialStore.Retrieve(resourceName, userName).Password;
```

**Question: 69**

You are developing a Windows Store multi-player game.

You need to ensure that the game can authenticate users by using the credentials of a third-party social networking site.

Which class should you use?

- A. PassportAuthenticationModule
- B. WindowsAuthenticationModule
- C. WebAuthenticationBroker
- D. FormsAuthentication

---

**Answer: C**

---

Explanation:

How can you take protocol modeled for the web and make it work in an app that is running on a Windows 8 device?

The answer is the WebAuthenticationBroker component in the Windows Runtime.

The web authentication broker is designed to assist you with single sign-on scenarios by emulating a fully web-based experienced.

---

### Question: 70

---

DRAG DROP

You are developing a Windows Store app.

The app has the following requirements:

Open the Search charm.

Provide query suggestions by using the GetSuggestions() method-

You need to ensure that the app meets the requirements. You have the following code:

```
private void FindRelated_Clicked(object s, RoutedEventArgs e)
{
    Target 1
    pane.SuggestionsRequested += (sender, args) => {
        var q = args.Request.SearchSuggestionCollection;
        Target 2
    };
    pane.Show("");
}
private IEnumerable<string> GetSuggestions(string data)...
```

Which code snippets should you insert in Target 1 and Target 2 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
q.AddRange(GetSuggestions(args.QueryText));  
q.AppendQuerySuggestions(GetSuggestions(args.QueryText));  
var pane = new SearchPane();  
var pane = SearchPane.GetForCurrentView();
```

Answer Area

Target 1:

Target 2:

---

**Answer:**

---

Target 1:  var pane = SearchPane.GetForCurrentView();

Target 2:  q.AppendQuerySuggestions(GetSuggestions(args.QueryText));

Explanation:

Note:

\* GetForCurrentView

ApplicationView.GetForCurrentView, getForCurrentView method

Applies to Windows and Windows Phone

Gets the window (app view) for the current app.

\* AppendQuerySuggestion

Appends a query suggestion to the list of search suggestions for the search pane.

---

## Question: 71

---

You are developing a Windows Store app that will be used to manage contacts.

You need to provide users with the ability to add contacts by using the app. All new contacts must be visible in the people hub.

Which class should you use to add the contact?

- A. ContactPicker
- B. ContactManager
- C. ContactPickerUI
- D. ContactXnformation

---

**Answer: B**

---

Explanation:

ContactManager class

Represents a service that source apps can call to access contact data.

---

### **Question: 72**

---

You are developing a Windows Store app.

The app will access several web resources that use an OAuth 2.0 authentication provider.

You need to recommend in which class to store user credentials so that users do not have to reenter their credentials when they access the web resources.

Which class should you recommend?

- A. Windows.Security.Credentials.PasswordVault
- B. Windows.Security.Credentials.UI.CredentialPicker
- C. windows.Security.Authentication.OnlineId.OnlineIdAuthenticator
- D. windows.Security.Credentials.WebAccount

---

**Answer: A**

---

**Explanation:**

The task of storing and retrieving user credentials securely and allowing user credentials roam at no cost with the user's Microsoft account is simplified with the Credential Locker.

Storing user credentials in the Credential Locker is a quick, two-step process.

1. Obtain a reference to the Credential Locker using the PasswordVault object from the Windows.Security.Credentials namespace.

2. Create a PasswordCredential object that contains an identifier for your app, the username and the password, and pass that to the PasswordVault.Add method to add the credential to the locker.

---

### **Question: 73**

---

You are developing a Windows Store app that will display a toast notification.

You need to ensure that when a toast notification is displayed, the first line of the notification is bold.

Which template should you use?

- A. TileSquareText03
- B. ToastText01
- C. TileSquarePeekImageAndText01
- D. ToastImageAndText02

---

**Answer: D**

---

**Explanation:**

ToastImageAndText02

A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines.

---

### **Question: 74**

---

You are developing a Windows Store app that will back up video files.

The app will support videos up to 1 GB in size.

If users lose their device, they must be able to restore the video files to a new device.

You need to recommend a storage solution for the app.

Which storage solution should you recommend?

- A. Windows Azure blob storage
- B. SQLite for Windows Runtime
- C. windows Azure Table Storage
- D. video library

---

**Answer: A**

---

**Explanation:**

Azure Blob storage is a service for storing large amounts of unstructured data that can be accessed from anywhere in the world via HTTP or HTTPS. A single blob can be hundreds of gigabytes in size, and a single storage account can contain up to 200 TB of blob, queue, and table data.

Common uses of Blob storage include:

- Serving images or documents directly to a browser
- Storing files for distributed access
- Streaming video and audio
- Performing secure backup and disaster recovery
- Storing data for analysis by an on-premises or Azure-hosted service

---

### **Question: 75**

---

You are developing a Windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirement must be met?

- A. The app must not display ads on tiles.
- B. The app must support Internet communication.
- C. The app must have a short name and a long name.
- D. Ads that do not comply with the standard content policies must supply a content agreement.

---

**Answer: D**

---

### **Case Study: 1**

#### **Scenario 1**

##### **Background**

You are developing a Windows Store app by using C# and XAML. The app will allow users to share and rate photos. The app will also provide information to users about photo competitions.

##### **Application Structure**

The app stores data by using a class that is derived from the DataStoreBase class.

The app coordinates content between users by making calls to a centralized RESTful web service.

The app has a reminder system that displays toast notifications when a photo competition is almost over. The app gets the competition schedule data from the web service.

The app displays a list of images that are available for viewing in a data-bound list box. The image file list stores paths to the image files. The app downloads new images from the web service on a regular basis.

Relevant portions of the app files are shown. (Line numbers are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

##### **Business Requirements**

The app must allow users to do the following:

- Run the app on a variety of devices, including devices that have limited bandwidth connections.
- Share and synchronize high resolution photographs that are greater than 1 MB in size.
- Rate each photo on a scale from 1 through 5.

### **Technical Requirements**

The app must meet the following technical requirements:

- Retain state for each user and each device.
- Restore previously saved state each time the app is launched.
- Preserve user state and photo edits when switching between this app and other apps.
- When the app resumes after a period of suspension, refresh the user interface, tile images, and data with current information from the web service.
- Update the image list box as new images are added to the image file list.
- Convert the image paths into images when binding the image file list to the list box.

The app must store cached images on the device only, and must display images or notifications on the app tile to meet the following requirements:

- Regularly update the app tile with random images from the user's collection displayed one at a time.
- When a photo is displayed on the tile, one of the following badges must be displayed:
  - If the photo has a user rating, the tile must display the average user rating as a badge.
  - If the photo does not have a rating, the tile must display the Unavailable glyph as a badge.
- Update the app tile in real time when the app receives a notification.
- Display only the most recent notification on the app tile.

The app must display toast notifications to signal the end of a photo competition. The toast notifications must meet the following requirements:

- Display toast notifications based on the schedule that is received from the web service.
- Display toast notifications for as long as possible.
- Display toast notifications regardless of whether the app is running.
- When a user clicks a toast notification that indicates the end of the photo competition, the app must display the details of the photo competition that triggered the toast notification.

**App.xaml.cs**

```

AX01 using System;
AX02 using Windows.ApplicationModel.Activation;
AX03 using Windows.UI.Xaml;
AX04 using Windows.UI.Xaml.Controls;
AX05 namespace Application1
AX06 {
AX07     sealed partial class App : Application
AX08     {
AX09         private DispatcherTimer tileUpdateTimer = new DispatcherTimer();
AX10        private DispatcherTimer badgeUpdateTimer = new DispatcherTimer();
AX11        public App()
AX12        {
AX13            this.InitializeComponent();
AX14            tileUpdateTimer.Tick += TileUpdateTimer_Tick;
AX15            tileUpdateTimer.Interval = new TimeSpan(0, 0, 10);
AX16            tileUpdateTimer.Start();
AX17            badgeUpdateTimer.Tick += BadgeUpdateTimer_Tick;
AX18            badgeUpdateTimer.Interval = new TimeSpan(0, 1, 0);
AX19            badgeUpdateTimer.Start();
AX20        }
AX21        private void SendNotification(XmlDocument currentTemplate)
AX22        {
AX23            var tileUpdater = TileUpdateManager.CreateTileUpdaterForApplication();
AX24        }
AX25        void TileUpdateTimer_Tick(object sender, object e)
AX26        {
AX27        }
AX28        void BadgeUpdateTimer_Tick(object sender, object e)
AX29        {
AX30            ...
AX31        }
AX32        protected override void OnLaunched(LaunchActivatedEventArgs args)
AX33        {
AX34            var rootFrame = new Frame();
AX35            rootFrame.Navigate(typeof(MainPage));
AX36            Window.Current.Content = rootFrame;
AX37            Window.Current.Activate();
AX38        }
AX39    }
AX40}
AX41}
AX42}

```

### **DataStoreBase.cs**

```
DB01 using System;
DB02 namespace Application1
DB03 {
DB04     public abstract class DataStoreBase
DB05     {
DB06         public abstract bool SaveLocalSetting(string key, string value);
DB07         public abstract bool SaveRoamingSetting(string key, string value);
DB08         public abstract bool SaveDataToWebService(string key, string jsonString);
DB09         public abstract bool SaveDataToLocalStorage(string key, string jsonString);
DB10         public abstract bool SaveDataToRoamingStorage(string key, string jsonString);
DB11         public abstract bool SaveDataToAzureStorage(string key, string jsonString);
DB12         public abstract string GetLocalSetting(string key);
DB13         public abstract string GetRoamingSetting(string key);
DB14         public abstract string GetDataFromWebService(string key);
DB15         public abstract string GetDataFromLocalStorage(string key);
DB16         public abstract string GetDataFromRoamingStorage(string key);
DB17         public abstract string GetDataFromAzureStorage(string key);
DB18     }
DB19 }
```

---

### **Question: 1**

---

You need to ensure that launching the app displays the required information.

From which ApplicationExecutionState enumeration should you configure the user interface state?

- A. ClosedByUser
- B. Suspended
- C. NotRunning
- D. Running
- E. Terminated

---

**Answer: A**

---

Explanation:

\* ClosedByUser

The user closes the app through the close gesture or Alt+F4 and takes longer than 10 seconds to activate the app again.

\*From scenario: The app must meet the following technical requirements:

Retain state for each user and each device.

Restore previously saved state each time the app is launched.

---

### **Question: 2**

---

You need to choose the appropriate data binding strategy for the image list box.

Which method should you use?

- A. System.Drawing.ImageConverter.ConvertToString()
- B. IValueConverter.ConvertBack()
- C. IValueConverter.Convert()
- D. System.Drawing. ImageConverter-ConvertFromString()

---

**Answer: C**

---

Explanation:

IValueConverter.Convert

The data binding engine calls this method when it propagates a value from the binding source to the binding target.

---

### Question: 3

---

You need to configure toast notifications for the photo competition.

Which code segment should you use?

- A. `((XmlElement)currentTemplate.CreateElement("notify")).SetAttribute("duration", "5000");`
- B. `((XmlElement)currentTemplate.GetElementsByTagName("toast")[0]).SetAttribute("duration", "long");`
- C. `((XmlElement)currentTemplate.GetElementsByTagName("toast")[0]).SetAttribute("duration", "short");`
- D. `((XmlElement)currentTemplate.CreateElement("duration")).SetAttribute("value", "long");`

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: B**

---

Explanation:

The app must display toast notifications to signal the end of a photo competition. The toast notifications must meet the following requirements:

/ Display toast notifications for as long as possible

---

### Question: 4

---

You need to ensure that only the correct information is preserved when the user switches to another app.

Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Save application state by calling the `SaveDataToRoamingStorage()` method,
- B. Save photographs by calling the `SaveDataToLocalStorage()` method.
- C. Save photographs by calling the `SaveDataToWebService()` method.
- D. save application state by calling the `SaveDataToLocalStorage()` method.

---

**Answer: A, B**

---

Explanation:

A: From scenario: The app must meet the following technical requirements:

Retain state for each user and each device.

B: From scenario: The app must store cached images on the device only

---

### **Question: 5**

---

You need to ensure that the app resumes according to the requirements.

Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Retrieve new user content by using the Window.Current.Dispatcher.ProcessEvents() method in the App\_Resuming event handler.
- B. update the user interface by using the Window.Current.Dispatcher.Invoke() method in the App\_Resuming event handler.
- C. Override the OnLaunched event handler.
- D. Retrieve new user content by using the Window.Current.Dispatcher.ProcessEvents() method in the OnLaunched event handler when the ActivationKind is Launch.
- E. Update the user interface by using the Window.Current.Dispatcher.Invoke() method in the OnLaunched event handler when the ActivationKind is Launch.
- F. Register the App\_Resuming event handler for theResuming event.

---

### **Answer: A, B**

---

Explanation:

From scenario:

The app must meet the following technical requirements:

/ When the app resumes after a period of suspension, refresh the user interface, tile images, and data with current information from the web service.

---

### **Question: 6**

---

You need to choose the appropriate data binding strategy for the image list box.

Which method should you use?

- A. System.Drawing.ImageConverter.ConvertTo(value, typeof(Image))
- B. IValueConverter.Convert()
- C. System.Drawing.ImageConverter.ConvertFrom(value, typeof(Image), CultureInfo.CurrentCulture)
- D. IValueConverter.ConvertBacfc ()

---

### **Answer: B**

---

Explanation:

IValueConverter.Convert

The data binding engine calls this method when it propagates a value from the binding source to the binding target.

---

### **Question: 7**

---

A photo competition is ending.

You need to meet the requirements when a user clicks the toast notification.

Which code segment should you use?

- A. 

```
((XmlElement)currentTemplate.GetElementsByTagName("binding")[0])
    .SetAttribute("trigger", competitionID);
```
  - B. 

```
currentTemplate.GetElementsByTagName("binding").First()
    .AppendChild(currentTemplate.CreateTextNode(competitionID));
```
  - C. 

```
currentTemplate.GetElementsByTagName("toast").First()
    .AppendChild(currentTemplate.CreateTextNode(competitionID));
```
  - D. 

```
((XmlElement)currentTemplate.GetElementsByTagName("toast")[0])
    .SetAttribute("launch", competitionID);
```
- A. Option A
  - B. Option B
  - C. Option C
  - D. Option D

---

**Answer: D**

---

Explanation:

From scenario:

When a user clicks a toast notification that indicates the end of the photo competition, the app must display the details of the photo competition that triggered the toast notification.

---

### **Question: 8**

---

DRAG DROP

You need to update the app tile images.

With which four code segments in sequence should you replace line AX23? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

## Answer Area

```
var tileUpdater =
TileUpdateManager.CreateTileUpda
terForApplication();
tileUpdater.Insert
(new TileNotification
(currentTemplate));
```

```
currentTemplate =
TileUpdateManager.GetTemplateCon
tent
(TileTemplateType.TileWideImage)
;
```

```
currentTemplate.GetXml();
```

```
var tileUpdater =
TileUpdateManager.CreateTileUpda
terForApplication();
tileUpdater.Update
(new TileNotification
(currentTemplate));
```

```
imageNode.SetAttribute
("src", string.Format("ms-
appdata://'{0}'", GetRandomImage
()));
```

```
var imageNode = (XmlElement)
currentTemplate.GetElementsByTagName
("image")[0];
```

```
imageNode.SetAttribute
("src", string.Format("ms-
appx://'{0}", GetRandomImage()));
```

---

Answer:

Box 1:

```
currentTemplate.GetXml();
```

Box 2:

```
var tileUpdater =
TileUpdateManager.CreateTileUpda
terForApplication();
tileUpdater.Update
(new TileNotification
(currentTemplate));
```

Box 3:

```
var imageNode = (XmlElement)
currentTemplate.GetElementsByTagName("image") [0];
```

Box 4:

```
imageNode.SetAttribute
("src", string.Format("ms-
appdata://{}", GetRandomImage
()));
```

Explanation:

Note:

\* From scenario:

/ Regularly update the app tile with random images from the user's collection displayed one at a time.

\* What is the difference between ms-appx:/// and ms-appdata:///

The bird's eye view is that ms-appx is your app package (where the app is installed), and ms-appdata is your application data .

## Question: 9

You need to identify the class to use as the data context for the image list box.

Which class should you use?

- A. System.Collections.ObjectModel.CollectionObserver<T>
- B. System.Collections.ObjectModel.ObservableCollection<T>
- C. System.Collections.Generic.IEnumerator<T>
- D. System.Collections.Generic.IEnumerable<T>

---

**Answer: B**

---

Explanation:

ObservableCollection<T> Class

Represents a dynamic data collection that provides notifications when items get added, removed, or when the whole list is refreshed.

## Question: 10

You need to correctly display notifications on the app tile.

Which code segments should you insert at line AX24? (Each correct answer presents part of the solution. Choose all that apply.)

- A. tileUpdater.EnableNotificationQueue(**false**);
- B. tileUpdater.EnableNotificationQueue(**true**);
- C. tileUpdater.Update(**new TileNotification(currentTemplate)**
{ ExpirationTime = **DateTimeOffset.Now.AddMinutes(10)** } );
- D. tileUpdater.AddToSchedule(**new ScheduledTileNotification(**
currentTemplate, **DateTimeOffset.Now.AddMinutes(10)** ));

- A. Option A
- B. Option B
- C. Option C
- D. Option D

---

**Answer: B, D**

---

Explanation:

B: TileUpdater.EnableNotificationQueue | enableNotificationQueue method

Enables the tile to queue up to five notifications. This enables the notification queue on all tile sizes.

D: From scenario:

Display toast notifications based on the schedule that is received from the web service.

---

### **Question: 11**

---

You need to ensure that resuming the app displays the required information.

From which ApplicationExecutionState enumeration should you configure the user interface state?

- A. Terminated
- B. NotRunning
- C. Suspended
- D. Running
- E. ClosedByUser

---

**Answer: E**

---

Explanation:

\* ClosedByUser

The user closes the app through the close gesture or Alt+F4 and takes longer than 10 seconds to activate the app again.

\*From scenario: The app must meet the following technical requirements:

Retain state for each user and each device.

Restore previously saved state each time the app is launched.

---

### **Question: 12**

---

You need to ensure that only the correct information is preserved when the user switches to another app.

Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Save photographs by calling the SaveDataToAzureStorage() method.
- B. Save application state by calling the SaveDataToLocalStorageQ method.
- C. Save application state by calling the SaveDataToRoamingStorage() method,
- D. Save photographs by calling the SaveDataToWebService() method.
- E. Save application state by calling the SaveDataToAzureStorage() method.
- F. Save photographs by calling the SaveDataToLocalStorage() method.

---

**Answer: EF**

---

Explanation:

C: The app must meet the following technical requirements:

- Retain state for each user and each device.
  - Restore previously saved state each time the app is launched.
- F: The app must store cached images on the device only

---

### **Question: 13**

---

You need to access the remote image data according to the requirements.  
Which data storage methods should you use?

- A. SaveDataToSqlAzureStorage() and GetDataFromSqlAzureStorage()
- B. SaveDataToRemoteStorage() and GetDataFromRemoteStorage()
- C. SaveDataToAzureStorage() and GetDataFromAzureStorage()
- D. SaveDataToWebService() and GetDataFromWebService()

---

**Answer: C**

---

## **Case Study: 2**

### **Scenario 2**

#### **Background**

You are developing a Windows Store app named Picture Sharer. The app will allow users to capture, modify, caption, and share pictures.

#### **Application Structure**

The ShareImageButton and GetContactsButton controls use the same foreground color. The foreground color might change in the future.

The following code defines a custom button style named ButtonStyleRed:

```
<Style TargetType="Button" x:Key="ButtonStyleRed">
<Setter Property="Foreground" Value="#FFC34343;"/>
<Setter Property="BorderBrush" Value="#FFC34343;"/>
...
</Style>
```

Relevant portions of the app files are shown. (Line numbers are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

#### **Business Requirements**

The app must meet the following business requirements:

- Allow users to capture and retrieve pictures, modify pictures by adding a shading effect, and add captions to images.
- Support only Landscape and Landscape-flipped orientations.
- Ensure that users can select and modify images from the PictureChooserPage page.
- Ensure that users can change the magnification of the selected image and resize the image by using pinch and stretch gestures. Scaling should be fluid and precisely controlled by the user.

The app must be localized for the French Canadian market.

#### **Technical Requirements**

The app must meet the following technical requirements:

- Scroll bars must not be visible.
- The CaptionTextBlock and CaptionTextBox controls must appear side by side, without overlapping and on the same line. The CaptionTextBox control should appear to the right of the

CaptionTextBlock control.

- The ContactPicker object must be filtered to display only email addresses.
- Minimize the code that is required to implement optical zoom functionality.

You must perform the following tasks:

- Handle the Click event of the GetPictureButton control to switch from the current page to the PictureChooserPage page.
- After the user selects an image on the PictureChooserPage page, ensure that the app navigates back to the PictureSharer MainPage page.
- Track the current screen orientation and page size by updating the \_currentViewState, \_currentHeight, and \_currentWidth fields every time the screen orientation or page size changes.
- Create a style named ButtonStyleWhite that inherits all the style settings of the ButtonStyleRed style except the border color; the border color must be white. The ButtonStyleWhite style must automatically update with any changes that are made to the ButtonStyleRed style.
- Create a resource named ButtonForegroundColor to implement the button foreground color so that it can be referenced in XAML by using the following standard syntax: Foreground- "{StaticResource ButtonForegroundColor}"
- Ensure that the OnNavigatedTo() method updates the current picture when a new picture is selected.
- Change the background for the root Grid element to a vertical gradient that transitions from black at the top to maroon at the bottom. Create a resource named GridBackgroundGradientBrush to hold the requested gradient.
- While testing the app, you observe the following results:
  - An exception is being thrown in the GetContactsCompleted event handler when the retrieved email address is assigned to the RecipientsTextBlock control. The exception message states: "The application called an interface that was marshalled for a different thread."
  - When users navigate away from the PictureSharer MainPage page, information that was entered in the CaptionTextBlock control is lost.

### **PictureSharer MainPage.xaml**

```
XA01 <Page
XA02   x:Class="PictureSharer.PictureSharer MainPage"
XA03   xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
XA04   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
XA05   xmlns:local="using:PictureSharer"
XA06   xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
XA07   xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
XA08   mc:Ignorable="d">
XA09
XA10  <Grid Background="{StaticResource ApplicationPageBackgroundBrush}">
XA11    <Image x:Name="SelectedImage" Source="Images/
blank.jpg" Width="800" Height="800" />
XA12    <TextBlock x:Name="RecipientsTextBlock"/>
XA13    <StackPanel>
XA14      <TextBlock x:Name="CaptionTextBlock" Text="Caption"/>
XA15      <TextBox x:Name="CaptionTextBox"/>
XA16    </StackPanel>
XA17    <Button x:Name="ShareImageButton" Click="ShareImageButton_Click"
Foreground="#FFC34343">
XA18      Send Image</Button>
XA19    <Button x:Name="GetContactsButton" Click="GetContactsButton_Click"
Foreground="#FFC34343">
XA20      Get Contacts</Button>
XA21    <Button x:Name="GetPictureButton" Click="GetPictureButton_Click" Foreground="#FF
C34343" >
XA22      Get Picture</Button>
XA23  </Grid>
XA24 </Page>
```

**PictureSharer MainPage.xaml.cs**

```

CS01 public sealed partial class PictureSharerMainPage : Page
CS02 {
CS03     private ApplicationViewState _currentViewState;
CS04     private double _currentHeight, _currentWidth;
CS05     public PictureSharerMainPage()
CS06     {
CS07         this.InitializeComponent();
CS08
CS09
CS10    }
CS11    protected override void OnNavigatedTo(NavigationEventArgs e)
CS12    {
CS13
CS14    }
CS15    private void GetContactsButton_Click(object sender, RoutedEventArgs e)
CS16    {
CS17        var picker = new ContactPicker();
CS18
CS19        var results = picker.PickSingleContactAsync();
CS20        results.Completed += GetContactsCompleted;
CS21    }
CS22    private void GetContactsCompleted(IAsyncResult<ContactInformation> op,
CS23        AsyncStatus status)
CS24    {
CS25        var emailList = new List<string>();
CS26        var contact = op.GetResults();
CS27        if (contact Emails.Count == 0)
CS28            return;
CS29        foreach (var info in contact Emails)
CS30            emailList.Add(info.Value);
CS31        var email = string.Join(";", emailList);
CS32        RecipientsTextBlock.Text = email;
CS33    }
CS34    private void ShareImageButton_Click(object sender, RoutedEventArgs e)
CS35    {
CS36        SendImageToCloud();
CS37    }
CS38    private void SendImageToCloud()
CS39    {
CS40        ...
CS41    }
CS42 }
CS43 }
```

**PictureChooserPage.xaml**

```

PC01 <Page
PC02     x:Class="PictureSharer.PictureChooserPage"
PC03     xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
PC04     xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
PC05     xmlns:local="using:PictureSharer"
PC06     xmlns:d="http://schemas.microsoft.com/expression/blend/2008"
PC07     xmlns:mc="http://schemas.openxmlformats.org/markup-compatibility/2006"
PC08     mc:Ignorable="d">
PC09     <Grid Background="{StaticResource ApplicationPageBackgroundBrush}">
PC10         <Image x:Name="SelectedImage" Source="Images/image1234.jpg"/>
PC11         <Button Content="Back" HorizontalAlignment="Left" Margin="227,25,0,0"
PC12             VerticalAlignment="Top" Width="75" Click="Button_Click_1"/>
PC13     </Grid>
PC14 </Page>
```

**Question: 1**

You need to enable the functionality to switch to the PictureChooserPage page.

Which code segments should you insert at line CS42? (Each correct answer presents part of the solution Choose all

that apply.)

- A. `this.Frame.Navigate(typeof(PictureChooserPage));`  
}
- B. `this.Frame.GoForward(typeof(PictureChooserPage));`  
}
- C. `private void OpenPicture_Click(object sender, RoutedEventArgs e)`  
{
- D. `private void GetPictureButton_Click(object sender, RoutedEventArgs e)`  
{
- E. `this.Frame.Navigate("PictureChooserPage");`  
}
- F. `private void GetPicture_Click(object sender, RoutedEventArgs e)`  
A. Option A  
B. Option B  
C. Option C  
D. Option D  
E. Option E  
F. Option F

---

**Answer: A, D**

---

Explanation:

From scenario:

You must perform the following tasks:

- \* (D) Handle the Click event of the GetPictureButton control to switch from the current page to the PictureChooserPage page.
- \* (A) After the user selects an image on the PictureChooserPage page, ensure that the app navigates back to the PictureSharer MainPage page.

---

## Question: 2

---

You need to implement the required image magnification and manipulation requirements for selected images. Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Use the ManipulationDeltaRoutedEventArgs.Delta.Expansion value to implement optical zoom.
- B. Add a ManipulationMode attribute to the SelectedImage object and set the attribute to Translate.
- C. Use the ManipulationDeltaRoutedEventArgs.Delta.Scale value to implement optical zoom.
- D. Add a ManipulationDelta event to the SelectedImage object.
- E. Add a ManipulationMode attribute to the SelectedImage object and set the attribute to All.
- F. Add a ManipulationComplete event to the SelectedImage object.

---

**Answer: CDE**

Explanation:

\* From scenario:

Ensure that users can change the magnification of the selected image and resize the image by using pinch and stretch gestures. Scaling should be fluid and precisely controlled by the user.

---

### **Question: 3**

You need to implement the OnNavigatedTo() method to meet the requirements.

Which code segment should you insert at line CS13?

- A. 

```
if(e.NavigationMode == NavigationMode.Back)
{
    UpdateImage();
}
```
  
- B. 

```
if(e.TargetPageType == typeof(PictureSharer MainPage) && e.NavigationMode == 
NavigationMode.Back)
{
    UpdateImage();
}
```
  
- C. 

```
UpdateImage();
```
  
- D. 

```
if(e.SourcePageType == "PictureSharer MainPage" && e.NavigationMode == 
NavigationMode.Back)
{
    UpdateImage();
}
```

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: A**

Explanation:

From scenario: Ensure that the OnNavigatedTo() method updates the current picture when a new picture is selected.

---

### **Question: 4**

You need to localize the Picture Sharer app in the required language.

Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Add a Uid attribute to any XAML elements that must be localized.
- B. Create a folder named fr-CA at the root of the project.

- C. Create a resource file named resources.res.
- D. Create a resource file named resources.resw.
- E. Create a folder named es-ES at the root of the project.
- F. Add a Name attribute to any XAML elements that must be localized.

---

**Answer: A, B, D**

---

Explanation:

- \* (A) To localize a certain property of a XAML element you only need to add a x:Uid="SomeKey" attribute to the element and add the appropriate resource to the .resw file.
- \* (B) The app must be localized for the French Canadian market.
- \* (BD) Example: A French language resource named "Greeting" whose value is " Bonjour!". To create the resource file, add a folder named fr-FR to your project, and then add a resource file named Resources.resw to the folder.
- \* In Windows Store apps, you designate the names of localized resource files by creating a folder to store the resources and images of a supported culture. You can then describe the resource by using the culture name (such as "ko-kr") followed by the default resource name and resource file extension (such as "ko-kr\Resources.resw").

URL: [http://msdn.microsoft.com/en-us/library/windows/apps/hh694557\(v=vs.110\).aspx](http://msdn.microsoft.com/en-us/library/windows/apps/hh694557(v=vs.110).aspx)

---

### **Question: 5**

---

You need to modify the GetContactsCompleted event handler to prevent the exception.  
Which code segment should you use to replace line CS32?

- A. 

```
Application.Current.Dispatcher.BeginInvoke(new Action(() => {
    CoreDispatcherPriority.Background, RecipientsTextBlock.Text = "new value"; }));
    
```
  - B. 

```
Action handler = delegate { RecipientsTextBlock.Text = email; };
    RecipientsTextBlock.Dispatcher.BeginInvoke(DispatcherPriority.Background, handler);
    
```
  - C. 

```
InvokedHandler handler = delegate{ RecipientsTextBlock.Text = email; };
    Dispatcher.Invoke(CoreDispatcherPriority.Normal, handler, this, null);
    
```
  - D. 

```
Action handler = delegate { RecipientsTextBlock.Text = email; };
    RecipientsTextBlock.Dispatcher.Invoke(DispatcherPriority.Normal, handler);
    
```
- A. Option A
  - B. Option B
  - C. Option C
  - D. Option D

---

**Answer: C**

---

Explanation:

- \* An exception is being thrown in the GetContactsCompleted event handler when the retrieved email address is assigned to the RecipientsTextBlock control. The exception message states: "The application called an interface that was marshalled for a different thread."

---

### **Question: 6**

---

You need to retain the data that is entered in the TextBox control when the user navigates away from the PictureSharer MainPage page.  
Which code segment should you insert at line CS08?

- A. `this.CaptionTextBox.NavigationCache = Windows.UI.Xaml.Navigation.NavigationCache.Enabled;`
- B. `this.NavigationCacheMode = Windows.UI.Xaml.Navigation.NavigationCacheMode.Required;`
- C. `this.CaptionTextBox.NavigationCacheMode = Windows.UI.Xaml.Navigation.NavigationCacheMode.Required;`
- D. `this.NavigationCache = Windows.UI.Xaml.Navigation.NavigationCache.Enabled;`
- A. Option A  
B. Option B  
C. Option C  
D. Option D

---

**Answer: B**

---

**Explanation:**

\* `NavigationCacheMode`

Specifies caching characteristics for a page involved in a navigation.

\* `NavigationCacheMode.Required`

The page is cached and the cached instance is reused for every visit regardless of the cache size for the frame.

---

### **Question: 7**

---

You need to configure the ContactPicker object.

Which code segment should you insert at line CS18?

- A. `picker.DesiredFields.Add(KnownContactField.LastName);`
- B. `picker.DesiredFields.Add("EmailFilter,,");`
- C. `picker.FiltersCollection.Add("LastName") ;`
- D. `picker.FilterCollection.Add(KnownContactField.FirstName);`
- E. `picker.DesiredFields.Add(KnownContactField.Email);`

---

**Answer: E**

---

**Explanation:**

The ContactPicker object must be filtered to display only email addresses.

---

### **Question: 8**

---

You need to create the ButtonForegroundColor resource.

Which code segment should you insert at line XA09?

- A. `<Page.Resources>  
 <SolidColorBrush x:Key="ButtonForegroundColor" Color="#FFC34343"/>  
</Page.Resources>`
- B. `<Page.Resources>  
 <Style TargetType="Button" x:Key="ButtonForegroundColor">  
 <Setter Property="Foreground" Value="#FFC34343"/>  
 </Style>  
</Page.Resources>`
- C. `<Page.Resources>  
 <ButtonForegroundColor>#FFC34343</ButtonForegroundColor>  
</Page.Resources>`
- D. `<Page.Resources>  
 <Color x:Key="ButtonForegroundColor">#FFC34343</Color>  
</Page.Resources>`

- A. Option A  
 B. Option B  
 C. Option C  
 D. Option D

---

**Answer: A**

---

Explanation:

- \* Create a resource named ButtonForegroundColor to implement the button foreground color so that it can be referenced in XAML by using the following standard syntax: Foreground="{StaticResource ButtonForegroundColor}"
- \* SolidColorBrush

### Question: 9

---

DRAG DROP

You need to refactor the code so that more than one contact can be selected by using the ContactPicker class.

You have the following code:

```
private void GetContactsButton_Click(object sender, RoutedEventArgs e)
{
    var picker = new ContactPicker();
    var results = Target 1
    results.Completed = GetContactsCompleted;
}
private void GetContactsCompleted(Target 2, AsyncStatus status)
{
    var emailList = new List<string>();
    foreach (Target 3)
    {
        if (contact.Emails.Count == 0)
            return;
        foreach (var info in contact.Emails)
            emailList.Add(info.Value);
    }
    var email = string.Join(";", emailList);
}
```

Which code snippets should you insert in Target 1, Target 2, and Target 3 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than

once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
IAsyncOperation<ContactInformation> op
IAsyncOperation< IReadOnlyList<ContactInformation>> op
picker.PickContactsAsync();
picker.PickMultipleContactsAsync();
var contact in op.GetResults()
var contact in op.GetResults().Contacts
```

### Answer Area

Target 1:

Target 2:

Target 3:

### Answer:

Target 1: picker.PickMultipleContactsAsync();

Target 2: IAsyncOperation< IReadOnlyList<ContactInformation>> op

Target 3: var contact in op.GetResults()

Explanation:

Note:

PickMultipleContactsAsync

Launches the Contact Picker for selecting multiple contacts.

Return value

Type: IAsyncOperation<IVectorView>

Incorrect:

\* ContactPicker.PickContactAsync, pickContactAsync method

Launches the Contact Picker to select a single contact.

## Question: 10

You need to retain the data that is entered in the TextBox control when the user navigates away from the PictureSharer MainPage page.

Which code segment should you insert at line CS08?

- A. this.NavigationCacheMode =Windows.Pi.Xaml.Navigation.NavigationCacheMode.Required;
- B. this.NavigationCacheMode = Windows.01.Xaml-Navigation.NavigationCache.Enabled;
- C. thls.Caption~ext3ox.CacheMode - Windows.01.Xaml.ControlCache.CacheEnabled;
- D. var cache = CaptionTextBox.Text;

---

**Answer: A**

---

**Explanation:**

- \* To enable a page to be cached, set NavigationCacheMode to either Enabled or Required. The difference in behavior is that Enabled might not be cached if the frame's cache size limit (CacheSize) is exceeded, whereas Required always generates an entry no matter the size limit.
- \* Scenario: After the user selects an image on the PictureChooserPage page, ensure that the app navigates back to the PictureSharer MainPage page.

### **Case Study: 3**

#### **Scenario 3**

##### **Background**

You are developing a Windows Store news aggregator app that will retrieve data from RSS feeds and social networks based on the user's subscriptions.

##### **Application Structure**

The app will run locally on the user's device. User preferences will be available locally.

When a user starts the app, the app will load the RSS feed and social network information.

The app will retrieve data from RSS feeds by using the FeedRetriever class. The app will authenticate to and retrieve data from social networks by using the SocialRetriever class.

By default, data is presented in a ListView control.

Relevant portions of the app files are shown. (Line numbers are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

##### **Technical Background**

The design team has provided a custom XAML code segment for the itemTemplate attribute of the GridView control that displays RSS feeds. The custom item template is named newTem plate. It will not be used in other GridView controls.

##### **Business Requirements**

The app must enable users to perform the following tasks:

- Define a feed title.
- Define a list of RSS feeds that the users want to subscribe to.
- View information about topics that are popular on the users' selected social networks.
- Share content that is aggregated by the app.
- Search aggregated content by using only the Search charm.
- Share RSS feed content by using the Share charm.
- Display general help information by using the Settings charm.

The app must list the name of each social network to which the user subscribes. The app must indicate whether the user is authenticated to that social networking site.

The available data sources will be expanded to include JSON data from a third-party social networking site that is hosted by Litware, Inc. An SSL connection to the Litware social network is available.

##### **Technical Requirements**

The app has the following technical requirements:

- Retrieve user data from the social network services by using the authentication credentials.
- When making an HTTP request for content, read all content prior to acting on the response.
- When SSL is available, use SSL to retrieve data from social network providers.

The code that is used to retrieve data from RSS feeds must be reusable.

The app must display the information about the user's social network subscriptions in a layout control. The app must display authentication screens from the social networking sites when an authentication screen is available.

The custom XAML code that was provided by the design team must be available for all ListView controls in the app.

Data from the FeedRetriever class must be presented in a data control.

Two developers will create the SocialRetriever class, with the following assignments:

- Developer1 must update methods for getting data.
- Developer2 must implement three new methods for exposing data to the user interface.

All methods must be self-contained and must not affect other methods in the SocialRetriever class.

Multiple developers must not work in the same file at the same time.

### **NewsItem.cs**

```
NI01 usingSystem;
NI02 usingSystem.Text;
NI03 namespaceNewsReader.Code
NI04 {
NI05     publicclassNewsItem
NI06     {
NI07         publicstringTitle { get; set; }
NI08         publicStringBuilderAuthor { get; set; }
NI09         publicstringContent { get; set; }
NI10         publicDateTimePubDate { get; set; }
NI11         publicUriLink { get; set; }
NI12         publicstringSummary { get; set; }
NI13     }
NI14 }
```

### **NewsSource.cs**

```
NS01 usingSystem;
NS02 usingSystem.Collections.Generic;
NS03 namespaceNewsReader.Code
NS04 {
NS05     publicclassNewsSource
NS06     {
NS07         publicstringTitle { get; set; }
NS08         publicstringDescription { get; set; }
NS09         publicDateTimePublicationDate { get; set; }
NS10         publicstringImage { get; set; }
NS11         privateList<NewsItem> _items = newList<NewsItem>();
NS12         publicList<NewsItem> Items
NS13     {
NS14         get
NS15         {
NS16             returnthis._items;
NS17         }
NS18     }
NS19 }
NS20 }
```

**FeedRetriever.cs**

```

FR01  usingSystem;
FR02  usingSystem.Collections.Generic;
FR03  usingSystem.Collections.ObjectModel;
FR04  usingSystem.Threading.Tasks;
FR05  usingWindows.Web.Syndication;
FR06  namespaceNewsReader.Code
FR07  {
FR08      publicclassFeedRetriever
FR09      {
FR10          privateObservableCollection<NewsSource> _news = new
ObservableCollection<NewsSource>();
FR11          publicObservableCollection<NewsSource> News
FR12          {
FR13              get{ returnthis._news; }
FR14          }
FR15          publicasyncTask<List<string>> GetNewsSources(List<string> addresses)
FR16          {
FR17              ...
FR18          }
FR19          privateasyncTask<NewsSource> GetNewsSourceAsync(stringaddress)
FR20          {
FR21              NewsSourcesource = newNewsSource();
FR22              try
FR23              {
FR24                  ...
FR25              }
FR26              catch(Exceptionex)
FR27              {
FR28                  throwex;
FR29              }
FR30              returnsource;
FR31          }
FR32      }
FR33  }

```

**SocialItem.cs**

```

SI01  usingSystem;
SI02  namespaceNewsReader.Code
SI03  {
SI04      publicclassSocialItem
SI05      {
SI06          publicstringProfileImgUrl { get; set; }
SI07          publicstringContent { get; set; }
SI08          publicDateTimePostTime { get; set; }
SI09          publicUriLink { get; set; }
SI10      }
SI11  }

```

**SocialSource.cs**

```

SS01  usingSystem;
SS02  usingSystem.Collections.Generic;
SS03  namespaceNewsReader.Code
SS04  {
SS05      publicclassSocialSource
SS06      {
SS07          publicstringName { get; set; }
SS08          publicUriRequestUri { get; set; }
SS09          publicUriCallbackUri { get; set; }
SS10          publicboolisAuthenticated { get; set; }
SS11          privateList<SocialItem> _items = newList<SocialItem>();
SS12          publicList<SocialItem> Items
SS13          {
SS14              get
SS15              {
SS16                  if(this._items == null)
SS17                      this._items = newList<SocialItem>();
SS18                  returnthis._items;
SS19              }
SS20          }
SS21      }
SS22  }

```

**SocialRetriever.cs**

```

SR01  usingSystem;
SR02  usingSystem.Collections.Generic;
SR03  usingSystem.Collections.ObjectModel;
SR04  usingSystem.Net.Http;
SR05  usingSystem.Threading.Tasks;
SR06  usingWindows.Security.Authentication.Web;
SR07  namespaceNewsReader.Code
SR08  {
SR09      publicclassSocialRetriever
SR10      {
SR11          privateObservableCollection<SocialSource> _social = new
SR12              ObservableCollection<SocialSource>();
SR13          publicObservableCollection<SocialSource> SocialFeeds
SR14          {
SR15              get
SR16              {
SR17                  returnthis._social;
SR18              }
SR19          }
SR20          publicasyncTaskGetSocialSources(List<string> socialNetworks)
SR21          {
SR22              foreach(stringnetwork insocialNetworks)
SR23              {
SR24                  SocialSourcesource = newSocialSource();
SR25                  switch(network)
SR26                  {
SR27                      case"Contoso":
SR28                          stringcontosoUrl = "https://www.contoso.com/auth/oauth";
SR29                          stringclientId = "1234";
SR30                          source.CallbackUri = newUri("https://www.contoso.com/auth/
login_success.html");
SR31                          source.RequestUri = newUri(
SR32                              string.Format("{0}?client_id={1}&redirect_uri={2}&response_type=token",
SR33                                  contosoUrl,
SR34                                  clientId,
SR35                                  source.CallbackUri),
SR36                                  UriKind.RelativeOrAbsolute);
SR37                          source.Name = "Contoso Social";
SR38                          WebAuthenticationResultauthenticationResult = await
WebAuthenticationBroker.AuthenticateAsync(
SR39

```

```

SR40         source.CallbackUri
SR41     );
SR42     switch(authenticationResult.ResponseStatus)
SR43     {
SR44     caseWebAuthenticationStatus.Success:
SR45         source.isAuthenticated = true;
SR46         this._social.Add(source);
SR47         break;
SR48     caseWebAuthenticationStatus.ErrorHttp:
SR49         thrownewException("Error occurred while authenticating");
SR50         break;
SR51     caseWebAuthenticationStatus.UserCancel:
SR52         source.isAuthenticated = false;
SR53         break;
SR54     }
SR55     break;
SR56     case"Litware Inc.":
SR57     break;
SR58     case"Northwind":
SR59         ...
SR60         break;
SR61     }
SR62     }
SR63   }
SR64   }
SR65   }
SR66 }
SR67 }

```

---

### Question: 1

---

You need to retrieve data from the third-party social networking site.

Which code segment should you use?

- A. `HttpClient client = new HttpClient();
source.RequestUri = new Uri("https://www.litwareinc.com/rest/security/devKey/getNews");
HttpResponseMessage response = await client.GetAsync(source.RequestUri);`
- B. `HttpClient client = new HttpClient();
source.RequestUri = new Uri("https://www.contoso.com/rest/security/devKey/getNews");
HttpResponseMessage response = client.GetResponseAsync(source.RequestUri);`
- C. `HttpClient client = new HttpClient();
source.RequestUri = new Uri("http://www.contoso.com/rest/security/devKey/getNews");
HttpResponseMessage response = await client.GetResponseAsync(source.RequestUri);`
- D. `HttpClient client = new HttpClient();
source.RequestUri = new Uri("http://www.litwareinc.com/rest/security/devKey/getNews");
HttpResponseMessage response = client.GetAsync(source.RequestUri);`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

---

### Answer: A

---

Explanation:

\* Scenario: The available data sources will be expanded to include JSON data from a third-party social networking site that is hosted by Litware, Inc. An SSL connection to the Litware social network is available.

\* await GetAsync Example:

```
// Read response asynchronously as JsonValue and write out top facts for each country  
15: JSONArray content = await response.Content.ReadAsAsync<JSONArray>();
```

## **Question: 2**

---

The App.xaml.cs file includes the following code segment. (Line numbers are included for reference only.)

```
01  
02 (x) => {  
03     DisplaySettingsPopup(x.Id);  
04 } ;  
05 arga.Request.ApplicationCoiracanda.Add(cmd) ;
```

You need to configure the Settings charm.

Which code segment should you insert at line 01?

A. `SettingsCommandcmd = newSettingsCommand("setting1", "Help",`

B. `SettingsCommandcmd = newSettingsCommand(`

C. `Settingsetting = new Setting("setting1", "Help",`

D. `SettingsCommandcmd = newCommand("setting1", "Help",`

A. Option A

B. Option B

C. Option C

D. Option D

---

## **Answer: A**

---

Explanation:

\* Display general help information by using the Settings charm

\* SettingsCommand Example:

```
SettingsCommand helpCommand = new SettingsCommand("helpPage", "Help", handler);  
eventArgs.Request.ApplicationCommands.Add(helpCommand);
```

## **Question: 3**

---

DRAG DROP

You need to add a SocialSource object to the switch statement to support the third-party data feed.

Which three code segments should you insert in sequence at line SR58? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

## Answer Area

```

Windows.Data.Json.JsonArray json
= (Windows.Data.Json.JsonArray)
content;

HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
HttpCompletionOption.ResponseContentRead);
string content =
await response.Content.ReadAsStringAsync();

source.Name = "Litware News";
source.isAuthenticated = true;
source.RequestUri = new Uri
("https://www.litwareinc.com/
rest/security/devKey/getNews");
HttpClient client =
new HttpClient();

HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
HttpCompletionOption.ResponseHeadersRead);
string content =
await response.Content.ReadAsStringAsync();

Windows.Data.Json.JsonArray json
=
Windows.Data.Json.JsonArray.Parse(content);

```

**Answer:**

Box 1:

```

source.Name = "Litware News";
source.isAuthenticated = true;
source.RequestUri = new Uri
("https://www.litwareinc.com/
rest/security/devKey/getNews");
HttpClient client =
new HttpClient();

```

Box 2:

```

HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
HttpCompletionOption.ResponseContentRead);
string content =
await response.Content.ReadAsStringAsync();

```

Box 3:

```
Windows.Data.Json.JsonArray json
=
Windows.Data.Json.JsonArray.Parse(content);
```

Explanation:

Note:

HttpResponseMessage ResponseContentRead

\* HttpCompletionOption

/ ResponseContentRead

The operation should complete after reading the entire response including the content.

/ ResponseHeadersRead

The operation should complete as soon as a response is available and headers are read. The content is not read yet.

## Question: 4

You need to create a custom template for a ListView control that will be located on a page that has the NewsSource object bound to the DataContext property.

Which code segment should you use?

- A. 

```
<ListView x:Name="lvNews" ItemsSource="{Binding NewsFeeds}">
    <ListView.ItemTemplate>
        <StackPanel>
            <TextBlock Text="{Binding Name}" FontSize="24" Margin="5,0,0,0" />
        </StackPanel>
    </ListView.ItemTemplate>
</ListView>
```
- B. 

```
<ListView x:Name="lvNews" ItemsSource="{Binding Items}">
    <ListView.ItemTemplate>
        <StackPanel>
            <TextBlock Text="{Binding Item.Content}" FontSize="24" Margin="5,0,0,0" />
        </StackPanel>
    </ListView.ItemTemplate>
</ListView>
```
- C. 

```
<ListView x:Name="lvNews" ItemsSource="{Binding Items}">
    <ListView.ItemTemplate>
        <DataTemplate>
            <StackPanel>
                <TextBlock Text="{Binding Content}" FontSize="24" Margin="5,0,0,0" />
            </StackPanel>
        </DataTemplate>
    </ListView.ItemTemplate>
</ListView>
```
- D. 

```
<ListView x:Name="lvNews" ItemsSource="{Binding NewsFeeds}">
    <ListView.ItemTemplate>
        <DataTemplate>
            <StackPanel>
                <TextBlock Text="{Binding Name}" FontSize="24" Margin="5,0,0,0" />
            </StackPanel>
        </DataTemplate>
    </ListView.ItemTemplate>
</ListView>
```

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: C**

---

### **Question: 5**

---

You need to identify alternative methods of displaying information from the FeedRetriever class. Which data controls can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A. stackPanel
- B. WrapGrid
- C. GridView
- D. FlipView

---

**Answer: AC**

---

Explanation:

\* From scenario:

The app will retrieve data from RSS feeds by using the FeedRetriever class.

Data from the FeedRetriever class must be presented in a data control.

By default, data is presented in a ListView control.

The design team has provided a custom XAML code segment for the itemTemplate attribute of the GridView control that displays RSS feeds.

\* StackPanel Class

Arranges child elements into a single line that can be oriented horizontally or vertically.

\* GridView Class

Displays the values of a data source in a table where each column represents a field and each row represents a record.

The GridView control enables you to select, sort, and edit these items.

Incorrect:

\* WrapGrid class

Applies to Windows and Windows Phone

Positions child elements sequentially from left to right or top to bottom. When elements extend beyond the container edge, elements are positioned in the next row or column. Can only be used to display items in an ItemsControl.

\* FlipView class

Represents an items control that displays one item at a time, and enables "flip" behavior for traversing its collection of items.

### **Question: 6**

---

You need to ensure that Developer1 and Developed meet the requirements.

How should you design the process?

- A. Developer1 should build the UI components to expose the data. Developed should implement the data collection component of the SocialRetriever class.
- B. Developer1 should implement the data collection component of the SocialRetriever class. Developer2 should build the UI components to expose the data.
- C. Developer1 should develop the new code. Developed should perform the testing process.
- D. Developer1 should design the test cases. Developed should develop the new code.

---

**Answer: B**

Explanation:

From scenario:

Two developers will create the SocialRetriever class, with the following assignments:

Developer1 must update methods for getting data.

Developer2 must implement three new methods for exposing data to the user interface.

---

### **Question: 7**

You need to implement the custom code for the RSS feed Gridview control.

What should you do?

- A. Clear the ItemTemplate attribute. Add the custom XAML to the Gridview control as an inline Data Template element.
- B. Clear the ContentPresenterTemplate attribute. Add the custom XAML to the ContentPresenterTemplate attribute as a string.
- C. Add a DataTemplate attribute to the Gridview control. Assign the custom XAML as the value of the DataTemplate attribute.
- D. Add the custom XAML to the Gridview control as an inline DataContext element.

---

**Answer: A**

Explanation:

The design team has provided a custom XAML code segment for the itemTemplate attribute of the GridView control that displays RSS feeds. The custom item template is named newTemplate. It will not be used in other GridView controls.

---

### **Question: 8**

You need to authenticate to a social networking site.

Which code segments should you insert at line SR40? (Each correct answer presents part of the solution. Choose all that apply.)

- A. WebAuthenticationOptions.SilentMode,
- B. source.RequestUri,
- C. source.RequestUri.SecureString,
- D. WebAuthenticationOptions.None,

---

**Answer: A, C**

Explanation:

A (not D): Scenario: Retrieve user data from the social network services by using the authentication credentials.  
\*

C (not B): Scenario: When SSL is available, use SSL to retrieve data from social network providers.

---

### **Question: 9**

You need to implement storage for the user preferences.

Which storage solutions can you use to meet the specification for the app? (Each correct answer presents a complete solution. Choose all that apply.)

- A. TheWindows.Storage.StorageItemType object
- B. TheWindows.Storage.ApplicationData.Current.RoamingSettings object
- C. Windows Azure
- D. The await Windows.Storage.ApplicationData.Current.LocalFolder method

---

**Answer: A, D**

Explanation:

\* Scenario: The app will run locally on the user's device. User preferences will be available locally.

---

### **Question: 10**

---

The App.xaml.cs file includes the following code segment. (Line numbers are included for reference only.)

```
01
02 (x) => {
03     DisplaySettingsPopup(x.Id);
04 };
05 arga.Request.ApplicationCoiracanda.Add(cmd);
```

You need to configure the Settings charm.

Which code segment should you insert at line 01?

- A. `SettingsCommandcmd = newSettingsCommand("setting1", "Help",`
  - B. `ApplicationCommandcmd = newSettingsCommand("setting1", "User Profile",`
  - C. `SettingsCommandcmd = newApplicationCommand("Setting", "setting1", "Help",`
  - D. `SettingsCommandcmd = newSettingsCommand("setting1", "User Profile",`
- A. Option A
  - B. Option B
  - C. Option C
  - D. Option D

---

**Answer: A**

Explanation:

\* Display general help information by using the Settings charm

\* SettingsCommand Example:

```
SettingsCommand helpCommand = new SettingsCommand("helpPage", "Help", handler);
eventArgs.Request.ApplicationCommands.Add(helpCommand);
```

---

### **Question: 11**

---

You need to implement the custom code for the RSS feed GridViewcontrol.  
What should you do?

- A. Add an itemTemplate attribute to the GridView control. Create a string that contains the custom XAML. Assign the string as the value of the ItemTemplate attribute.
- B. Leave the ItemTemplate attribute unchanged. Add the custom XAML to the GridView control as an inline Data Template element.
- C. Clear the ItemTemplate attribute. Add the custom XAML to the GridView control as an inline Data Template element.
- D. Clear the ItemTemplate attribute. Add the custom XAML to the ItemsSource attribute as a string.

---

**Answer: C**

---

**Explanation:**

\* Scenario: The design team has provided a custom XAML code segment for the itemTemplate attribute of the GridView control that displays RSS feeds. The custom item template is named newTemplate. It will not be used in other GridView controls.

## **Case Study: 4**

### **Scenario 4**

#### **Overview**

Fabrikam, Inc. is a non-profit organization that manages three museums located in Miami, New York, and Seattle.

All of the museums offer Wi-Fi connectivity and Internet access to visitors.

#### **Existing Environment**

##### **General Information**

Fabrikam provides visitors with two pamphlets as they enter each museum. One pamphlet contains pictures of the different paintings in the museum. The other pamphlet contains pictures of the sculptures in the museum.

Visitors are encouraged to take pictures of the sculptures and the paintings.

#### **Existing Environment**

Each museum has a kiosk that provides information to visitors about the exhibits. The kiosk uses a data access component that only runs on an x86 processor.

#### **Requirements**

##### **Business Goals**

Fabrikam plans to provide a more interactive experience for the visitors.

Fabrikam purchases 200 Windows 8.1 RT devices for each museum. Fabrikam plans to develop an app to replace the paper pamphlets.

Fabrikam plans to minimize development effort and reuse the data access component, if possible.

##### **General Requirements**

Fabrikam identifies the following requirements for the app:

- The app must be available from the Windows App store.
- The app must be available to devices that run Windows 8.1 and Windows 8.1 RT.
- If a user switches to a different app, the new app must enter a Not Running state after 10 seconds.
- The app must provide users with the ability to share pictures with other apps.

- Users must be able to search for paintings and sculptures by name from within the app.
- When users type in search terms, the app must present users with a suggested list of painting and sculpture names.

### **Page Requirements**

The app must have four pages: a main page, a group detail page, an item detail page, and a capture photo page.

#### **Main Page:**

- The main page must display grouped items.
- Once the users tap on a group on the main page, the app must open the group detail page.
- The main page must display all of the items for a selected group.

#### **Group Detail Page:**

- The group detail page must have two groups, named Paintings and Sculptures, and must display a list of the paintings and sculptures in the museum with the name and a small image of the item.
- The group detail page must display a list of all the items in the group. The list must contain the image and the name of the item.
- The app must have a second view of the group details that displays the name, a description, and an image of each item.
- Users must be able to use the mouse wheel or pinch gestures to move between the two views of the group detail page.

#### **Item Detail Page:**

- The item detail page must display the name, a full description, and a large image of the item.
- When the user taps the image of an item on the item detail page, an element named FoundNotFoundFlyout must be displayed. The FoundNotFoundFlyout element will be declared in the Resources section of the page.
- As an alternative to tapping an image on the item detail page, users must be able to use a check gesture to mark the item as found.

#### **Capture Photo Page:**

- A page named CapturePhoto will be created to capture and display pictures.
- When a picture is taken, its path must be saved in an application setting property named picturePath.
- Pictures must have an aspect ratio of 16 by 9.
- As new pictures are taken, the app must update the app tile to show the current number of pictures taken.
- A method named UpdatePictureCount will be called any time a new picture is saved. The method will take an integer parameter named pictureCount. The method will use NotificationExtensions library to handle updates.
- The tile will have a text block named outputText.

---

#### **Question: 1**

You need to add code to the <Image> element to support marking items as found or not found.  
Which code segment should you add to the <Image> element on the item detail page?

- A. Flyout="FoundNotFoundFlyout"
- B. Flyout="{StaticResource FoundNotFoundFlyout}"

- C. FlyoutBase.AttachedFlyout="FoundNotFoundFlyout"  
 D. FlyoutBase.AttachedFlyout="{ScaticResourceFoundNotFoundFlyout}"

---

**Answer: D**

---

Explanation:

Scenario: When the user taps the image of an item on the item detail page, an element named FoundNotFoundFlyout must be displayed. The FoundNotFoundFlyout element will be declared in the Resources section of the page.

## Question: 2

---

DRAG DROP

You need to recommend a solution to share images from the capture photo page.

You have the following code. (Line numbers are included for reference only.)

```

01 protected override bool GetShareContent(DataRequest request)
02 {
03     bool succeeded = false;
04     if (this.picturePath != null)
05     {
06
07         RandomAccessStreamReference imageStream =
08             RandomAccessStreamReference.CreateFromFile(this.picturePath);
09         requestData.Properties.Thumbnail = imageStream;
10         requestData.SetBitmap(imageStream);
11         succeeded = true;
12
13     }
14     else
15     {
16         request.FailWithDisplayText(
17             "Select an image you would like to share and try again.");
18     }
19     return succeeded;
20 }
```

Which code segments should you recommend inserting at lines 06 and 12? (To answer, drag the appropriate code segments to the correct locations. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

### Code Segments

```
List<IStorageItem> items = new List<IStorageItem>();  
items.Add(this.picturePath);  
requestData.SetDataProvider(items);
```

```
List<IStorageItem> items = new List<IStorageItem>();  
items.Add(this.picturePath);  
requestData.SetStorageItems(items);
```

```
DataPackage requestData = request.Source;  
requestData.Properties.Title = TitleInputBox.Text;  
requestData.Properties.ContentSourceApplicationLink =  
ApplicationLink;
```

```
DataPackage requestData = request.Data;  
requestData.Properties.Title = TitleInputBox.Text;  
requestData.Properties.ContentSourceApplicationLink =  
ApplicationLink;
```

### Answer Area

Line 06:                   Code segment

Line 12:                   Code segment

### Answer:

```
Line 06: DataPackage requestData = request.Data;  
requestData.Properties.Title = TitleInputBox.Text;  
requestData.Properties.ContentSourceApplicationLink =  
ApplicationLink;
```

```
Line 12: List<IStorageItem> items = new List<IStorageItem>();  
items.Add(this.picturePath);  
requestData.SetStorageItems(items);
```

Explanation:

Note: •

Scenario: The app must provide users with the ability to share pictures with other apps.

### Question: 3

You are performing a proof of concept of the app.

You use the Windows App Certification Kit to perform Package Sanity tests.

You receive an error message during the Platform appropriate files test.

You need to ensure that the app passes the test.

What should you do?

- A. Redefine the data access component by using a reference to the System.Data.winmd component.
- B. Redefine the data access component by using a reference to the existing DLL in the kiosk application.
- C. Redefine the app by using HTML5, JavaScript, and the existing DLL in the kiosk application.
- D. Redefine the app by using Visual C++ and consume the existing DLL in the kiosk application.

---

**Answer: A**

Explanation:

\* Package Sanity tests

This test validates the binaries in an app package for architecture conflicts.

---

#### **Question: 4**

You need to recommend which Microsoft Visual Studio template to use for the app.

Which template should you recommend? (More than one answer choice may achieve the goal. Select the BEST answer.)

- A. Blank App (XAML)
- B. Hub App (XAML)
- C. Grid App (XAML)
- D. Split App (XAML)

---

**Answer: C**

---

#### **Question: 5**

You need to recommend a solution to implement the Check gesture for the item detail page.

Which two components should you include in the recommendation? (Each correct answer presents part of the solution. Choose two.)

- A. an event handler
- B. an InkCanvas control
- C. the Windows Kinect SDK
- D. the Microsoft gesture recognizer
- E. the SemanticZoom control

---

**Answer: A, D**

Example:

```
private void OnPointerMoved(object sender, Windows.UI.Xaml.Input.PointerRoutedEventArgs args)
{
    // Route the events to the gesture recognizer.
    // All intermediate points are passed to the gesture recognizer in
    // the coordinate system of the reference element.
    this._gestureRecognizer.ProcessMoveEvents(args.GetIntermediatePoints(this._reference));
    // Mark event handled, to prevent execution of default event handlers
```

```
    args.Handled = true;  
}
```

---

### **Question: 6**

---

You need to recommend a solution to browse items on the group detail page.

What should you include in the recommendation? (More than one answer choice may achieve the goal. Select the BEST answer.)

- A. the SemanticZoom control
- B. a custom gesture recognizer
- C. code to handle pinch and stretch gestures
- D. code to handle mouse wheel events

---

### **Answer: A**

---

Explanation:

\* Scenario:

The app must have a second view of the group details that displays the name, a description, and an image of each item.

Users must be able to use the mouse wheel or pinch gestures to move between the two views of the group detail page.

\* A semantic zoom control allows the user to zoom between two different semantic views of the same data set. One view contains a list of items grouped by some key, and the other view contains a list of group keys. Tapping a group key zooms back into the items in that group.

---

### **Question: 7**

---

HOTSPOT

You need to write code to comply with the search requirements of the item detail page.

You have the following code:

```

public sealed partial class ItemDetail : Page
{
    private SearchPane searchPane;
    private static readonly string[] suggestionList =
    {
        "Painting1", "Painting2", "Painting3", "Painting4",
        "Sculpture1", "Sculpture2", "Sculpture3", "Sculpture4"
    };
    public ItemDetail()
    {
        this.InitializeComponent();
        searchPane = Target 1
    }
    private void OnSearchPaneSuggestionsRequested(SearchPane sender,
        SearchPaneSuggestionsRequestedEventArgs e)
    {
        var queryText = e.QueryText;
        if (!string.IsNullOrEmpty(queryText))
        {
            var request = e.Request;
            foreach (string suggestion in suggestionList)
            {
                if (suggestion.StartsWith(queryText,
                    StringComparison.CurrentCultureIgnoreCase))
                {
                    request.SearchSuggestionCollection.Target 2
                }
            }
        }
    }
    protected override void Target 3(NavigationEventArgs e)
    {
        searchPane.SuggestionsRequested +=
            new TypedEventHandler<SearchPane,
            SearchPaneSuggestionsRequestedEventArgs>
            (OnSearchPaneSuggestionsRequested);
    }
    protected override void Target 4(NavigationEventArgs e)
    {
        searchPane.SuggestionsRequested -=
            new TypedEventHandler<SearchPane,
            SearchPaneSuggestionsRequestedEventArgs>
            (OnSearchPaneSuggestionsRequested);
    }
}

```

Which code snippets should you insert in Target 1, Target 2, Target 3, and Target 4 to complete the code? (To answer, select the correct code snippet from each drop-down list in the answer area.)

#### Answer Area

Target 1:	<input type="text"/>
Target 2:	<input type="text"/>
Target 3:	<input type="text"/>
Target 4:	<input type="text"/>

## Answer Area

Target 1:

```
new SearchPane();
SearchPane.GetForCurrentView();
SearchPane.Show();
```

Target 2:

```
AppendQuerySuggestion(suggestion);
AppendQuerySuggestions(suggestion);
AppendResultSuggestion(suggestion);
```

Target 3:

```
OnLaunched
OnNavigateFrom
OnNavigateTo
OnSuspend
```

Target 4:

```
OnLaunched
OnNavigateFrom
OnNavigateTo
OnSuspend
```

**Answer:**

## Answer Area

Target 1:

```
new SearchPane();
SearchPane.GetForCurrentView();
SearchPane.Show();
```

Target 2:

```
AppendQuerySuggestion(suggestion);
AppendQuerySuggestions(suggestion);
AppendResultSuggestion(suggestion);
```

Target 3:

```
OnLaunched
OnNavigateFrom
OnNavigateTo
OnSuspend
```

Target 4:

```
OnLaunched
OnNavigateFrom
OnNavigateTo
OnSuspend
```

**Question: 8****DRAG DROP**

You need to write code for the method that will be called when a user takes a picture. (Develop the solution by arranging the code snippets. You will need all of the code snippets.)

## Answer Area

```

CameraCaptureUI dialog =
    new CameraCaptureUI();

}

dialog.PhotoSettings.CroppedAspe
ctRatio =
    new Size(16, 9);

StorageFile file =
    await dialog.CaptureFileAsync
(CameraCaptureUIMode.Photo);

BitmapImage image = new BitmapIm
age();
image.SetSource(stream);
CapturedPhoto.Source = image;
appSettings
[picturePath] = file.Path;

IRandomAccessStream stream =
    await file.OpenAsync
(FileAccessMode.Read);

if (file != null)
{

```

**Answer:**

Box 1:

```

CameraCaptureUI dialog =
    new CameraCaptureUI();

```

Box 2:

```

dialog.PhotoSettings.CroppedAspe
ctRatio =
    new Size(16, 9);

```

Box 3:

```

StorageFile file =
    await dialog.CaptureFileAsync
(CameraCaptureUIMode.Photo);

```

Box 4:

```
if (file != null)
{
```

Box 5:

```
IRandomAccessStream stream =
await file.OpenAsync
(FileAccessMode.Read);
```

Box 6:

```
BitmapImage image = new BitmapImage();
image.SetSource(stream);
CapturedPhoto.Source = image;
appSettings
[picturePath] = file.Path;
```

Box 7:

```
}
```

### Question: 8

You are developing a Windows Store app that will display a toast notification.

You need to ensure that when a toast notification is displayed, the first line of the notification is bold.

Which template should you use?

- A. ToastText02
- B. ToastText01
- C. ToastImageAndText01
- D. TileSquarePeekImageAndText01

---

**Answer: A**

---

Explanation:

ToastText02

One string of bold text on the first line, one string of regular text wrapped across the second and third lines.