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# Microsoft

## 70-482 PRACTICE EXAM

Advanced Windows Store App Development using HTML5 and JavaScript

## TOTAL QUESTIONS: 175/4Case Study

### Question: 1

#### DRAG DROP

You are developing a Windows Store app by using JavaScript. The app will be used to create video blogs. The app uses the device's internal camera.

The app must meet the following requirements:

- Allow the user to record audio and video.
  - Save files in the .mp4 file format.
  - Store files in the user's Videos library.
- You need to ensure that the app meets the requirements.

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.)

```
Windows.Storage.KnownFolders.videosLibrary.createFileAsync("myBlog.mp4",
media.stopRecordAsync().then(function (result) { }, errorHandler);
Windows.Storage.KnownFolders.videosLibrary.createFileQuery(
media.MediaCapture.stopMediaCaptureSession().then(function (result) { }, errorHandler);

var media = new Windows.Media.Capture.MediaCapture();
var file;
function startRecording () {
    Windows.Storage.CreationCollisionOption.generateUniqueName).then (
        function (newFile) {
            file = newFile;
            media.startRecordToStorageFileAsync(profile, storageFile).then(
                function(result) {
                    , errorHandler);
            });
    }
    function endRecording () {
}

)
```

---

**Answer**

---

```

Windows.Storage.KnownFolders.videosLibrary.createFileQuery(
media.MediaCapture.stopMediaCaptureSession().then(function (result) { }, errorHandler);
var media = new Windows.Media.Capture.MediaCapture();
var file;
function startRecording () {
Windows.Storage.KnownFolders.videosLibrary.createFileAsync("myBlog.mp4",
Windows.Storage.CreationCollisionOption.generateUniqueName).then (
    function (newFile) {
        file = newFile;
        media.startRecordToStorageFileasync(profile, storageFile).then(
            function(result) {
        }, errorHandler);
    });
}
function endRecording () {
media.stopRecordAsync().then(function (result) { }, errorHandler);
}

```

**Question: 2****DRAG DROP**

You develop a Windows Store app that uses several new user interface features.

You need to declare capabilities in the application manifest so that you can submit the app to the Windows Store.

How should you complete the relevant markup? (To answer, drag the appropriate markup segments to the correct locations in the answer area. Each 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.)

`Name="internetClient" />`  
`Name="bookmarksLibrary" />`  
`Name="networkConnectivity" />`  
`Name="webcam" />`  
`Name="mediaStream" />`

`<Capabilities>`  
 `<Capability Name="picturesLibrary" />`  
 `<Capability Name="musicLibrary" />`  
 `<Capability />`  
 `<DeviceCapability />`  
 `<DeviceCapability Name="proximity" />`  
 `<DeviceCapability Name="location" />`  
`</Capabilities>`

**Answer**

```

<Capabilities>
    <Capability Name="picturesLibrary" />
    <Capability Name="musicLibrary" />
    <Capability Name="internetClient" />
    <DeviceCapability Name="webcam" />
    <DeviceCapability Name="proximity" />
    <DeviceCapability Name="location" />
</Capabilities>

```

### Question: 3

#### DRAG DROP

You develop a Windows Store app that allows users to record audio notes.

You need to store the notes in the device's Music library.

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.)

```

.CreateFileAsync("AudioRecording.m4a");
.CreateM4a(Windows.Media.MediaProperties.AudioEncodingQuality.Auto);
.CreateMp4(Windows.Media.MediaProperties.EncodingQuality.Auto);
.getFileAsync("AudioRecording.m4a");
.CreateM4a(Windows.Media.MediaProperties.SampleRate.Auto);

```

```

var recording;
function recordNote () {
    var recordStorageFile =
        Windows.Storage.KnownFolders.musicLibrary
    var recordProfile =
        Windows.Media.MediaProperties.MediaEncodingProfile
    recording = true;
    btnAudio.Content = "Stop Recording";
    mediaCaptureMgr.startRecordToStorageFileAsync(
        encodingProfile, storageFile);
}

```

**Answer**

```

.CreateMp4(Windows.Media.MediaProperties.EncodingQuality.Auto);

.getFileAsync("AudioRecording.m4a");

.CreateM4a(Windows.Media.MediaProperties.SampleRate.Auto);

```

```

var recording;
function recordNote () {
    var recordStorageFile =
        Windows.Storage.KnownFolders.musicLibrary
.CreateFileAsync("AudioRecording.m4a");

    var recordProfile =
        Windows.Media.MediaProperties.MediaEncodingProfile
.CreateM4a(Windows.Media.MediaProperties.AudioEncodingQuality.Auto);

    recording = true;
    btnAudio.Content = "Stop Recording";
    mediaCaptureMgr.startRecordToStorageFileAsync(
        encodingProfile, storageFile);
}

```

#### Question: 4

You are developing a Windows Store app by using HTML5 and JavaScript. The app has HEADER, NAV, and SECTION elements. The SECTION element displays a list of records.

The app will allow users to sort records multiple times.

The app must meet the following requirements:

- Each time the user performs a sort, replace the content in the SECTION element with the sorted records.
- Animate the updated content by sliding the sorted records into the SECTION element.

You need to use the WinJS library to apply the animation to the SECTION element.

Which function should you use?

- A. enterPage()
- B. enterContent()
- C. createExpandAnimation()
- D. createPeekAnimation()

---

**Answer: B**

---

**Question: 5****HOTSPOT**

You are developing a Windows Store app that will include a <div> element.

You are applying animation to the app. The animation must provide visual feedback that the <div> element has been tapped or clicked.

You need to implement the animation by using a JavaScript library.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

**Work Area**

```
var myLibrary = WinJS.  
...  
function onUserSelect(e) {  
    myLibrary.  
}  
}
```

**Work Area**

```
var myLibrary = WinJS.  
...  
function onUserSelect(e) {  
    myLibrary.  
        keyPress(e.src.Element);  
        onClick(e.src.Element);  
        pointerDown(e.src.Element);  
        reveal(e.src.Element);  
}  
}
```

---

**Answer:**

---

Work Area

```

var myLibrary = WinJS.Animation;
                    Drawing:JI.Animation;
                    UI.Drawing;
...
function onUserSelect(e) {
    myLibrary.keyPress(e.src.Element);
    onClick(e.src.Element);
    pointerDown(e.src.Element);
    reveal(e.src.Element);
}

```

**Question: 6**

You are developing a custom tooltip control that inherits from an existing WinJS tooltip control. The custom control overrides the open ( ) method of the base control to extend the functionality. The following code segment depicts the structure of the method override.

```

Open: function (type) {
    * * *
}

```

You need to ensure that the base method executes at the start of the override.

Which code segment should you use to call the base method?

- A. this.base.open ( );
- B. this.super.open ( );
- C. base.open( );
- D. this.prototype.open( );

**Answer: B****Question: 7**

In the following code segment, three functions return WinJS.Promise objects.

```
function op1() {
    return new WinJS.Promise(function () {
        ...
    });
}

function op2() {
    return new WinJS.Promise(function () {
        ...
    });
}

function sum() {
    return new WinJS.Promise(function () {
        ...
    });
}
```

You need to chain the promise operations to optimize error handling.  
Which code segment should you use?

A. op1()

```
.then(function() { return op2(); })
.done(function() { sum(); });
```

B. op1()

```
.then(function() { return op2()
.then(function() { sum(); })
});
```

C. op1()

```
.done(function() { return op2(); })
.then(function() { sum(); });
```

D. op1()

```
.done(function() { return op2(); })
.done(function() { sum(); });
```

A. Option A

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

---

**Answer: A**

---

### Question: 8

---

#### DRAG DROP

You develop a Windows Store app by using JavaScript. The app displays a list of video controls. The user can add video controls to the list.

You need to animate the video control list when the user adds a control to the list.

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.)

```
var addToList = WinJS.UI.Animation.createAddToListAnimation
addToList.execute();
var addToList = WinJS.UI.Animation.AddToListAnimation
list.refresh();
addToList.beginAnimation();
```

```
function addToList() {
    var affectedItems = document.querySelectorAll(".listItem");
    var newItem = document.createElement("video");
    newItem.className = "listItem";
    [ ] (newItem, affectedItems);
    list.insertBefore(newItem, list.firstChild);
    [ ]
}
```

---

**Answer:**

---

```

var addToList = WinJS.UI.Animation.createAddToListAnimation
list.refresh();
addToList.beginAnimation();
function addToList() {
    var affectedItems = document.querySelectorAll(".listItem");
    var newItem = document.createElement("video");
    newItem.className = "listItem";
    var addToList = WinJS.UI.Animation.AddToListAnimation
        (newItem, affectedItems);
    list.insertBefore(newItem, list.firstChild);
    addToList.execute();
}

```

**Question: 9**

You are creating a custom control named Contoso by using the following code segment. (Line numbers are included for reference only.)

```

01
02     Contoso.UI = {
03         showMe: function () { ... }
04     }

```

You need to define the namespace.

Which code segment should you insert at line 01?

- A. WinJS.Namespace.define ("Contoso");
- B. WinJS.Namespace.defineWithParent ("Contoso");
- C. WinJS.Class.define ("Contoso");
- D. WinJS.Class.defineWithParent ("Contoso");

**Answer: A****Question: 10****HOTSPOT**

You develop a Windows Store app by using JavaScript. The app contains content that must be translated as the screen

loads.

You need to ensure that only specific content is translated.

How should you complete the relevant code? (To answer, select the appropriate code segment from the drop-down list in the answer area.)

#### Work Area

```
var segment;

var page = WinJS.UI.Pages.define("/html/localized.html", {
    ready: function (element, options) {
        segment = document.getElementById('content');
        
    }
});
```

#### Work Area

```
var segment;

var page = WinJS.UI.Pages.define("/html/localized.html", {
    ready: function (element, options) {
        segment = document.getElementById('content');
        
        WinJS.Resources.localize(segment);
        WinJS.Resources.localize("en-US",segment);
        WinJS.Resources.processAll();
        WinJS.Resources.processAll(segment);
    }
});
```

**Answer:**

#### Work Area

```
var segment;

var page = WinJS.UI.Pages.define("/html/localized.html", {
    ready: function (element, options) {
        segment = document.getElementById('content');
        
        WinJS.Resources.localize(segment);
        WinJS.Resources.localize("en-US",segment);
        WinJS.Resources.processAll();
        WinJS.Resources.processAll(segment);
    }
});
```

**Question: 11**

**DRAG DROP**

You are developing a Windows Store app by using JavaScript. The app will be used in multiple geographic regions. You need to ensure that the app displays dates in the region-specific full date format.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area.)

- a. 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.)

Windows.Globalization.DateTimeFormatting

Windows.Globalization.Calendar

Windows.Globalization.GeographicRegion

myDateFormatter.format(myDate)

myDateFormatter.format(myDate.getDate())

myDateFormatter.calendar(myDate(utc.now()))

\*\*\*\*\*

```
var dateFormatting =   
var myDateFormatter = new dateFormatting.DateTimeFormatter(  
    dateFormatting.YearFormat.full,  
    dateFormatting.MonthFormat.full,  
    dateFormatting.DayFormat.default,  
    dateFormatting.DayOfWeekFormat.full);  
var myDate = new Date();  
document.getElementById('output').innerText  
    = 
```

---

**Answer:**

---

Windows.Globalization.Calendar

Windows.Globalization.GeographicRegion

myDateFormatter.format(myDate.getDate())

myDateFormatter.calendar(myDate(utc.now()))

.....

```
var dateFormatting = Windows.Globalization.DateTimeFormatting  
var myDateFormatter = new dateFormatting.DateTimeFormatter(  
    dateFormatting.YearFormat.full,  
    dateFormatting.MonthFormat.full,  
    dateFormatting.DayFormat.default,  
    dateFormatting.DayOfWeekFormat.full);  
var myDate = new Date();  
document.getElementById('output').innerText  
= myDateFormatter.format(myDate)
```

## Question: 12

### HOTSPOT

You are developing a Windows Store app for an airline. The app will provide current flight status information.

The app will display the flight status on the lock screen if the user grants permission.

You have the following requirements:

- Display a dialog box that requests access to the lock screen.
- Display a message that indicates whether the user has granted access to the lock screen.

You need to ensure that the requirements are met.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

## Work Area

```
function requestAccess() {  
    var Background = Windows.ApplicationModel.[ ].BackgroundExecutionManager.[ ].  
    .then(function (result) {  
        switch (result) {  
            case Background.[ ].denied:  
                myapp.displayStatus("denied access");  
                break;  
  
            case Background.[ ].allowedWithRealTimeConnectivity:  
                myapp.displayStatus("allowed access");  
                break;  
  
            ...  
        }  
    })  
}
```

## Work Area

```
function requestAccess() {  
var Background = Windows.ApplicationModel.  
    Activation;  
    Background;  
    PackageID;  
  
Background.BackgroundExecutionManager.  
    bind()  
    getAccessStatus()  
    requestAccessAsync()  
  
.then(function (result) {  
    switch (result) {  
        case Background.  
            .denied:  
                BackgroundAccessStatus  
                BackgroundTaskBuilder  
                PushNotificationTrigger  
  
                myapp.displayStatus("denied access");  
                break;  
  
        case Background.  
            .allowedWithRealTimeConnectivity:  
                myapp.displayStatus("allowed access");  
                break;  
  
    ...  
})
```

---

**Answer:**

---

Work Area

```

function requestAccess() {
    var Background = Windows.ApplicationModel.
        Activation;
Background;
PackageID;

Background.BackgroundExecutionManager.
    bind()
getAccessStatus()
requestAccessAsync()

.then(function (result) {
    switch (result) {
        case Background..denied:
BackgroundAccessStatus
BackgroundTaskBuilder
PushNotificationTrigger
            myapp.displayStatus("denied access");
            break;

        case Background..allowedWithRealTimeConnectivity:
BackgroundAccessStatus
BackgroundTaskBuilder
PushNotificationTrigger
            myapp.displayStatus("allowed access");
            break;

        ...
    }
}

```

### Question: 13

#### DRAG DROP

You are developing a Windows Store app by using JavaScript. The app will call a WinMD component to convert temperature.

The component exposes the following two members:

- A static variable named Fahrenheit
- A public method named GetInCelsius( ) that accepts an integer

You need to ensure that the app will display the temperature in Celsius and Fahrenheit.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area)

- a. 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.)

getInCelsius

GetInCelsius

Fahrenheit

fahrenheit

Fahrenheit  
(input)

```
var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. (70);
doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
+ Converter.Temperature. ;
```

**Answer:**

GetInCelsius

Fahrenheit

Fahrenheit  
(input)

```
var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. getInCelsius (70);
doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
+ Converter.Temperature. fahrenheit ;
```

**Question: 14****DRAG DROP**

You are writing a Windows Store app by using JavaScript.

You need to authenticate a cloud server as a source for Windows Push Notification Services (WNS).

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.)

Create the HTTPS authentication request.

Register the app with the Dashboard.

Obtain the identity values and credentials for the app.

Create a code-signing certificate.

**Answer:**

Obtain the identity values and credentials for the app.

Register the app with the Dashboard.

Create a code-signing certificate.

Create the HTTPS authentication request.

### **Question: 15**

You are developing a Window Store app by using JavaScript. The app will allow users to print documents by using a local printer.

The following code segment registers the print contract:

```
01 var printManager = Windows.Graphics.Printing.PrintManager;
```

```
02
```

```
03 printManager.onprinttaskrequested = onPrintTaskRequested;
```

The following code segment handles the `onprinttaskrequested` event:

```
04 function onPrintTaskRequested(printEvent) {
```

```
05
```

```
06 }
```

You need to ensure that the app uses the Devices charm to access printers.

Which code segments should you insert at lines 02 and 05?

- C A. Insert the following code segment at line 02:

```
printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();
```

Insert the following code segment at line 05:

```
printEvent.request.createPrintTask("Print document", function (args) {  
    args.setSource(MSApp.getHtmlPrintDocumentSource(document));  
});
```

- C B. Insert the following code segment at line 02:

```
printManager = Windows.Graphics.Printing.getForCurrentView();
```

Insert the following code segment at line 05:

```
printEvent.request.createPrintTask("Print document", function (args) {  
    args.setSource(MSApp.getHtmlPrintDocumentSource());  
});
```

- C C. Insert the following code segment at line 02:

```
printManager = Windows.Graphics.Printing.PrintManager;
```

Insert the following code segment at line 05:

```
Windows.Graphics.Printing.PrintManager.showPrintUIAsync();
```

- C D. Insert the following code segment at line 02:

```
Windows.Graphics.Printing.PrintManager.showPrintUIAsync();
```

Insert the following code segment at line 05:

```
printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();
```

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

---

**Answer: A**

---

### **Question: 16**

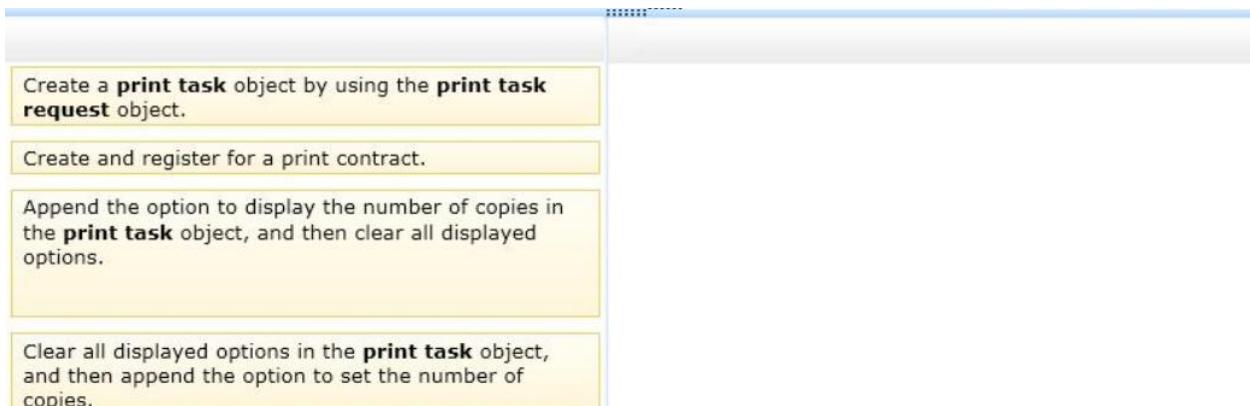
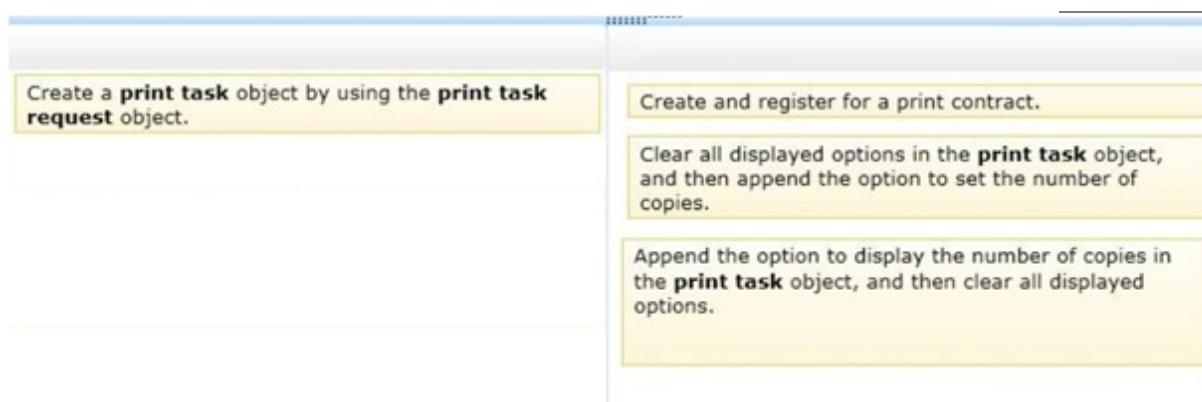
---

#### **DRAG DROP**

You are developing a Windows Store app by using JavaScript. The app will be used to print documents.

You need to ensure that the app allows the user to specify the number of copies to print.

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:**

## Question: 17

You are developing a Windows Store app that uses Windows Push Notification Services (WNS). The app includes the following code:

```

01 var notifications = Windows.UI.Notifications;
02 var startDate = new Date();
03 var polledUrl = "http://contoso.cloudapp.net/";
04 var uri = new Windows.Foundation.Uri(polledUrl);
05

```

You need to initiate polling.

Which code segment should you insert at line 05?

- C A. var recurrence = 1800;  
notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);
- C B. var recurrence = notifications.PeriodicUpdateRecurrence.halfHour;  
notifications.TileUpdateManager.createTileUpdaterForApplication().startPeriodicUpdate(uri, startDate, recurrence);
- C C. var recurrence = notifications.PeriodicUpdateRecurrence.halfHour;  
notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);
- C D. var recurrence = 1800;  
notifications.TileUpdateManager.startPeriodicUpdate(uri, startDate, recurrence);

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

---

**Answer: B**

### **Question: 18**

---

You are developing a Windows Store app by using JavaScript. The app will use a custom print template for printing documents. The template will be provided in a file named `customTemplate.htm`.

The file will be deployed as part of the app package.

The code segment below references two objects:

- `printManager` is an object of type `Windows.Graphics.Printing.PrintManager`.
- `printEvent` is an object of type `Windows.Graphics.Printing.PrintTaskRequest`.

```
01 printManager.onprinttaskrequested = onPrintTaskRequested;
02 ...
03 function onPrintTaskRequested(printEvent) {
04 var printTask = printEvent.request.createPrintTask("app printing", function (args) {
05
06 });


```

You need to ensure that the app displays the custom print template while printing the documents.

Which code segment should you insert at line 05?

- A. `args.setSource(MSApp.getPrintDocumentSource(document, "customTemplate.htm")) ;`
- B. `args.setSource(MSApp.getPrintDocumentSource(document, "ms-appx://printTemplates/customTemplate.htm"));`
- C. `args.setSource(MSApp.getHtmlPrintDocumentSource(document, "ms-appdata:///customTemplate.htm"));`
- D. `args.setSource(MSApp.getHtmlPrintDocumentSource(document, "ms-appx:///customTemplate.htm"));`

---

**Answer: D**

### **Question: 19**

---

You are creating a Windows Store app by using JavaScript.

The app includes the following code segment:

```
01 function openChannel() {
02     var channel;
03     var chanOpt = Windows.Networking.PushNotifications
04         .PushNotificationChannelManager
05
06     return chanOpt.then (function (chan) {
07         channel = chan;
08     },
09     errorHandler)
10 }
```

You need to ensure that the app can receive push notifications from a calling app.

Which code segment should you insert at line 05?

- A. .createPushNotificationChannelForSecondaryTileAsync( );
- B. .createPuahNotificatcnChannelForApplicationAsync(id);
- C. .createPushNotiflcacionChannelForApplicationAsync( );
- D. .createPushNotif icationChannelForSecondaryTileAsync (id);

---

**Answer: C**

---

### **Question: 20**

You are debugging a Windows Store app that another developer created by using HTML5 and JavaScript. The default.js file contains the following code segment:

```
var playToManager = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
playToManager.addEventListener("sourcerequested", playToSrcRequestHandler, false);

function playToSrcRequestHandler(eventIn) {
    eventIn.sourceRequest.setSource(video1.msPlayToSource);
    eventIn.sourceRequest.play();
}
```

The app has a screen that plays video files. The HTML5 video control on the screen has an ID of video1. You need to identify the effect of firing the source requested event. What will occur when the event fires?

- A. The app will prompt the user to select a local video file for viewing in the video1 control.
- B. The video will play in Windows Media Player on the host device.
- C. The application will prompt the user to select a target device for streaming the video by using the video1 control.
- D. The selected video file will play in the video1 control on the app screen.

---

**Answer: D**

---

### **Question: 21**

You are developing a Windows Store app by using JavaScript. The app persists a list of restaurants in the app's settings. The restaurant list is identified by a key of city.

The app must allow users to remove their restaurant lists from the app's settings. The following function call removes the city setting:

```
deleteListSetting("city");
```

You need to remove only city from the settings storage without disrupting other settings. Which code segment should you use?

- A. `function deleteListSetting(setting) {  
 var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;  
 localSettings.delete(setting);  
}`
- B. `function deleteListSetting(setting) {  
 var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
 localSettings.values.clear(setting);  
}`
- C. `function deleteListSetting(setting) {  
 var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
 localSettings.values.remove(setting);  
}`
- D. `function deleteListSetting(setting) {  
 var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
 localSettings.values.delete(setting);  
}`

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

---

**Answer: C**

---

### Question: 22

---

You are developing a Windows Store app by using JavaScript. The app will allow users to customize various features. The customizations will be persisted by using the setAppSetting function.

You need to persist the customizations.

Which code segment should you use?

- A. `function setAppSetting(setting, inputValue) {  
 var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;  
 localSettings.value[setting] = inputValue;  
 var value = localSettings.values[setting];  
 ...  
}`
- B. `function setAppSetting(setting, inputValue) {  
 var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
 localSettings.values[setting] = inputValue;  
 var value = localSettings.values[setting];  
 ...  
}`
- C. `function setAppSetting(setting, inputValue) {  
 var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
 localSettings[setting] = inputValue;  
 var value = localSettings[setting];  
 ...  
}`
- D. `function setAppSetting(setting, inputValue) {  
 var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;  
 localSettings.get[setting] = inputValue;  
 var value = localSettings.get[setting];  
 ...  
}`

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

**Answer: B**

### Question: 23

You are developing two Windows Store style apps by using JavaScript. A Source app will store sensitive customer information. A Target app will retrieve the stored information for validation and further processing.

The Source app must secure data by using a private-public key pair. Only the Target app must be able to consume data that has been secured by the Source app.

You need to ensure that the security of the data is not compromised.

What should you do?

- A. Encrypt and decrypt data by using an asymmetric algorithm.
- B. Encrypt and decrypt data by using a symmetric algorithm.
- C. Encrypt data by using an asymmetric algorithm. Decrypt data by using a symmetric algorithm.
- D. Encode data to and decode data from a Base64 string.

**Answer: A**

### Question: 24

#### DRAG DROP

You are developing a Windows Store app by using JavaScript. The app will use the `fileStream` object to write text to a file.

You need to write the text to the file and ensure that the file is available to other apps.

Which five 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.)

Flush data in the <b>DataWriter</b> object.
Close the <b>fileStream</b> object.
Create a <b>DataWriter</b> object to write text content.
Clone the <b>fileStream</b> object into the <b>streamContent</b> object.
Commit data in the <b>DataWriter</b> object.
Flush data in the <b>streamContent</b> object.
Create a sequential output stream object named <b>streamContent</b> from the <b>fileStream</b> object.

**Answer:**

Create a <b>DataWriter</b> object to write text content.	Commit data in the <b>DataWriter</b> object.
Clone the <b>fileStream</b> object into the <b>streamContent</b> object.	Flush data in the <b>streamContent</b> object.
	Create a sequential output stream object named <b>streamContent</b> from the <b>fileStream</b> object.
	Flush data in the <b>DataWriter</b> object.
	Close the <b>fileStream</b> object.

**Question: 25**

DRAG DROP

You are developing a Windows Store style app by using JavaScript. The app will send and receive encoded information and will display the encoded information to the user in a decrypted and recognizable state.

You need to appropriately decrypt the encoded information.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer are

- a. 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.)

```
.decodeFromBase64String(stringToDecrypt);
.decrypt(symmetricKey, inputDataBuffer, ivBuffer);
.decrypt(stringToDecrypt, algNameString);
.extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
.toString(stringToDecrypt);
```

```
function decryptString(keyMaterial, stringToDecrypt
    ,algNameString, keysize, ivBuffer) {
    var result;
    var inputDataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
    ...
    result = Windows.Security.Cryptography.Core.CryptographicEngine
    ...
    return result;
}
```

**Answer:**

```

.decrypt(stringToDecrypt, algNameString);
.extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
.toString(stringToDecrypt);

function decryptString(keyMaterial, stringToDecrypt
,algNameString, keysize, ivBuffer) {
var result;
var inputDataBuffer = Windows.Security
.Cryptography.CryptographicBuffer
.decodeFromBase64String(stringToDecrypt);
...
result = Windows.Security.Cryptography.Core.CryptographicEngine
.decrypt(symmetricKey, inputDataBuffer, ivBuffer);
return result;
}

```

**Question: 26**

You are developing a Windows Store app. You configure the app to allow a free trial period. You need to prompt the user to purchase the full version of the app when the trial period expires. What should you do?

- A. Call the getAppReceiptAsync( ) method of the Windows.ApplicationModel.Store.CurrentApp object.
- B. Call the getProductReceiptAsync( ) method of the Windows.ApplicationModel.Store.CurrentApp object and provide the app's product ID as an argument.
- C. Call the requestProductPurchaseAsync( ) method of the Windows.ApplicationModel.Store.CurrentApp object and provide the app's product ID as an argument.
- D. Call the requestAppPurchaseAsync( ) method of the Windows.ApplicationModel.Store.CurrentApp object.

**Answer: B****Question: 27****HOTSPOT**

You are designing a testing strategy for a Windows Store app by using HTML5, JavaScript, and CSS3.

You need to use testing strategies that validate for the best performance.

Which testing strategies should you select? (To answer, select the correct action from each drop-down list in the answer area.)

## Work Area

Result	Action
Reduce blocking of user interface threads	<input type="text"/>
Optimize bytecode caching performance	<input type="text"/>

## Work Area

Result	Action
Reduce blocking of user interface threads	<input type="text"/> Install on multiple machines Use synchronous API calls Use asynchronous API calls Use Unmanaged code calls
Optimize bytecode caching performance	<input type="text"/> Call a server-side object Reference an external JavaScript file Reference inline JavaScript code Use an unmanaged code block

Answer:

## Work Area

Result	Action
Reduce blocking of user interface threads	<input type="button" value="▼"/> Install on multiple machines Use synchronous API calls <b>Use asynchronous API calls</b> Use Unmanaged code calls
Optimize bytecode caching performance	<input type="button" value="▼"/> Call a server-side object <b>Reference an external JavaScript file</b> Reference inline JavaScript code Use an unmanaged code block

**Question: 28****HOTSPOT**

You are preparing four Windows Store apps for deployment.

You test the apps by using the Windows App Certification Kit. The results are as shown in the following table.

App name	Time to launch (in seconds)	Time to suspend (in seconds)
App1	5	2
App2	4	3
App3	4	1
App4	6	2

You need to identify which apps passed the performance test.

What is the performance test result for each app? (To answer, choose the correct test result from each drop-down list in the answer area.)

Work Area

App Name	Result
App1	<input type="button" value="▼"/>
App2	<input type="button" value="▼"/>
App3	<input type="button" value="▼"/>
App4	<input type="button" value="▼"/>

Work Area

App Name	Result
App1	<input type="button" value="▼"/> PASS FAIL
App2	<input type="button" value="▼"/> PASS FAIL
App3	<input type="button" value="▼"/> PASS FAIL
App4	<input type="button" value="▼"/> PASS FAIL

---

Answer:

---

Work Area

App Name	Result
App1	PASS FAIL
App2	PASS FAIL
App3	PASS FAIL
App4	PASS FAIL

**Question: 29**

**DRAG DROP**

You are preparing a Windows Store app that will be distributed through the Windows Store. You install the app on a test computer that runs Windows 8.

You must run functional test cases by using the Windows App Certification Kit.

You need to test the app before you deploy it to the Windows Store.

Which four 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.)

- Provide the fully qualified name of the package.
- Launch the Windows App Certification Kit by using the program shortcut.
- Launch appcertkit.exe from the Windows App Certification Kit directory by running it from a command prompt.
- Select the functional test case or cases to execute.
- Begin the validation process and save the test results to a file.
- Install the Windows 8 Software Development Kit (SDK) on the test computer.
- Select the installed Windows Store app.

**Answer:**

Provide the fully qualified name of the package.

Launch appcertkit.exe from the Windows App Certification Kit directory by running it from a command prompt.

Select the functional test case or cases to execute.

Install the Windows 8 Software Development Kit (SDK) on the test computer.

Launch the Windows App Certification Kit by using the program shortcut.

Begin the validation process and save the test results to a file.

Select the installed Windows Store app.

## Question: 30

### DRAG DROP

You are designing a testing strategy for a Windows Store app by using HTML5, JavaScript, and CSS3.

You need to use testing strategies that validate for the best performance.

Which testing strategies should you select? (To answer, drag the appropriate actions to the correct locations in the answer area.)

Link the CSS at the top of the page with the JavaScript at the bottom of the page.

Link the CSS at the bottom of the page with the JavaScript at the top of the page.

Use synchronous API calls.

Use asynchronous API calls.

Reference an external JavaScript file.

Reference inline JavaScript code.

Result	Action
Reduce blocking of user interface threads	
Optimize bytecode caching performance	

Answer:

Link the CSS at the top of the page with the JavaScript at the bottom of the page.

Link the CSS at the bottom of the page with the JavaScript at the top of the page.

Use synchronous API calls.

Reference inline JavaScript code.

Result	Action
Reduce blocking of user interface threads	Use asynchronous API calls.
Optimize bytecode caching performance	Reference an external JavaScript file.

## Question: 31

### DRAG DROP

You are developing a Windows Store app for an airline. The app will provide current flight status information.

The app will display the flight status on the lock screen if the user grants permission.

You have the following requirements:

- Display a dialog box that requests access to the lock screen.
- Display a message that indicates whether the user has granted access to the lock screen.

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.)

Activation;  
Background;  
PackageID;  
bind();  
getAccessStatus();  
requestAccessAsync();  
BackgroundAccessStatus  
BackgroundTaskBuilder

```
function requestAccess() {
    var Background = Windows.ApplicationModel.
    Background.BackgroundExecutionManager.
    .then(function (result) {
        switch (result) {
            case Background. denied: .denied:
                myapp.displayStatus("denied access");
                break;
            case Background. allowedWithRealTimeConnectivity:
                myapp.displayStatus("allowed access");
                break;
            ...
        }
    })
}
```

**Answer:**

```

Activation;
Background;
PackageID;
bind();
getAccessStatus();

BackgroundAccessStatus
BackgroundTaskBuilder

```

```

function requestAccess() {
    var Background = Windows.ApplicationModel.Background;
    Background.BackgroundExecutionManager.requestAccessAsync()
        .then(function (result) {
            switch (result) {
                case Background.BackgroundAccessStatus.denied:
                    myapp.displayStatus("denied access");
                    break;
                case Background.BackgroundAccessStatus.allowedWithRealTimeConnectivity:
                    myapp.displayStatus("allowed access");
                    break;
                ...
            }
        })
}

```

**Question: 32****HOTSPOT**

You are developing a Windows Store app by using JavaScript. The app will call a WinMD component to convert temperature.

The component exposes the following two members:

- A static variable named Fahrenheit
- A public method named GetInCelsius( ) that accepts an integer

You need to ensure that the app will display the temperature in Celsius and Fahrenheit. How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

**Work Area**

```

var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. (70);
doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
    + Converter.Temperature. ;

```

Work Area

```

var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. (70);
    fahrenheit
    Farenheit
    Farenheit(input)
    getInCelsius
    GetInCelsius

doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
    + Converter.Temperature. (70);
    fahrenheit
    Farenheit
    Farenheit(input)
    getInCelsius
    GetInCelsius

```

---

Answer:

Work Area

```

var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. (70);
    fahrenheit
    Farenheit
    Farenheit(input)
    getInCelsius
    GetInCelsius

doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
    + Converter.Temperature. (70);
    fahrenheit
    Farenheit
    Farenheit(input)
    getInCelsius
    GetInCelsius

```

---

**Question: 33**

HOTSPOT

You are developing a Windows Store style app by using JavaScript. The app will send and receive encoded information and will display the encoded information to the user in a decrypted and recognizable state.

You need to appropriately decrypt the encoded information.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

### Work Area

```
function decryptString(keyMaterial, stringToDecrypt
    ,algNameString, keysize, ivBuffer) {
    var result;
    var inputDataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
    ...
    result = Windows.Security.Cryptography.Core.CryptographicEngine
    ...
    return result;
}
```

### Work Area

```
function decryptString(keyMaterial, stringToDecrypt
    ,algNameString, keysize, ivBuffer) {
    var result;
    var inputDataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
    ...
    .decodeFromBase64String(stringToDecrypt);
    .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
    .decrypt(stringToDecrypt, algNameString);
    .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
    .toString(stringToDecrypt);

    result = Windows.Security.Cryptography.Core.CryptographicEngine
    ...
    .decodeFromBase64String(stringToDecrypt);
    .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
    .decrypt(stringToDecrypt, algNameString);
    .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
    .toString(stringToDecrypt);

    return result;
}
```

**Answer:**

**Work Area**

```
function decryptString(keyMaterial, stringToDecrypt
    , algNameString, keysize, ivBuffer) {
    var result;
    var inputDataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer

    ...
    .decodeFromBase64String(stringToDecrypt);
    .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
    .decrypt(stringToDecrypt, algNameString);
    .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
    .toString(stringToDecrypt);

    result = Windows.Security.Cryptography.Core.CryptographicEngine

    ...
    .decodeFromBase64String(stringToDecrypt);
    .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
    .decrypt(stringToDecrypt, algNameString);
    .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
    .toString(stringToDecrypt);

    return result;
}
```

**Question: 34**

You are developing a Windows Store app by using JavaScript. The app persists a list of stocks in the app's settings. The stock list is identified by a key of stockList.

The app must allow users to remove their stock lists from the app's settings. The following function call removes the stockList setting:

```
deleteAppSetting("stockList");
```

You need to remove only stockList from the settings storage without disrupting other settings.

Which code segment should you use?

- A. 

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;  
    localSettings.delete(setting);  
}
```
- B. 

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
    localSettings.values.clear(setting);  
}
```
- C. 

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
    localSettings.values.delete(setting);  
}
```
- D. 

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
    localSettings.values.remove(setting);  
}
```

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

---

**Answer: D**

---

### **Question: 35**

---

You are developing a Windows Store app by using JavaScript. The app will allow users to customize various features. The customizations will be persisted by using the saveMySettings function.  
You need to persist the customizations.  
Which code segment should you use?

- A. 

```
function saveMySettings (setting, inputValue) {
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;
    localSettings.values[setting] = inputValue;
    var value = localSettings.values[setting];
    ...
}
```
- B. 

```
function saveMySettings (setting, inputValue) {
    var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;
    localSettings.get[setting] = inputValue;
    var value = localSettings.get[setting];
    ...
}
```
- C. 

```
function saveMySettings (setting, inputValue) {
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;
    localSettings[setting] = inputValue;
    var value = localSettings[setting];
    ...
}
```
- D. 

```
function saveMySettings (setting, inputValue) {
    var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;
    localSettings.value[setting] = inputValue;
    var value = localSettings.values[setting];
    ...
}
```

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

---

Answer: A

---

### Question: 36

---

#### HOTSPOT

You are developing a Windows Store app by using JavaScript. The app will be used to create video blogs. The app uses the device's internal camera.

The app must meet the following requirements:

Allow the user to record audio and video.

Save files in the .mp4 file format.

Store files in the user's Videos library.

You need to ensure that the app meets the requirements.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

## Work Area

```

var media = new Windows.Media.Capture.MediaCapture();
var file;

function startRecording () {
}

Windows.Storage.CreationCollisionOption.generateUniqueName).then (
    function (newFile) {
        file = newFile;
        media.startRecordToStorageFileAsync(profile, storageFile).then(
            function(result) {
        }, errorHandler);
    });
}

function endRecording () {
}

```

## Work Area

```

var media = new Windows.Media.Capture.MediaCapture();
var file;

function startRecording () {

media.MediaCapture.stopMediaCaptureSession().then(function (result) { }, errorHandler);
media.stopRecordAsync().then(function (result) { }, errorHandler);
Windows.Storage.KnownFolders.videosLibrary.createFileAsync("myBlog.mp4",
Windows.Storage.KnownFolders.videosLibrary.createFileQuery()

Windows.Storage.CreationCollisionOption.generateUniqueName).then (
    function (newFile) {
        file = newFile;
        media.startRecordToStorageFileAsync(profile, storageFile).then(
            function(result) {
        }, errorHandler);
    });
}

function endRecording () {

media.MediaCapture.stopMediaCaptureSession().then(function (result) { }, errorHandler);
media.stopRecordAsync().then(function (result) { }, errorHandler);
Windows.Storage.KnownFolders.videosLibrary.createFileAsync("myBlog.mp4",
Windows.Storage.KnownFolders.videosLibrary.createFileQuery()
}

```

**Answer:**

## Work Area

```
var media = new Windows.Media.Capture.MediaCapture();
var file;

function startRecording () {
    media.MediaCapture.stopMediaCaptureSession().then(function (result) { }, errorHandler);
    media.stopRecordAsync().then(function (result) { }, errorHandler);
    Windows.Storage.KnownFolders.videosLibrary.createFileAsync("myBlog.mp4",
    Windows.Storage.KnownFolders.videosLibrary.createFileQuery()

    Windows.Storage.CreationCollisionOption.generateUniqueName).then (
        function (newFile) {
            file = newFile;
            media.startRecordToStorageFileAsync(profile, storageFile).then(
                function(result) {
                }, errorHandler);
        });
}

function endRecording () {
    media.MediaCapture.stopMediaCaptureSession().then(function (result) { }, errorHandler);
    media.stopRecordAsync().then(function (result) { }, errorHandler);
    Windows.Storage.KnownFolders.videosLibrary.createFileAsync("myBlog.mp4",
    Windows.Storage.KnownFolders.videosLibrary.createFileQuery()
}
```

**Question: 37****HOTSPOT**

You are developing a Windows Store app by using JavaScript. The app will be used in multiple geographic regions.

You need to ensure that the app displays dates in the region-specific full date format.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

## Work Area

```
var dateFormatting = [dropdown];  
  
var myDateFormatter = new dateFormatting.DateTimeFormatter(  
    dateFormatting.YearFormat.full,  
    dateFormatting.MonthFormat.full,  
    dateFormatting.DayFormat.default,  
    dateFormatting.DayOfWeekFormat.full);  
var myDate = new Date();  
document.getElementById('output').innerText  
= [dropdown];
```

## Work Area

```
var dateFormatting = [dropdown];  
Windows.Globalization.Calendar  
Windows.Globalization.DateTimeFormatting  
Windows.Globalization.GeographicRegion  
  
var myDateFormatter = new dateFormatting.DateTimeFormatter(  
    dateFormatting.YearFormat.full,  
    dateFormatting.MonthFormat.full,  
    dateFormatting.DayFormat.default,  
    dateFormatting.DayOfWeekFormat.full);  
var myDate = new Date();  
document.getElementById('output').innerText  
= [dropdown];  
myDateFormatter.calendar(myDate(utc.now()))  
myDateFormatter.format(myDate)  
myDateFormatter.format(myDate.getDate())
```

---

Answer:

## Work Area

```

var dateFormatting =  ;
Windows.Globalization.Calendar
Windows.Globalization.DateTimeFormatting 
Windows.Globalization.GeographicRegion

var myDateFormatter = new dateFormatting.DateTimeFormatter(
    dateFormatting.YearFormat.full,
    dateFormatting.MonthFormat.full,
    dateFormatting.DayFormat.default,
    dateFormatting.DayOfWeekFormat.full);
var myDate = new Date();
document.getElementById('output').innerText
=  ;
myDateFormatter.calendar(myDate(utc.now()))
 myDateFormatter.format(myDate)
 myDateFormatter.format(myDate.getDate())

```

**Question: 38**

## DRAG DROP

You are developing a custom date picker control for a Windows Store app.

The control must meet the following requirements:

- Inherit from the WinJS Datepicker control.
- Provide an additional property to set if the date selection is required.

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.)

**Work Area**

Code snippets in the Work Area:

- WinJS.DatePicker
- WinJS.UI.DatePicker
- WinJS.UI.Controls.DatePicker
- WinJS.Class.define
- WinJS.Class.derive
- WinJS.Class.defineWithParent

**Answer**

Code snippets in the Answer area:

```

WinJS.Namespace.define("CustomControls", {
    DatePicker:  ,
    ( ,
        function (element, options) {
            this._super.constructor(element, options);
        },
        {
           isRequired: {
                set: function (value) { this._isRequired = value; },
                get: function () { return this._isRequired; }
            }
        }
    );
}

```

---

**Answer:**

---

```

WinJS.DatePicker
WinJS.UI.Controls.DatePicker
WinJS.Class.define
WinJS.Class.defineWithParent

WinJS.Namespace.define("CustomControls", {
  Datepicker: WinJS.Class.derive
    ( WinJS.UI.DatePicker
      function (element, options) {
        this._super.constructor(element, options);
      },
      {
       isRequired: {
          set: function (value) { this._isRequired = value; },
          get: function () { return this._isRequired; }
        }
      }
    );
}
);

```

**Question: 39**

You are developing a Windows Store app by using JavaScript. The app will be used in multiple geographic locations. The app implements character grouping.

You need to ensure that the app can access only the first character group.

Which code segment should you use?

- A. var item = new Windows.Globalization.CharacterGroupings() .getAt(1);
- B. var item = new Windows.Globalization.CharacterGroupings() .lookup("1");
- C. var item = new Windows.Globalization.CharacterGroupings() .first();
- D. var item = new Windows.Globalization.CharacterGrouping() .first;

**Answer: C****Question: 40****HOTSPOT**

You develop a Windows Store app by using JavaScript. The app displays a list of video controls. The user can add video controls to the list.

You need to animate the video control list when the user adds a control to the list.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

**Work Area**

```
function addToList() {  
    var affectedItems = document.querySelectorAll(".listItem");  
    var newItem = document.createElement("video");  
    newItem.className = "listItem";  
  
    (newItem, affectedItems);  
    list.insertBefore(newItem, list.firstChild);  
  
}  
}
```

**Work Area**

```
function addToList() {  
    var affectedItems = document.querySelectorAll(".listItem");  
    var newItem = document.createElement("video");  
    newItem.className = "listItem";  
  
    addToList.beginAnimation();  
    addToList.execute();  
    list.refresh();  
    var addToList = WinJS.UI.Animation.AddToListAnimation  
    var addToList = WinJS.UI.Animation.createAddToListAnimation  
  
    (newItem, affectedItems);  
    list.insertBefore(newItem, list.firstChild);  
  
    addToList.beginAnimation();  
    addToList.execute();  
    list.refresh();  
    var addToList = WinJS.UI.Animation.AddToListAnimation  
    var addToList = WinJS.UI.Animation.createAddToListAnimation  
  
}  
}
```

---

**Answer:**

---

**Work Area**

```
function addToList() {
    var affectedItems = document.querySelectorAll(".listItem");
    var newItem = document.createElement("video");
    newItem.className = "listItem";

    addToList.beginAnimation();
    addToList.execute();
    list.refresh();
    var addToList = WinJS.UI.Animation.AddToListAnimation
    var addToList = WinJS.UI.Animation.createAddToListAnimation

        (newItem, affectedItems);
    list.insertBefore(newItem, list.firstChild);

    addToList.beginAnimation();
    addToList.execute();
    list.refresh();
    var addToList = WinJS.UI.Animation.AddToListAnimation
    var addToList = WinJS.UI.Animation.createAddToListAnimation

}
```

**Question: 41****HOTSPOT**

You are creating a Windows Store app by using JavaScript.

You need to ensure that the app can receive push notifications from a calling app.

How should you complete the relevant code? (To answer, select the appropriate method from the drop-down list in the answer area.)

**Work Area**

```
function openChannel() {  
    var channel;  
    var chanOpt = Windows.Networking.PushNotifications.  
        PushNotificationChannelManager.  
  
    return chanOpt.then(function (chan) {  
        channel = chan;  
    },  
        errorHandler));  
}
```

**Work Area**

```
function openChannel() {  
    var channel;  
    var chanOpt = Windows.Networking.PushNotifications.  
        PushNotificationChannelManager.  
  
    createPushNotificationChannelForApplicationAsync();  
    createPushNotificationChannelForApplicationAsync(id);  
    createPushNotificationChannelForSecondaryTileAsync();  
    createPushNotificationChannelForSecondaryTileAsync(id);  
  
    return chanOpt.then(function (chan) {  
        channel = chan;  
    },  
        errorHandler));  
}
```

---

**Answer:**

---

## Work Area

```
function openChannel() {
    var channel;
    var chanOpt = Windows.Networking.PushNotifications.
        PushNotificationChannelManager.

    createPushNotificationChannelForApplicationAsync();
createPushNotificationChannelForApplicationAsync(id);
createPushNotificationChannelForSecondaryTileAsync();
createPushNotificationChannelForSecondaryTileAsync(id);

    return chanOpt.then(function (chan) {
        channel = chan;
    },
    errorHandler));
}
```

### Question: 42

You are developing a Windows Store app that uses Windows Push Notification Services (WNS). The app includes the following code:

```
01 var notifications = Windows.UI.Notifications;
02 var startDate = new Date();
03 var polledUrl = "http://contoso.cloudapp.net/";
04 var uri = new Windows.Foundation.Uri(polledUrl);
05
```

The app must poll a notification service once a day and update the app tile with new content.

You need to initiate polling.

Which code segment should you insert at line 05?

C A. var recurrence = notifications.PeriodicUpdateRecurrence.day;  
notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);

C B. var recurrence = notifications.PeriodicUpdateRecurrence.86400;  
notifications.TileUpdateManager.startPeriodicUpdate(uri, startDate, recurrence);

C C. var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication().startPeriodicUpdate(uri, startDate, recurrence);

C D. var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);

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

---

**Answer: C**

---

### **Question: 43**

---

You are writing a Windows Store app by using JavaScript.

You need to authenticate a cloud server as a source for Windows Push Notification Services (WNS).

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

- A. Create a code-signing certificate.
- B. Register the app with the Dashboard.
- C. Create the HTTPS authentication request.
- D. Obtain the identity values and credentials for the app.

---

**Answer: A, B, D**

---

### **Question: 44**

---

You develop a Windows Store app that allows users to modify images by using filters and image-processing algorithms.

The app must meet the following requirements:

- Use a web worker to initiate the image-processing algorithms on a separate thread.
- Clean up the web worker after processing the algorithms.

You need to ensure that the web worker releases memory after processing the algorithms.

What should you do?

- A. From the calling page, call the postMessage() command with the terminate parameter.
- B. From the calling page, call the postMessage() command with the clean parameter.
- C. From the web worker, call the close() command.
- D. From the calling page, call the postMessage() command with the close parameter.

---

**Answer: C**

---

**Explanation:**

In Internet Explorer 10 and Windows Store apps using JavaScript, the Web Workers API supports the following method .

```
void close();
```

MethodDescription: Terminates the worker thread.

Note: Internet Explorer 10 and Windows Store apps using JavaScript introduce support for Web Workers. The Web Workers API defines a way to run scripts in the background.

---

**Question: 45**

---

You develop a Windows Store app.

The app user interface is slow to load, and occasionally stops responding.

You need to increase the responsiveness of the user interface.

What should you implement?

- A. Synchronous calls
- B. The Web Worker API
- C. The Task.Run method
- D. Windows Runtime Metadata (WinMD) components

---

**Answer: B**

---

---

**Question: 46**

---

**HOTSPOT**

You are developing a Windows Store app. The app contains the following HTML markup segment:

```
<video id="videoplayer" style="width: 627px; height: 305px;" src="/Movie1.mp4" controls=""></video>
<div id="messageDiv"></div>
```

The app must stream video to available devices by using the Play to feature.

You need to implement the Play to contract for the app.

How should you complete the relevant code? To answer, select the appropriate code segments from the lists in the answer area.

```
var pt = Windows.Media.PlayTo. [ ] ▾
pt.addEventListener("sourcerRequested", sourceRequestHandler, false);
function sourceRequestHandler(e) {
    try {
        e.sourceRequest.setSource(document.
            getElementById("videoplayer") . [ ] ▾
    } catch (ex) {
        id("messageDiv").innerHTML += "An error occurred";
    }
}
```

```

var pt = Windows.Media.PlayTo.
    PlayToConnection connection;
PlayToConnection.state;
PlayToManager.defaultSourceSelection = true;
PlayToManager.getForCurrentView();

pt.addEventListener("sourcerequested", sourceRequestHandler, false);

function sourceRequestHandler(e) {
    try {
        e.sourceRequest.setSource(document.

            getElementById("videoplayer").
                msPlayToConnection();
msPlayToSource();
PlaytoConnectionState();
PlayToReceiver();

    } catch (ex) {
        id("messageDiv").innerHTML += "An error occurred";
    }
}

```

**Answer:**

```

var pt = Windows.Media.PlayTo.
    PlayToConnection connection;
PlayToConnection.state;
PlayToManager.defaultSourceSelection = true;
PlayToManager.getForCurrentView();

pt.addEventListener("sourcerequested", sourceRequestHandler, false);

function sourceRequestHandler(e) {
    try {
        e.sourceRequest.setSource(document.

            getElementById("videoplayer").
                msPlayToConnection();
msPlayToSource();
PlaytoConnectionState();
PlayToReceiver();

    } catch (ex) {
        id("messageDiv").innerHTML += "An error occurred";
    }
}

```

**Question: 47****DRAG DROP**

You are developing a Windows Store game that requires access to a Bluetooth-enabled human interface device (HID). You need to implement access to the HID device.

Which code elements should you include? To answer, drag the appropriate code or markup segments to the correct targets. Each code or 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.

<DeviceCapability Name="bluetooth.humaninterfacedevice">

<DeviceCapability Name="bluetooth.rfcomm">

<DeviceCapability Name="humaninterfacedevice">

DeviceInformation.currentDevice

DeviceInformation.findAllAsync

HidDevice.fromIdAsync

HidDevice.isEnabled

## Answer Area

Statement	Code or Markup
The Declare step requires the following XML markup segment:	
The Discover step requires an enumeration that uses the following method:	

**Answer:**

Statement	Code or Markup
The Declare step requires the following XML markup segment:	<DeviceCapability Name="humaninterfacedevice">
The Discover step requires an enumeration that uses the following method:	DeviceInformation.findAllAsync

**Question: 48****HOTSPOT**

You are developing a Windows Store app by using JavaScript.

You plan to add an animation to the navigation button. The animation must do the following:

- Show motion when tapped.
- Move to the next app screen after completing the animation sequence.

You need to add the animation to the button.

How should you complete the relevant code? (To answer, select the correct code segment in each drop-down list in the answer area.)

```
actionButton.addEventListener('MSPointerDown', doClick, false);
actionButton.addEventListener('MSPointerUp', doUnClick, false);

function doClick() {
    WinJS.UI.Animation.pointerDown(this);
}

function doUnClick() {
    WinJS.UI.Animation.oncheckpoint(this).then(function () {
        WinJS.UI.Animation.pointerUp(this).then(function () {
            nav.navigate("/html/DetailPage.html");
            nav.navigate(this, "/html/DetailPage.html");
            WinJS.UI.Animation.enterPage("/html/DetailPage.html");
            WinJS.UI.Animation.pointerUp(this, "/html/DetailPage.html");
        });
    });
}

actionButton.addEventListener('MSPointerDown', doClick, false);
actionButton.addEventListener('MSPointerUp', doUnClick, false);
```

---

**Answer:**

---

```

actionButton.addEventListener('MSPointerDown', doClick, false);
actionButton.addEventListener('MSPointerUp', doUnClick, false);

function doClick() {
    WinJS.UI.Animation.pointerDown(this);
}

function doUnClick() {
    WinJS.UI.Animation.oncheckpoint(this) {
        WinJS.UI.Animation.oncheckpoint(this).then(function () {
            WinJS.UI.Animation.pointerUp(this) {
                WinJS.UI.Animation.pointerUp(this).then(function () {
                    nav.navigate("/html/DetailPage.html");
                    nav.navigate(this, "/html/DetailPage.html");
                    WinJS.UI.Animation.enterPage("/html/DetailPage.html");
                    WinJS.UI.Animation.pointerUp(this, "/html/DetailPage.html");
                });
            });
        });
    }
}

```

## Question: 49

---

### HOTSPOT

You are developing a Windows Store app.

You have the following requirements.

- Ensure that the app complies with the Windows Store requirements before deploying the app to the Windows Store.
- Minimize the number of components that you must install from the Windows Store Software Development Kit (SDK).

You need to install the SDK components.

Which features should you install? To answer, select or clear the appropriate check boxes in the answer area.

### Select the features you want to install

Click a feature name for more information.

- Windows Software Development Kit
- Windows Performance Toolkit
- Debugging Tools for Windows
- Application Verifier For Windows
- .NET Framework 4.5.1 Software Development Kit
- Windows App Certification Kit
- MSI Tools

---

Answer:

---

## Select the features you want to install

Click a feature name for more information.

- Windows Software Development Kit
- Windows Performance Toolkit
- Debugging Tools for Windows
- Application Verifier For Windows
- .NET Framework 4.5.1 Software Development Kit
- Windows App Certification Kit
- MSI Tools

### Question: 50

#### HOTSPOT

You are developing a Windows Store app in Microsoft Visual Studio.

You need to configure the app deployment options.

Where should you configure each deployment option? To answer, select the appropriate location from each list in the answer area.

Deployment option	Location
Upload screenshots	<input type="text"/>
Set age ratings	<input type="text"/>
Create app packages	<input type="text"/>
Upload app packages	<input type="text"/>
Set selling prices	<input type="text"/>

Deployment option	Location
Upload screenshots	<input type="checkbox"/> Microsoft Visual Studio only <input type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Set age ratings	<input type="checkbox"/> Microsoft Visual Studio only <input type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Create app packages	<input type="checkbox"/> Microsoft Visual Studio only <input type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Upload app packages	<input type="checkbox"/> Microsoft Visual Studio only <input type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Set selling prices	<input type="checkbox"/> Microsoft Visual Studio only <input type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center

**Answer:** \_\_\_\_\_

Deployment option	Location
Upload screenshots	<input type="checkbox"/> Microsoft Visual Studio only <input checked="" type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Set age ratings	<input type="checkbox"/> Microsoft Visual Studio only <input checked="" type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Create app packages	<input type="checkbox"/> Microsoft Visual Studio only <input checked="" type="checkbox"/> Windows Dev Center only <input checked="" type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Upload app packages	<input type="checkbox"/> Microsoft Visual Studio only <input type="checkbox"/> Windows Dev Center only <input checked="" type="checkbox"/> Microsoft Visual Studio or command prompt <input checked="" type="checkbox"/> Microsoft Visual Studio or Windows Dev Center
Set selling prices	<input type="checkbox"/> Microsoft Visual Studio only <input checked="" type="checkbox"/> Windows Dev Center only <input type="checkbox"/> Microsoft Visual Studio or command prompt <input type="checkbox"/> Microsoft Visual Studio or Windows Dev Center

### Question: 51

#### DRAG DROP

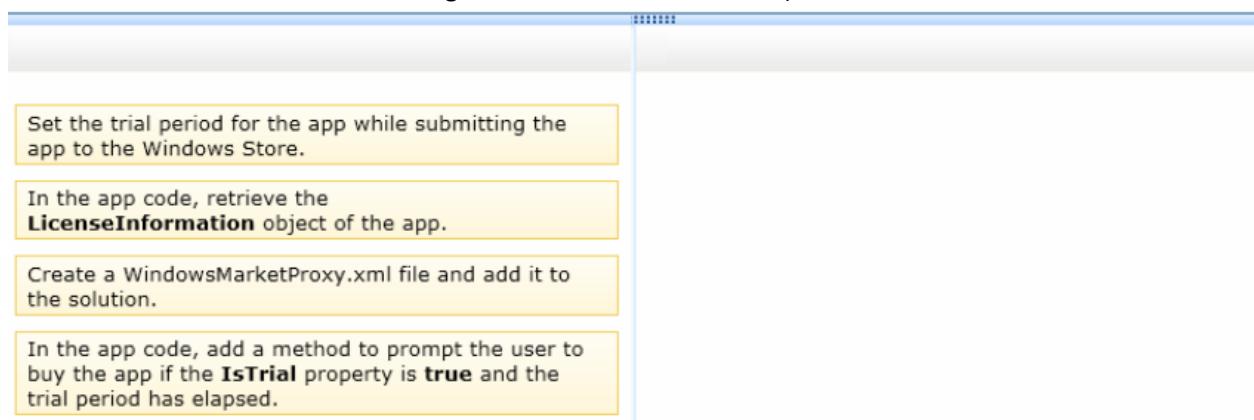
You are developing a Windows Store app.

The app must meet the following requirements:

- Be available for a time-limited free trial.
- Prompt the user to buy the full version when the trial expires.

You need to ensure that the requirements are met.

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:

Box 1: In the app code, retrieve the LicenseInformation object of the app.

Box 2: In the app code, add a method to prompt the user to buy the app if the IsTrial property is true and the trial period has elapsed.

Box 3: Set the trial period for the app while submitting the app to the Windows Store.

Explanation:

Note:

Step 1: Pick the features you want to enable or disable during the trial period

Step 2 (Box 1) : Initialize the license info

When your app is initializing, get the LicenseInformation object for your app as shown in this example. We assume that licenseInformation is a global variable or field of type LicenseInformation.

Initialize the CurrentApp or CurrentAppSimulator to access the app's license info.

Step 3 (Box 2) : Code the features in conditional blocks

When the license change event fires, your app must call the License API to determine if the trial status has changed. The code in this step shows how to structure your handler for this event. At this point, if a user bought the app, it is a good practice to provide feedback to the user that the licensing status has changed. You might need to ask the user to restart the app if that's how you've coded it. But make this transition as seamless and painless as possible.

Example:

```
if (licenseInformation.isActive)
{
    if (licenseInformation.isTrial)
    {
        // Show the features that are available during trial only.
    }
    else
    {
        // Show the features that are available only with a full license.
    }
}
```

Step 4 (Box 2) : Get an app's trial expiration date

Step 5: Test the features using simulated calls to the License API

Step 6: Replace the simulated License API methods with the actual API

Step 7: Describe how the free trial works to your customers

Incorrect:

WindowsMarketProxy.xml: No such file is related to Windows Store Apps.

## **Question: 52**

**DRAG DROP**

You develop a Windows Store app.

You need to implement a testing strategy for the app.

Which actions should you perform? To answer, drag the appropriate actions to the correct targets. Each answer 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	
Requirement	Action
Test classes in the business layer	
Manually verify presentation layer functionality	
Automatically verify presentation layer functionality	

Requirement	Action
Test classes in the business layer	Create and run unit tests
Manually verify presentation layer functionality	Visually inspect app results
Automatically verify presentation layer functionality	Create and run coded UI tests

### Question: 53

You are developing a Windows Store app that creates and prints personal ID badges. When the badge is completed, the app will display an image of the badge.

Users must be able to print completed ID badges. The app must adhere to printing guidelines for Windows Store apps. You need to implement the printing strategy.

What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. Unregister the default Print contract. Call the window.print() function to print directly from the app.
- B. Register for the Print contract. Call the window.printQ function to print the page.
- C. Register for the Print contract. Add an in-app Print button that invokes the Devices charm below the badge image.
- D. Unregister the default Print contract. Add an in-app Print button that invokes the Devices charm below the badge image.

**Answer: C**

### Question: 54

You are developing a Windows Store app that will allow users to take photos by using the built-in device camera. The app will immediately open the photo for editing.

You need to programmatically specify the location from which to open the most recent photo taken by the app.

What is the best option to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. KnownFolders.pictureslibrary
- B. SkyDrive.Pictures
- C. KnownFolders.savedPictures
- D. KnownFolders.cameraRoll

---

**Answer: D**

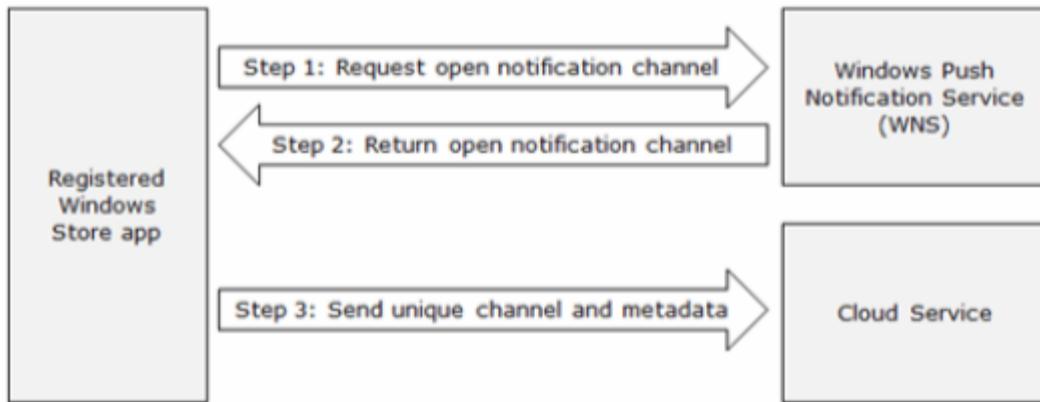
---

**Question: 55**

---

**HOTSPOT**

You are developing an app that provides sports statistics updates to a Windows tile. You are using Windows Push Notification Services (WNS) to provide updates to the app. You must implement the steps to request a notification channel as illustrated in the following image.



You need to ensure that the app implementation follows current Windows Store requirements and guidelines. Select the correct answer from each list based on the information presented in the screenshot. Each correct selection is worth one point.

---

**Answer Area**

---

When should you perform step 1?

What type of push notification channel does step 2 return?



---

**Answer Area**

---

When should you perform step 1?

Each time the app launches.  
 Each time the app is installed.  
 When the app is registered in the Windows Store.  
 When an app install or update is pushed to the user.

What type of push notification channel does step 2 return?

URI  
 GUID  
 SID

---

**Answer:**

---

**Answer Area**

When should you perform step 1?

Each time the app launches.
Each time the app is installed.
When the app is registered in the Windows Store.
When an app install or update is pushed to the user.

What type of push notification channel does step 2 return?

URI
GUID
SID

**Question: 56**

You are developing a Windows Store app that uses Windows Push Notification Services (WNS). The app includes the following code:

```
01 var notifications = Windows.UI.Notifications;
02 var startDate = new Date();
03 var polledUrl = "http://contoso.cloudapp.net/";
04 var uri = new Windows.Foundation.Uri(polledUrl);
05
```

The app must poll a notification service every 30 minutes and update the app tile with new content. You need to initiate polling.

Which code segment should you insert at line 05?

- A. 

```
var recurrence = notifications.PeriodicUpdateRecurrence.halfHour;
notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);
```
- B. 

```
var recurrence = notifications.PeriodicUpdateRecurrence.halfHour;
notifications.TileUpdateManager.createTileUpdaterForApplication().startPeriodicUpdate(uri, startDate,
recurrence);
```
- C. 

```
var recurrence = 1800;
notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);
```
- D. 

```
var recurrence = 1800;
notifications.TileUpdateManager.startPeriodicUpdate(uri, startDate, recurrence);
```

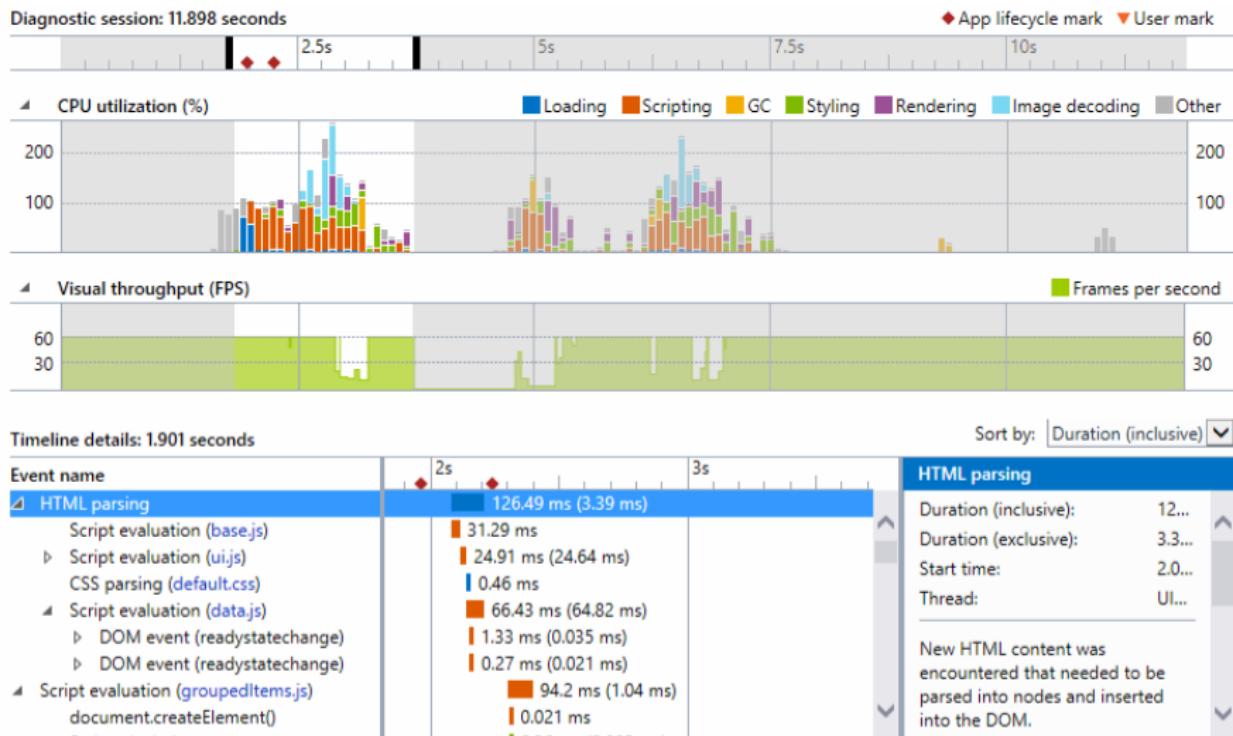
- A. Option A
- B. Option B
- C. Option C
- D. Option D

**Answer: B****Question: 57****HOTSPOT**

You develop a Windows Store app.

Users report that the user interface is sluggish and the data on the main screen of the app does not appear immediately. You run the Microsoft Visual Studio 2013 Performance and Diagnostics hub. The results are shown in the

following image.



Select the correct answer from each list based on the information presented in the image. Each correct selection is worth one point.

Which JavaScript file should you investigate first?

Which diagnostic tool provides these results?

Which JavaScript file should you investigate first?

- base.js
- data.js
- groupedItems.js
- ui.js

Which diagnostic tool provides these results?

- CPU Sampling
- Energy Consumption
- HTML UI Responsiveness
- JavaScript Function Timing
- JavaScript Memory

**Answer:**

Which JavaScript file should you investigate first?

Which diagnostic tool provides these results?

### Question: 58

#### HOTSPOT

You develop a Windows Store app that updates the user's daily calendar. The app includes the following code. Line numbers are included for reference only.

```

01 app.addEventListener("activated", function (args){
02 ...
03 function registerMyBackgroundTask() {
04     BackgroundTask.registerBackgroundTask(
05         (BackgroundTask.myBackgroundTaskEntryPoint,
06         BackgroundTask.myBackgroundTaskName,
07         new Windows.ApplicationModel.Background.SystemTrigger
08             (Windows.ApplicationModel.Background.SystemTriggerType.timeZoneChange, false), null);
09     MyBackgroundTask.updateUI();
10 }
11 ...
12 },

```

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

Yes	No	Statement
-----	----	-----------

- When the app launches, the code registers a background task to update the calendar.
- The code segment initiates an immediate modal update to the app.
- The code segment creates a BackgroundTaskBuilder object that registers the task.

**Answer:**

Yes	No	Statement
-----	----	-----------

- When the app launches, the code registers a background task to update the calendar.
- The code segment initiates an immediate modal update to the app.
- The code segment creates a BackgroundTaskBuilder object that registers the task.

**Question: 59**

You are developing a Windows Store app by using JavaScript.

You need to ensure that the user can capture a photograph with the built-in camera and then process the resulting file.

Which code segment should you use?

- A. 

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureUI();
    captureDialog.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then
    (function (capturedItem) {
        if (capturedItem) {
            ...
        }
        else {
            ...
        }
    });
}
```
- B. 

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureUI();
    captureDialog.captureImageAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then
    (function (capturedItem) {
        if (capturedItem) {
            ...
        }
        else {
            ...
        }
    });
}
```
- C. 

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureDialog();
    captureDialog.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then
    (function (capturedItem) {
        if (capturedItem) {
            ...
        }
        else {
            ...
        }
    });
}
```
- D. 

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureUI();
    var photo = captureDialog.captureFile(Windows.Media.Capture.CameraCaptureUIMode.photo);
    if (photo) {
        ...
    }
    else {
        ...
    }
}
```

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

---

**Answer: A**

---

---

### **Question: 60**

---

You are developing a Windows Store app by using JavaScript.

The app contains the following code. (Line numbers are included for reference only).

```
01 var ptm = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
02 ptm.addEventListener("sourcerequested",
03   sourceRequestHandlerWithEvents, false);
04 function sourceRequestHandlerWithEvents(e) {
05   var controller = localVideo1.msPlayToSource;
06
07
08
09   e.sourceRequest.setSource(controller);
10 }
```

You need to ensure that the app will handle any possible event for a media connection in a Play To streaming operation. How should you complete the relevant code? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Insert the following code segment at line 07:

```
controller.connection.addEventListener("stateChanged", playToConnectionStageChanged, false);
```

- B. Insert the following code segment at line 06:

```
controller.connection.addEventListener("error", playToConnectionError, false);
```

- C. Insert the following code segment at line 06:

```
controller.connection.addEventListener("streaming", playToConnectionStreaming, true);
```

- D. Insert the following code segment at line 08:

```
controller.connection.addEventListener("mediachanged", playToConnectionMediaChanged, false);
```

- E. Insert the following code segment at line 07:

```
controller.connection.addEventListener("streaming", playToConnectionStreaming, false);
```

- F. Insert the following code segment at line 08:

```
controller.connection.addEventListener("transferred", playToConnectionTransferred, false);
```

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

---

**Answer: ABF**

---

---

### **Question: 61**

---

You are developing an app that plays one audio file named myAudio.mp3 and two video files named myVideo1.mp4 and myVideo2.mp4.

You have the following requirements:

The audio file must NOT have access to the Play To feature.

The video files must be able to use the Play To feature.

You need to configure the app to meet the requirements.

Which code or markup segment should you use?

- A. 

```
var pt = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
pt.defaultSourceSelection = false;
```
- B. 

```
<video src="//myVideo1.mp4" x-ms-playToEnabled />
<video src="//myVideo2.mp4" x-ms-playToEnabled />
```
- C. 

```
<audio src="//myAudio.mp3" x-ms-playToDisabled />
```
- D. 

```
var pt = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
pt.videoSourceSelection = true;
pt.audioSourceSelection = false;
```

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

---

**Answer: C**

---

### **Question: 62**

---

You are developing a Windows Store style app by using JavaScript.

You plan to use Windows Push Notification Services (WNS).

You need to register the app with WNS to receive push notifications.

Which credentials should you provide to WNS? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Package security identifier
- B. Package private key
- C. Publisher security identifier
- D. Client secret
- E. Package name

---

**Answer: ABC**

---

### **Question: 63**

---

You develop a Windows Store app that consumes a WinMD component from Contoso.Class1. Class1 contains an

overloaded method named GetValue. The method overloads have the characteristics described in the following table.

<b>Method name</b>	<b>Input type</b>	<b>Return type</b>	<b>Is default</b>
GetValue	string	string	No
GetValue	int	int	Yes
GetValue	float	float	No

The app includes the JavaScript code shown in the following code segment.

```
var myTest = new Contoso.Class1();
var myOutput = document.getElementById("myOutput");
myOutput.innerHTML = myTest.getValue("Hello, World") + ", "
+ myTest.getValue(21) + ", " + myTest.getValue(15.5);
```

You need to correctly evaluate the output of the myOutput.innerHTML attribute.

What is the output value?

- A. Hello, World, 21, 15
- B. 0, 21, 15.5
- C. 0, 21, 15
- D. Hello, World, 21, 15.5

---

**Answer: C**

---

### Question: 64

---

You are developing a Windows Store app that will access a device's webcam.

The app will use a custom control panel to enable camera modifications.

You need to specify that the app will use the custom control panel.

What should you do in the Visual Studio IDE?

- A. In the Extension Manager, set a reference to the Windows.Devices.Enumeration.winmd file.
- B. On the Capabilities tab of the Manifest Designer, select the Webcam check box.
- C. On the Declarations tab of the Manifest Designer, choose Camera Settings.
- D. In the Reference Manager, set a reference to the Windows.Devices.Sensors.winmd file.

---

**Answer: C**

---

### Question: 65

---

You are developing a Windows Store app by using JavaScript. The app will track oil prices,

The app must display oil prices on the lock screen and continue to run while dormant.

You plan to use a background task to refresh oil prices in the app.

You need to design the background task to provide up-to-date information and to minimize system resource requirements.

What should you do?

- A. Use a ControlChannelTrigger object that has CPU utilization set to Low if the OnBattery condition is true or Normal if the OnCharge condition is true. Persist data to local storage.
- B. Use a TimeTrigger object to poll for data at one-minute intervals, and push the most recent available data to the app.
- C. Use a TimeTrigger object to poll for data at five-minute intervals, and push the most recent available data to persistent storage.

D. Register the app with a Windows Push Notification Services (WNS) service, and use a Trigger object to deliver the most recent oil quotes to persistent storage.

---

**Answer: D**

---

### **Question: 66**

---

You are developing a fitness app for distribution through the Windows Store.

The app must interact with the following USB device classes:

- Webcam
- Infrared thermometer
- Scale
- Printer

You need to modify the app manifest file as required to support the devices.

Which two device classes should you include? Each correct answer presents part of the solution.

- A. AudioVideo
- B. IrDa
- C. PersonalHealthcare
- D. Printer

---

**Answer: BC**

---

---

### **Question: 67**

---

You develop a Windows Store app that allows users to share pictures with friends. You submit the app to the Windows Store.

You need to implement a privacy policy for the app.

Which three actions should you perform? Each correct answer presents part of the solution.

- A. Post the privacy policy to the Windows Dev Center.
- B. Post the privacy policy to your website.
- C. Display a link to the privacy policy in the Settings charm for the app.
- D. Display a link to the privacy policy in the app description section of the Windows Store.
- E. Display a link to the privacy policy in the app bar for the app.

---

**Answer: BCD**

---

**Explanation:**

B: The privacy policy file needs to be hosted somewhere, and you have a few options, but they all have to be online:

1. Website
2. website
3. Amazon Simple Storage Service (Amazon S3)
4. A cloud drive

\* A link to your Privacy Policy if you have Internet Connection declared in your capabilities. Forgetting to do this is the most common certification blocker!

CD: Your app must have a privacy statement if it is network-capable

If your app has the technical ability to transmit data, you must maintain a privacy policy. You must provide access to your privacy policy in the Description page of your app, as well as in the app's settings as displayed in the Windows Settings charm.

---

### Question: 68

---

You are developing a Windows Store app. You are adding print capabilities to the app. The app includes the following JavaScript code segment. Line numbers are included for reference only.

```
01 function onPrintTaskRequested(printEvent) {  
02     var printTask = printEvent.request.createPrintTask("Print Choices",  
03         function (args) {  
04             args.setSource(MSApp.getHtmlPrintDocumentSource(document));  
05         }  
06     }  
The app must display only the following printer options:  
Number of copies  
Single-sided or double-sided printing  
You need to configure the printing capabilities for the app.  
Which code segment should you insert at line 03?
```

- C A. printTask.options.displayedOptions.append(Windows.Graphics.Printing.StandardPrintTaskOptions.copies);  
printTask.options.displayedOptions.append(Windows.Graphics.Printing.StandardPrintTaskOptions.duplex);  
printTask.options.displayedOptions.add();
- C B. printTask.options.displayedOptions.clear();  
printTask.options.displayedOptions.append(Windows.Graphics.Printing.StandardPrintTaskOptions.copies);  
printTask.options.displayedOptions.append(Windows.Graphics.Printing.StandardPrintTaskOptions.duplex);
- C C. printTask.append.createPrintTask.element.copies;  
printTask.append.createPrintTask.element.duplex;  
printTask.options.displayedOptions.add();
- C D. printTask.options.displayedOptions.clear();  
printTask.append.createPrintTask.element.copies;  
printTask.append.createPrintTask.element.duplex;

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

---

**Answer: A**

---

---

### Question: 69

---

DRAG DROP

You are developing a Windows Store app.

You need to design a testing strategy.

Which type of testing should you use to achieve each objective? To answer, drag the appropriate testing types to the correct targets. Each technology 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	
Objective	Type of testing
Test individual modules	unit test
Test combined functionality of related modules	integration test
Test the app beyond the limits of the spec	stress test
Ensure that all defects are fixed before deploying the app	regression test

**Answer:**

Objective	Type of testing
Test individual modules	unit test
Test combined functionality of related modules	integration test
Test the app beyond the limits of the spec	stress test
Ensure that all defects are fixed before deploying the app	regression test

**Question: 70****HOTSPOT**

You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used in multiple geographic regions.

The default.html file contains the following code segment:

```
<input type="text" placeholder="USA"/>
<br/>
<ul>
  <li>Currency:USD</li>
</ul>
```

The resources.resjson file contains the English (en-US) resources shown in the following code segment:

```
{
  "Country" : "USA",
  "ListElement1" : "Currency:USD"
}
```

The app must access string resources from the resources.resjson file. The data-win-res attribute must be configured in the default.html file to globalize the app.

You need to modify the code segment to ensure that the app can be localized with minimum effort.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

## Work Area

```

<input type="text" placeholder=""
  data-win-res="{ [REDACTED] }"/>
<br/>
<ul>
  <li data-win-res="{ [REDACTED] }"></li>
</ul>

```

## Work Area

```

<input type="text" placeholder=""
  data-win-res="{ [REDACTED] }"/>
  'Country'
  'Currency:USD'
  'ListElement1'
  placeholder: 'Country'
  textContent: 'ListElement1'
  'USA'

<br/>
<ul>
  <li data-win-res="{ [REDACTED] }"></li>
</ul>
  'Country'
  'Currency:USD'
  'ListElement1'
  placeholder: 'Country'
  textContent: 'ListElement1'
  'USA'

```

## Answer:

## Work Area

```

<input type="text" placeholder=""
  data-win-res="{ [REDACTED] }"/>
  'Country'
  'Currency:USD'
  'ListElement1'
  placeholder: 'Country'
  textContent: 'ListElement1'
  'USA'

<br/>
<ul>
  <li data-win-res="{ [REDACTED] }"></li>
</ul>
  'Country'
  'Currency:USD'
  'ListElement1'
  placeholder: 'Country'
  textContent: 'ListElement1'
  'USA'

```

**Question: 71****DRAG DROP**

You are developing a Windows Store app that streams photos to and from any Windows-compliant device on the same network.

You need to configure the Play To receiver.

How should you complete the relevant code? To answer, drag the appropriate code segments to the correct targets. 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.

```

connectionName = "Photo Enhancer"
friendlyName = "Photo Enhancer"
Media.PlayTo.PlayToConnection()
Media.PlayTo.PlayToReceiver()
notifyPlaying("Photo Enhancer")

```

```

var receiver;
function startReceiverButton_Click() {
    try {
        if (receiver == null) {

            receiver = new Windows. [REDACTED];
        }
    }

    receiver. [REDACTED];

    receiver.startAsync().done(function () {
        ...
    });
}

catch(e) {
    receiver = null;
    statusDiv.innerHTML = "Receiver failure";
}
}

```

**Answer:**

```

var receiver;
function startReceiverButton_Click() {
    try {
        if (receiver == null) {

            receiver = new Windows. Media.PlayTo.PlayToReceiver();
        }
    }

    receiver. friendlyName = "Photo Enhancer";
    receiver.startAsync().done(function () {
        ...
    });
}

catch(e) {
    receiver = null;
    statusDiv.innerHTML = "Receiver failure";
}
}

```

**Question: 72**

You are developing a Windows Store app by using JavaScript. The app will be installed on five devices. The app will use certificates to secure communications between the five devices.

Information sent through the app must be decrypted only by the intended recipient device.

You need to complete the certificate enrollment.

What should you do?

- Create a single certificate enrollment request on one device and import the certificate to the other four devices.
- Create a single group certificate enrollment request on one device and share the public and private keys with the other four devices.
- Create a certificate enrollment request on each device and install the respective response on each device.
- Create a single certificate enrollment request on one device and share only the public key with the other four devices.

**Answer: C**

**Question: 73****HOTSPOT**

You are developing a Windows Store inventory control app for a bicycle distributor. The app includes the following code. Line numbers are included for reference only.

```

01 runAsyncEvent: function () {
02     var that = this;
03     var location1 = 5;
04     var location2 = 10;
05     asyncSum(location1, location2).
06         then(function (a) {
07             location1 = a;
08             location2 = 15;
09             return asyncSum(a, location2);
10        }).
11        then(function (a) {
12            location1 = a;
13            location2 = 5;
14            return asyncSum(a, location2);
15        }).
16        then(function (a) {
17            document.getElementById("displayCount").innerText
18                = "Final inventory count across all locations is " + a + ".";
19        }).done();
}

20 function asyncSum(location1, location2) {
21     return new WinJS.Promise(function (complete) {
22         setTimeout(function () {
23             var sum = location1 + location2;
24             complete(sum);
25         }, 1000);
26     });
27 }

```

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	Statement
-----	----	-----------

- The code returns a total count of 35 bicycles.
- If you replace line 08 with the following code segment, the code will throw a runtime error when line 08 is evaluated.  
location2 = null;
- If you replace line 13 with the following code segment, the code will return a total count 30 of when the variable location2 at line 13 is evaluated.  
location2 = 'five';

**Answer:**

## Answer Area

Yes      No      Statement

- The code returns a total count of 35 bicycles.
- If you replace line 08 with the following code segment, the code will throw a runtime error when line 08 is evaluated.  
location2 = null;
- If you replace line 13 with the following code segment, the code will return a total count 30 of when the variable location2 at line 13 is evaluated.  
location2 = 'five';

**Question: 74**

## HOTSPOT

You are developing a Windows Store app that displays all photos from the Pictures library to the user. The app includes the following JavaScript code segment. Line numbers re included for reference only.

```

01 function ReadAll() {
02     var openFiles = Windows.Storage.KnownFolders.picturesLibrary.GetFilesAsync().then
03         (function (files) {
04             var fileNames = '';
05             files.forEach(function (file) {
06                 fileNames += file.displayName + '<br>';
07             })
08             document.writeln(fileNames);
09         })
10 }
```

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      Statement

- Using web workers to upload photos will make the user interface more responsive.
- Using promises will allow the app to upload photos more quickly.
- Using then instead of done will allow for throwing of unhandled exceptions.

**Answer:**

### Answer Area

Yes	No	Statement
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Using web workers to upload photos will make the user interface more responsive.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Using promises will allow the app to upload photos more quickly.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Using then instead of done will allow for throwing of unhandled exceptions.

## Question: 75

You are developing a Windows Store app that will support the Play To feature.

You need to implement the user interface for the Play To feature.

What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. Enable the user to invoke the Play To feature by swiping to display the Devices charm flyout.
  - B. Provide an HTML button control in the user interface that programmatically invokes the Devices charm flyout.
  - C. Provide a standard Play To glyph in the user interface that programmatically invokes the Devices charm flyout.
  - D. Enable the operating system to handle the Play To feature asynchronously without requiring user interaction.

---

**Answer: C**

## Question: 76

You are developing a line-of-business Windows Store app that will interact with a magnetic stripe reader. Your company distributes the magnetic stripe reader to an end user.

You need to activate the magnetic stripe reader.

Which method should you use?

- A. GetSupportedSymbolologiesAsync
  - B. GetSupportedProfiles
  - C. GetDefaultAsync
  - D. CheckHealthAsync

---

**Answer: C**

Explanation:

MagneticStripeReader.GetDefaultAsync | getDefaultAsync method

Returns the first magnetic stripe reader found.

## Question: 77

You develop a Windows Store app.

You need to ensure that the app will pass certification and successfully run on Windows RT devices.

What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST.

answer.

- A. Test the app on an x86 development device in emulated mode by using Windows App Certification Kit for Windows RT.
- B. Register the app in the Windows Store and run the Application Verifier for Windows on the uploaded app.
- C. Test the app on an x86 development device by using the Windows App Certification Kit.
- D. Test the app on a Windows RT device by using the Windows App Certification Kit for Windows RT.

---

**Answer: C**

---

### **Question: 78**

---

You are developing a Windows Store app by using JavaScript. The app will create media files and copy them to a removable storage device.

If the storage device becomes unavailable while files are being copied, the copy operation must resume after the device becomes available.

You need to ensure that the app can subscribe to device updates.

Which code segment should you use?

- A. 

```
Windows.Storage.KnownFolders.removableDevices.getFoldersAsync().done(
    ...
)
```
- B. 

```
Windows.Devices.Enumeration.DeviceInformation.findAllAsync(
    Windows.Devices.Portable.StorageDevice.getDeviceSelector(), null).done(
    ...
)
```
- C. 

```
Windows.Devices.Enumeration.DeviceInformation.findAllAsync(
    Windows.Devices.Portable.ServiceDevice.getDeviceSelector(), null).done(
    ...
)
```
- D. 

```
Windows.Storage.KnownFolders.removableDevices.GetFilesAsync().done(
    ...
)
```

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

---

**Answer: B**

---

### **Question: 79**

---

You are developing a Windows Store app by using JavaScript. The app contains a custom C# Windows Runtime Metadata (WinMD) component.

You receive unexpected results when you run the app.

You need to ensure that you can debug the WinMD component while running the JavaScript app.

What should you do?

- A. In the JavaScript project, set the Debug Type to Mixed (Managed and Native).
- B. Enable Just-In-Time debugging for all types of code.
- C. In the JavaScript project, change the Debug Type to Native with Script.
- D. In the C# project, set the Debug Type to Mixed (Managed and Native).

---

**Answer: A**

---

### **Question: 80**

You are creating a Windows Store app for a retail business. You must enumerate the available human interface devices (HIDs) on the client computer.

You need to use the Windows.Devices.HumanInterfaceDevice namespace to detect the available devices.

What types of devices can you detect?

- A. A wireless router
- B. A USB mouse that uses a native Windows 8.1 device driver
- C. A built-in accelerometer
- D. A game controller that uses a custom manufacturer-supplied device driver

---

**Answer: B**

Explanation:

\* The Windows.Devices.HumanInterfaceDevice API lets your Windows Store app access devices that support the Human Interface Device (HID) protocol.

When it was first developed, the protocol targeted devices like: keyboards, mice, and joysticks. It was initially designed to run over the USB transport. Today the protocol supports a significantly larger set of devices. In addition, for Windows 8.1, Microsoft includes support for the USB, Bluetooth, Bluetooth LE, and I2C transports.

---

### **Question: 81**

HOTSPOT

You are developing a Windows Store app by using JavaScript. The app interfaces with a smart card reader device.

The app will authorize user access by using smart card certificates.

You need to identify the Microsoft Visual Studio tab on which you can configure access to the smart card certificates.

Which tab meets the requirements? (To answer, select the appropriate tab in the answer area.)

The properties of the deployment package for your app are contained in the app manifest file. You can use the Manifest Designer to set or modify one or more of the properties.

**Visual Assets**

**Tile:**

- Short name: [Text input field]
- Show name:
  - Square 150x150 Logo
  - Wide 310x150 Logo
  - Square 310x310 Logo

**More information**

All Image Assets

- Tile Images and Logos
- Square 70x70 Logo
- Square 150x150 Logo**
- Wide 310x150 Logo
- Square 310x310 Logo

**Answer:**

The properties of the deployment package for your app are contained in the app manifest file. You can use the Manifest Designer to set or modify one or more of the properties.

**Application**

**Visual Assets**

**Tile:**

- Short name: [Text input field]
- Show name:
  - Square 150x150 Logo
  - Wide 310x150 Logo
  - Square 310x310 Logo

**Question: 82****DRAG DROP**

You are developing a Windows Store app that uses the Microsoft in-app purchase functionality.

You need to display a list of features that can be purchased from within the app.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations)

in the answer are

- a. 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 screenshot shows a Windows Store app development interface. On the left, there is a list of code snippets in a dropdown menu:

- result.currentMarket
- result.productListings
- app.loadListingInformationAsync()
- app.requestProductPurchaseAsync("products")
- Windows.ApplicationModel.Store.CurrentApp
- Windows.ApplicationModel.CurrentApp

The main area contains a partially completed JavaScript function:

```

function GetInAppPurchaseItems() {
    var inAppPurchaseItems = null;
    var app = [REDACTED]

    if (app.licenseInformation.isActive) {
        if (!app.licenseInformation.isTrial) {

            [REDACTED]
            .then(function (result) {
                inAppPurchaseItems =
                    [REDACTED]
            });
        }
    }
    return inAppPurchaseItems;
}

```

### Answer:

```

function GetInAppPurchaseItems() {
    var inAppPurchaseItems = null;
    var app = Windows.ApplicationModel.Store.CurrentApp

    if (app.licenseInformation.isActive) {
        if (!app.licenseInformation.isTrial) {
            app.loadListingInformationAsync()
                .then(function (result) {
                    inAppPurchaseItems =
                        result.productListings
                });
        }
    }
    return inAppPurchaseItems;
}

```

### Question: 83

#### HOTSPOT

You are developing a Windows Store app by using JavaScript. Users can run the app on multiple devices at the same time.

You need to ensure that current user settings are available on any Windows 8 device on which the user runs the app. How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

#### Work Area

```

function saveSetting(setting, value) {
    [REDACTED]
    [REDACTED]
    [REDACTED]
}

```

## Work Area

```

function saveSetting(setting, value) {
    var appData = Azure.Storage.ApplicationData.current;
    var appData = Windows.Storage.ApplicationData.azure;
    var appData = Windows.Storage.ApplicationData.current;
    var appData = Windows.Storage.RoamingData.current;

    var roamingSettings = appData.azureSettings;
    var roamingSettings = appData.azureStorage.roamingSettings;
    var roamingSettings = appData.roamingFolder;
    var roamingSettings = appData.roamingSettings;

}

    roamingSettings.roamingValues[setting] = true;
    roamingSettings.roamingValues[setting] = value;
    roamingSettings.SetValue(setting);
    roamingSettings.values[setting] = value;
}

```

## Answer:

## Work Area

```

function saveSetting(setting, value) {
    var appData = Azure.Storage.ApplicationData.current;
    var appData = Windows.Storage.ApplicationData.azure;
    var appData = Windows.Storage.ApplicationData.current;
    var appData = Windows.Storage.RoamingData.current;

    var roamingSettings = appData.azureSettings;
    var roamingSettings = appData.azureStorage.roamingSettings;
    var roamingSettings = appData.roamingFolder;
    var roamingSettings = appData.roamingSettings;

}

    roamingSettings.roamingValues[setting] = true;
    roamingSettings.roamingValues[setting] = value;
    roamingSettings.SetValue(setting);
    roamingSettings.values[setting] = value;
}

```

## Question: 84

## DRAG DROP

You are developing a Windows Store app that consumes a file picker object.

You need to reference the object and call it asynchronously.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the target 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 image shows a drag-and-drop interface with two panes. The left pane contains the following code snippets:

- window.getSelection.FileOpenPicker;
- window.Selection.FileOpenPicker;
- Windows.Storage.Pickers.FileOpenPicker;
- ApplicationExecutionState.then();
- pickSingleFileAsync().then();
- viewMode("Async").storagePicker;

The right pane contains the following code:

```
var fp = [REDACTED]
fp.fileTypeFilter.append(".rtf");
fp. [REDACTED]
```

A vertical dotted line separates the two panes, and a horizontal dotted line is at the bottom.

**Answer:**

```
var fp = Windows.Storage.Pickers.FileOpenPicker;
fp.fileTypeFilter.append(".rtf");
fp. pickSingleFileAsync().then();
```

### Question: 85

#### DRAG DROP

You are developing a Windows Store app. The app triggers a background task at specific intervals.

The background task must display an on-screen message when the triggering event occurs.

You need to complete the development of the background task.

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.)

```

public sealed class BackgroundTaskHandler : IBackgroundTask
{
    public class BackgroundTaskHandler : IBackgroundTaskManager
    {
        ToastNotification toast = new ToastNotification(toastInfo);
        ToastNotificationManager.CreateToastNotifier().Show(toast);
        ToastNotification().Show(toast);

        public override class BackgroundTaskHandler
        {
            void Run(IBackgroundTaskInstance taskInstance)
            {
                XmlDocument toastInfo = ToastNotificationManager.
                    GetTemplateContent(ToastTemplateType.ToastText02);
                XmlNodeList stringElements =
                    toastInfo.GetElementsByTagName("text");
                stringElements[0].AppendChild
                    (toastInfo.CreateTextNode("The Trigger Has Fired"));
            }
        }
    }
}

```

**Answer:**

```

public sealed class BackgroundTaskHandler : IBackgroundTask
{
    void Run(IBackgroundTaskInstance taskInstance)
    {
        XmlDocument toastInfo = ToastNotificationManager.
            GetTemplateContent(ToastTemplateType.ToastText02);
        XmlNodeList stringElements =
            toastInfo.GetElementsByTagName("text");
        stringElements[0].AppendChild
            (toastInfo.CreateTextNode("The Trigger Has Fired"));

        ToastNotification toast = new ToastNotification(toastInfo);
        ToastNotificationManager.CreateToastNotifier().Show(toast);
    }
}

```

**Question: 86****HOTSPOT**

You are developing a Windows Store app that uses the Microsoft in-app purchase functionality.

You need to display a list of features that can be purchased from within the app.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

#### Work Area

```
function GetInAppPurchaseItems() {
    var inAppPurchaseItems = null;
    var app = ;

    if (app.licenseInformation.isActive) {
        if (!app.licenseInformation.isTrial) {
            
            .then(function (result) {
                inAppPurchaseItems =
                    ;
            });
        }
    }
    return inAppPurchaseItems;
}
```

#### Work Area

```
function GetInAppPurchaseItems() {
    var inAppPurchaseItems = null;
    var app = ;

    if (app.licenseInformation.isActive) {
        if (!app.licenseInformation.isTrial) {
            
            app.loadListingInformationAsync()
            app.requestProductPurchaseAsync("products")
            app.requestProductPurchase("products");

            
            result.currentMarket
            result.productListings
            result.marketListings
        });
    }
    return inAppPurchaseItems;
}
```

---

**Answer:**

---

## Work Area

```

function GetInAppPurchaseItems() {
    var inAppPurchaseItems = null;
    var app = Windows.ApplicationModel.Store.CurrentApp;
    if (app != null) {
        if (!app.requestPurchasePermissions("products"))
            return inAppPurchaseItems;
    }
    var result = await app.loadListingInformationAsync();
    app.requestProductPurchaseAsync("products");
    app.requestProductPurchase("products");
}
    });
    result.currentMarket;
    result.productListings;
}
}
return inAppPurchaseItems;
}

```

**Question: 87**

## HOTSPOT

You have a Windows Store app. You are reviewing code that caches data.

The code includes the following segment. Line numbers are included for reference only.

```

01 function setLocalStorage(value) {
02     var storage = window.localStorage;
03     var value = document.getElementById('textToAdd').text;
04     storage.name = 'John';
05     storage.phone = ' 555-555-0100';
06     storage.message = value;
07 }

```

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                    | Statement  |
|-----------------------|-----------------------|--|
| <input type="radio"/> | <input type="radio"/> | When the storage.message value changes, the value will be shared with all other Windows 8.x devices on which the user has installed the application. |
| <input type="radio"/> | <input type="radio"/> | You can determine whether storage.message has a value by using the condition if(storage.message === undefined).                                      |
| <input type="radio"/> | <input type="radio"/> | You can access the storage.message value after the application restarts.   |

**Answer:**

**Answer Area**

Yes      No      Statement

- When the storage.message value changes, the value will be shared with all other Windows 8.x devices on which the user has installed the application.
- You can determine whether storage.message has a value by using the condition if(storage.message === undefined).
- You can access the storage.message value after the application restarts.

**Question: 88**

You are developing a Windows Store app by using JavaScript.

You need to ensure that the user can capture video with the built-in camera and then process the resulting file. Which code segment should you use?

- C A. `function takeVideo() {  
 var captureDialog = new Windows.Media.Capture.CameraCaptureUI();  
 captureDialog.captureVideoAsync(Windows.Media.Capture.CameraCaptureUIMode.video).then  
(function (capturedItem) {  
 if (capturedItem) {  
 ...  
 }  
 else {  
 ...  
 }  
 });
}`
- C B. `function takeVideo() {  
 var captureDialog = new Windows.Media.Capture.CameraCaptureUI();  
 captureDialog.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.video).then  
(function (capturedItem) {  
 if (capturedItem) {  
 ...  
 }  
 else {  
 ...  
 }  
 });
}`
- C C. `function takeVideo() {  
 var captureDialog = new Windows.Media.Capture.CameraCaptureUI();  
 var video = captureDialog.captureFile(Windows.Media.Capture.CameraCaptureUIMode.video);  
 if (video) {  
 ...  
 }  
 else {  
 ...  
 }
}`
- C D. `function takeVideo() {  
 var captureDialog = new Windows.Media.Capture.VideoCaptureDialog();  
 captureDialog.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.video).then  
(function (capturedItem) {  
 if (capturedItem) {  
 ...  
 }  
 else {  
 ...  
 }  
 });
}`

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

---

**Answer: A**

---

### Question: 89

---

You are developing a Windows Store app by using JavaScript. The app will use an accelerometer to detect user movements that affect the host device. (In the code segments, accelerometer is an instance of the sensor that is connected to the host device.)

The app must report user movement either once every five seconds or at the device's most frequent polling interval available, whichever is less frequent.

You need to configure the accelerometer to meet the requirements.

Which code segment should you use?

- A. `accelerometer.reportInterval = 5;`
- B. `accelerometer.minimumReportInterval = accelerometer.reportInterval < 5000 ? 5000 :  
accelerometer.reportInterval;`
- C. `accelerometer.reportInterval = accelerometer.minimumReportInterval < 5000 ? 5000 :  
accelerometer.minimumReportInterval;`
- D. `accelerometer.minimumReportInterval = 5000;`

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: C**

---

### **Question: 90**

---

#### **HOTSPOT**

You are developing a Windows Store app by using JavaScript. The app will use the device's light sensor.

You need to access the light sensor and register events to handle its output.

How should you complete the relevant code? (To answer, select the appropriate code segment from the drop-down list in the answer area.)

#### **Work Area**

```
var lightSensor;  
var app = WinJS.Application;  
...  
app.onactivated = function (eventObject) {  
    ...  
    if (lightSensor == null) {  
        ...  
        var minimumReportInterval = lightSensor.minimumReportInterval;  
        var reportInterval = minimumReportInterval > 16 ? minimumReportInterval : 16;  
        lightSensor.reportInterval = reportInterval;  
        lightSensor.addEventListener("readingChanged", onDataChanged);  
    }  
}
```

**Work Area**

```

var lightSensor;
var app = WinJS.Application;
...
app.onactivated = function (eventObject) {
...
if (lightSensor == null) {
    lightSensor = app.Sensors.LightSensor.getCurrentReading();
lightSensor = app.Sensors.LightSensor.getDefault();
lightSensor = Windows.Devices.Sensors.LightSensor.getDefault();
lightSensor = Windows.Devices.Sensors.LightSensor[0].initialize();
}
}

```

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

```

var lightSensor;
var app = WinJS.Application;
...
app.onactivated = function (eventObject) {
...
if (lightSensor == null) {
    lightSensor = app.Sensors.LightSensor.getCurrentReading();
lightSensor = app.Sensors.LightSensor.getDefault();
lightSensor = Windows.Devices.Sensors.LightSensor.getDefault();
lightSensor = Windows.Devices.Sensors.LightSensor[0].initialize();
}
}

```

**Question: 91****HOTSPOT**

You are developing a Windows Store app.

You plan to use Windows Push Notification Services (WNS) in the app.

You need to identify whether the system has disabled notifications globally.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

**Work Area**

```

var notification =
var notifier =
if (notifier.setting != notification.NotificationSetting.enabled){
...
}

```

## Work Area

```

var notification = [
    Windows.UI.Notifications;
    Windows.System.Notifications;
    Windows.System.UI.Notifications;
]

var notifier = [
    notification.SystemNotificationManager.createSystemNotifier();
    notification.ToastNotificationManager.createToastNotifier();
];

```

**Answer:**

## Work Area

```

var notification = [
    Windows.UI.Notifications;
    Windows.System.Notifications;
    Windows.System.UI.Notifications;
]

var notifier = [
    notification.SystemNotificationManager.createSystemNotifier();
    notification.ToastNotificationManager.createToastNotifier();
];

```

**Question: 92****DRAG DROP**

You are developing a Windows Store app that uses a canvas object.

When the page loads, a blue rectangle must move across the canvas from left to right.

The following code calls the function to perform the animation:

```

var canvas;
var ctx;
var PositionX = 0;
var PositionY = 10;

window.onload = function () {
    canvas = document.getElementById("canvas");
    ctx = canvas.getContext("2d");
    setInterval("animateShape()", 20);
};

```

You need to create the `animateShape` function.

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.)

```

PositionX += 1;
PositionX = PositionY +1;
ctx.scale(canvas.width, canvas.height);
ctx.clearRect(0, 0, canvas.width, canvas.height);

```

```

function animateShape() {
    ctx.beginPath();
    ctx.fillStyle = "blue";
    ctx.fillRect(PositionX, PositionY, 100, 100);
}

}

```

**Answer:**

```

function animateShape() {
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    ctx.beginPath();
    ctx.fillStyle = "blue";
    ctx.fillRect(PositionX, PositionY, 100, 100);
    PositionX += 1;
}

```

**Question: 93****DRAG DROP**

You are developing a Windows Store app that will display a list of items. Users should be able to expand any list item to display valid actions for that item.

The JavaScript code includes the following elements:

- elemExpand represents the element to be expanded.
- elemAffected represents the adjacent element.

You need to animate the expansion action when the user clicks a list item.

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

```

        objAnim.execute();
    }

function expand(elemExpand, elemAffected) {
    var objAnim =
    WinJS.UI.Animation.createExpandAnimation
    (elemExpand, elemAffected);

elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";

}

function expand(elemExpand) {
    var objAnim =
    WinJS.UI.Animation.createExpandAnimation
    (elemExpand);

elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";
elemExpand.Animate();
}

```

\*\*\*\*\*

**Answer:**

```

function expand(elemExpand, elemAffected) {
    var objAnim =
    WinJS.UI.Animation.createExpandAnimation
    (elemExpand, elemAffected);

elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";

}

function expand(elemExpand) {
    var objAnim =
    WinJS.UI.Animation.createExpandAnimation
    (elemExpand);

elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";
elemExpand.Animate();
}

```

**Question: 94****DRAG DROP**

You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used in multiple geographic regions.

The default.html file contains the following code segment:

```

<input type="text" placeholder="USA"/> <br/>
<ul>
<li>Currency:USD</li>

```

The resources.resjson file contains the English (en-US) resources shown in the following code segment:

```
{
"Country" : "USA",
"ListElement1" : "Currency:USD"
}
```

The app must access string resources from the resources.resjson file. The data-win-res attribute must be configured in the default.html file to globalize the app.

You need to modify the code segment to ensure that the app can be localized with minimum effort.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations)

in the answer are

- a. 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.)

```

'Country'
'ListElement1'
placeholder: 'Country'
textContent: 'ListElement1'
'USA'
'Currency:USD'

<input type="text" placeholder="" data-win-res="{
    placeholder: 'Country'
}" />
<br/>
<ul>
    <li data-win-res="{
        textContent: 'ListElement1'
    }"></li>
</ul>

```

**Answer:**

```

<input type="text" placeholder="" data-win-res="{
    placeholder: 'Country'
}" />
<br/>
<ul>
    <li data-win-res="{
        textContent: 'ListElement1'
    }"></li>
</ul>

```

## Question: 95

### HOTSPOT

You are developing a custom control named Modal Dialog for a Windows Store app.

The control must display product details when the user selects a product from a list. The product details are contained within a variable named selectedProduct.

You need to correctly bind the product details to the source property of the ModalDialog control.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

### Work Area

```

<div data-win-control="ModalDialog"
    = " " >
</div>

```

### Work Area

```

<div data-win-control="ModalDialog"
    = " " >
    data-bind
    data-win-bind
    ms-data-bind
    selectedProduct
    source = selectedProduct
    source: selectedProduct

```

**Answer:**

## Work Area

```
<div data-win-control="ModalDialog"
      data-bind="selectedProduct"
      data-win-bind="source = selectedProduct"
      ms-data-bind="source: selectedProduct">
```

**Question: 96**

## HOTSPOT

You are developing a Windows Store app that consumes a file picker object.

You need to reference the object and call it asynchronously.

How should you complete the relevant code? {To answer, select the correct code segment from each drop-down list in the answer area.)

## Work Area

```
var fp = [dropdown]
fp.fileTypeFilter.append(".rtf");
fp.[dropdown]
```

## Work Area

```
var fp = [dropdown]
fp.fileTy[dropdown]
    window.getSelection.FileOpenPicker();
    window.Selection.FileOpenPicker();
    Windows.Storage.FileOpenPicker();
    Windows.Storage.Pickers.FileOpenPicker();

fp.[dropdown]
    ApplicationExecutionState.then();
    pickSingleFileAsync().then();
    start.this();
    viewMode("Async").storagePicker;
```

**Answer:**

## Work Area

```
var fp = [dropdown]
fp.fileTy[dropdown]
    window.getSelection.FileOpenPicker();
    window.Selection.FileOpenPicker();
    Windows.Storage.FileOpenPicker();
    Windows.Storage.Pickers.FileOpenPicker();

fp.[dropdown]
    ApplicationExecutionState.then();
    pickSingleFileAsync().then();
    start.this();
    viewMode("Async").storagePicker;
```

## Explanation:

## Reference:

<http://www.win8tutorial.net/getting-started/windows-runtime/>

---

### **Question: 97**

---

You are developing a Windows Store app. The app will allow users to upload and share text messages. The app must upload each message to a Windows Azure back-end database. The stored data must be encrypted by using public/private key encryption.

You need to implement data encryption for the app.

Which code segment should you use?

- A. 

```
var algorithmProvider = Cryptography.Core.AsymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);
var keyPair = algorithmProvider.createKeyPair(2048);
```
- B. 

```
var algorithmProvider = Cryptography.Core.SymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);
var keyPair = algorithmProvider.createSymmetricKey(derivedKeyBuffer);
```
- C. 

```
var algorithmProvider = Cryptography.Core.SymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);
var keyPair = algorithmProvider.createSymmetricKey(derivedKeyBuffer);
var buffPublicKey = keyPair.exportPublicKey();
```
- D. 

```
var algorithmProvider = Cryptography.Core.AsymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);
var keyPair = algorithmProvider.createKeyPair(2048);
var buffPublicKey = keyPair.exportPublicKey();
```

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

---

### **Answer: D**

---

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.security.cryptography.core.asymmetrickeyalgorithmprovider.openalgorithm.aspx>

---

### **Question: 98**

---

DRAG DROP

You are developing a Windows Store app by using JavaScript. The app will have a 30-day trial option.

You need to check the balance of time remaining in the trial period.

Develop the solution by arranging the code segments in the correct order. You will need all of the code segments.

\*\*\*\*\*

```

} else {
    WinJS.log && WinJS.log("Full license.",
"tag", "error");
}

var balanceTrialPeriod =
(licenseInfo.expirationDate - new Date()) /
86400000;

WinJS.log && WinJS.log("Balance Trial
Period: " + Math.round(balanceTrialPeriod)
+ " days", "tag", "status");

} else {
    WinJS.log && WinJS.log("No active license
found.", "tag", "error");
}

var licenseInfo =
currentApp.licenseInformation;
if (licenseInfo.isActive) {
    if (licenseInfo.isTrial) {

}
}

function calculateTrialTime() {

```

**Answer Area**

---

**Answer:**

---

```

} else {
    WinJS.log && WinJS.log("Full license.",
"tag", "error");
}

var licenseInfo =
currentApp.licenseInformation;
if (licenseInfo.isActive) {
    if (licenseInfo.isTrial) {

}

var balanceTrialPeriod =
(licenseInfo.expirationDate - new Date()) /
86400000;

function calculateTrialTime() {

}

WinJS.log && WinJS.log("Balance Trial
Period: " + Math.round(balanceTrialPeriod)
+ " days", "tag", "status");

} else {
    WinJS.log && WinJS.log("No active license
found.", "tag", "error");
}

```

**Explanation:**

**Reference:**

<http://www.getcodesamples.com/src/149C1734/29540C4>

### **Question: 99**

---

You are developing a Windows Store app that will access a device's webcam. All necessary device capabilities have been declared in the app manifest.

The app must not throw an error if the user has declined or revoked permission to the webcam.

You need to identify whether the app has permission to use the webcam.  
What should you do?

- A. Using the CameraCaptureUI class, test for the value returned by the CaptureFileAsync method.
- B. Using the CameraCaptureUI class, test for the value returned by the videoSettings property.
- C. Using the MediaCapture class, test for the value returned by the async method.
- D. Using the MediaCapture class, test for the value returned by the MediaCaptureSettings property.

---

**Answer: C**

---

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/data/windows.media.capture.mediacapture>

---

### Question: 100

---

DRAG DROP

You are developing 3 Windows Store game. The game uses a JavaScript library named GetGame.js. The game interface will include two buttons. One button will start a new game and one button will cancel the game. You need to implement the button functionality. Develop the solution by arranging the code segments in the correct order. You will need all of the code segments.

---

**Answer:**

---

```

doGame = null;

doGame = new Worker('GetGame.js');

function handle_workersStartGameButton() {

doGame.onmessage = function(e) {
  if (e.data.isThisAGame) {
    outputBox.innerHTML = n + " is a game.";
  }
}

var doGame;
document.getElementById
('workersStartGameButton').addEventListener
('click', handle_workersStartGameButton,
false);
document.getElementById
('workersCancelGameButton').addEventListener
('click', handle_workersCancelGameButton,
false);

}

function handle_workersCancelGameButton(evt)
{
  if (doGame) {

}

doGame.terminate();

```

**Question: 101****DRAG DROP**

You are developing a custom control named Modal Dialog for a Windows Store app.

The control must display product details when the user selects a product from a list. The product details are contained within a variable named selectedProduct.

You need to correctly bind the product details to the source property of the ModalDialog control.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer are

- 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 screenshot shows a Windows Store App designer. On the left, there's a vertical list of code snippets: 'data-bind', 'data-win-bind', 'source:', 'SOURCE =', 'ms-data-bind', and 'selectedProduct'. On the right, there's an XAML code editor with the following content:

```

<div data-win-control="ModalDialog"
      data-win-bind="source: selectedProduct">
</div>

```

**Answer:**

```

<div data-win-control="ModalDialog"
      data-win-bind="source: selectedProduct">
</div>

```

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/hh440968.aspx>

### **Question: 102**

---

You are developing a Windows Store app that will display a greeting. You use the following JavaScript code to localize app content;

```
var myTitle = document.getElementById('greeting');
var res = WinJS.Resources.getString('greeting');
myTitle.innerHTML = res.value;
myTitle.setAttribute('lang', res.lang);
```

You plan to move the localization functionality from the JavaScript code to the HTML markup.

Which HTML markup segment should you use to localize the greeting?

- A. <h2><span id="greeting" data-win-source="{textContent: 'greeting'}"></span></h2>
- B. <h2><span id="greeting" data-win-res="{textContent: 'greeting'}"></span></h2>
- C. <h2><span id="greeting" data-win-bind="{textContent: 'greeting'}"></span></h2>
- D. <h2><span id="greeting" data-win-bindsource="{textContent: 'greeting'}"></span></h2>

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: B**

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/hh440972.aspx>

### **Question: 103**

---

You create an inventory management app for tablets. The app uses a peripheral barcode scanner device.

You need to activate the barcode scanner,

Which class and method should you use?

- A. Windows.Devices.Sensors.BarcodeScanner.getDefaultAsync()
- B. Windows.Devices.PointOfService.BarcodeScanner.DeviceID()
- C. Windows.Devices.PointOfService.BarcodeScanner.getDefaultAsync()
- D. Windows.Devices.Sensors.BarcodeScanner.DeviceID()

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: C**

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/data/windows.devices.pointofservice.barcodescanner.getdefaultasync>

### **Question: 104**

---

You are developing a line-of-business Windows Store app that will interact with a magnetic stripe reader. Your company distributes the magnetic stripe reader to an end user.

You need to activate the magnetic stripe reader.

Which method should you use?

- A. RetrieveStatisticsAsync
- B. CheckHealthAsync
- C. FromIdAsync
- D. GetSupportedProfiles

---

**Answer: A**

---

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/dn297993.aspx>

### **Question: 105**

---

You are developing a Windows Store app by using JavaScript.

The app will exchange small amounts of data with peerapps by using near field communication. The peerapps run on other computers within range.

You need to advertise the app by using proximity tapping.

Which function call or calls should you use?

- A. `Windows.Networking.Proximity.PeerFinder.broadcast(string)`
  - B. 

```
var peerInfo = new Windows.Networking.Proximity.PeerInformation();
peerInfo.displayName = displayNameTextBox.Text;
Windows.Networking.Proximity.PeerFinder.connectAsync(peerInfo);
```
  - C. `Windows.Networking.PushNotifications.PeerFinder.start()`
  - D. `Windows.Networking.Proximity.PeerFinder.start()`
- A. Option A
  - B. Option B
  - C. Option C
  - D. Option D

---

**Answer: D**

---

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/br241210.aspx>

### **Question: 106**

You are creating a Windows Store app for a retail business. You must enumerate the available human interface devices (HIDs) on the client computer.

You need to use the Windows.Devices.HumanInterfaceDevice namespace to detect the available devices.

What types of devices can you detect?

- A. an internal camera device
- B. a remote networked 3D printer
- C. a wireless router
- D. a Bluetooth-enabled joystick that uses a native Windows 8.1 device driver

### **Answer: A**

Explanation:

Reference:

<http://msdn.microsoft.com/en-US/library/windows/apps/windows.devices.humaninterfacedevice.aspx>

### **Question: 107**

HOTSPOT

You are developing a Windows Store app for a handheld device.

The app will modify the content when the user rotates the device to a Portrait Down orientation.

You need to identify whether the device is in a Portrait Down orientation.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

#### **Work Area**

```
var myMovement;  
myMovement = Windows. [ ] ;  
  
if(myMovement.  
SimpleOrientation. [ ] )  
{  
...  
}  
...  
...
```

## Work Area

```
var myMovement;

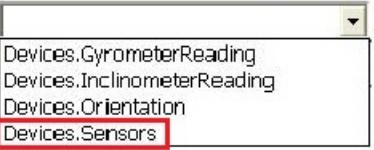
myMovement = Windows. 
    Devices.GyrometerReading
    Devices.InclinometerReading
    Devices.Orientation
    Devices.Sensors

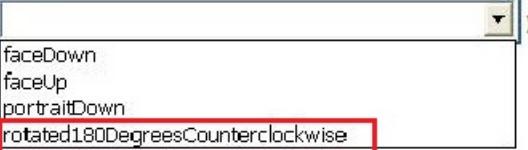
if(myMovement. 
    SimpleOrientation. )
{
    ...
}
...
...
```

**Answer:**

## Work Area

```
var myMovement;

myMovement = Windows. 
    Devices.GyrometerReading
    Devices.InclinometerReading
    Devices.Orientation
    Devices.Sensors

if(myMovement. 
    SimpleOrientation. )
{
    ...
}
...
...
```

**Question: 108****DRAG DROP**

You are developing a Windows Store app. The app uses hardware devices that are attached to the computer. The app must meet the following requirements:

- Display a list of currently available hardware devices when the app launches.
- Detect when a hardware device is connected to or removed from the computer.

Develop the solution by selecting and arranging the required code segments in the correct order. You may not need all of the code segments.

Code segments	Answer Area
<pre> myWatcher.start();  myWatcher = Windows.Devices.Enumeration.DeviceInformation.createWatcher();  }  catch (e) {     document.getElementById ("statusMessage").innerHTML =     "Failed to stop watcher: " + e.message; }  }  function stopDeviceWatcher() {     try {         myWatcher.stop();      } catch (e) {         document.getElementById ("statusMessage").innerHTML = "Failed to create watcher, error: "         + e.message;     }  }  function startDeviceWatch() {     try {         output.innerHTML = "";  myWatcher.addEventListener ("added", onDeviceAdded); myWatcher.addEventListener ("stopped", onDeviceStopped);  }  function stopDeviceWatcher() {     try {         myWatcher.dispose();     } } </pre>	

**Answer: F, G, E, D, C,  
B, A**

### Question: 109

You are developing a Windows Store photography app by using JavaScript. The app includes the following code segment. (Line numbers are included for reference only.)

```

01 function captureImage() {
02     var captureUI = new Windows.Media.Capture.CameraCaptureUI();
03
04     captureUI.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then(function (capturedItem) {
05         if (capturedItem) {
06             ...
07         }
08         else {
09             ...
10         }
11     });
12 }

```

You need to ensure that the app captures all pictures as landscape-oriented photos at the maximum resolution. Which code segment should you insert at line 03?

A. captureUI.photoSettings.allowCropping = **false**;  
captureUI.photoSettings.croppedAspectRatio.height = 3;  
captureUI.photoSettings.croppedAspectRatio.width = 4;  
captureUI.photoSettings.croppedSizeInPixels.height = 600;  
captureUI.photoSettings.croppedSizeInPixels.width = 800;  
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;

B. captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;  
captureUI.photoSettings.maxResolution =  
Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;

C. captureUI.photoSettings.allowCropping = **true**;  
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;  
captureUI.photoSettings.maxResolution =  
Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;

D. captureUI.photoSettings.allowCropping = **true**;  
captureUI.photoSettings.croppedAspectRatio.height = 3;  
captureUI.photoSettings.croppedAspectRatio.width = 4;  
captureUI.photoSettings.croppedSizeInPixels.height = 0;  
captureUI.photoSettings.croppedSizeInPixels.width = 0;  
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;  
captureUI.photoSettings.maxResolution  
= Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;

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

---

**Answer: D**

---

### **Question: 110**

---

#### **DRAG DROP**

A Microsoft Visual Studio solution contains a Windows Store app project that is written by using JavaScript code. You add a Windows Runtime Metadata file named Contoso.winmd to the solution. The WinMD component is written by using C# code.

The Windows Store app must consume the WinMD component.

You need to ensure that IntelliSense can identify the methods of the WinMD component as soon as possible.

In which order should you perform the actions? To answer, move all actions from the list of actions to the answer area and arrange them in the correct order.

Answer Area
Reference the Contoso project in the JavaScript project.
Build the solution.
Consume the WinMD component.
Create an instance of the WinMD component.

**Answer:**

Consume the WinMD component.
Create an instance of the WinMD component.
Build the solution.
Reference the Contoso project in the JavaScript project.

**Explanation:****Reference:**<http://msdn.microsoft.com/en-us/library/windows/apps/hh779077.aspx>**Question: 111****HOTSPOT**

You are developing a Windows Store app.

The app triggers a background task at specific intervals. The background task must display an on-screen message when the triggering event occurs.

You need to complete the development of the background task.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

**Work Area**

```
{
    void Run(IBackgroundTaskInstance taskInstance)
    {
        XmlDocument toastInfo = ToastNotificationManager.
            GetTemplateContent(ToastTemplateType.ToastText02);
        XmlNodeList stringElements =
            toastInfo.GetElementsByTagName("text");
        stringElements[0].AppendChild
            (toastInfo.CreateTextNode("The Trigger Has Fired"));
    }
}
```

## Work Area

```

public class BackgroundTaskHandler : IBackgroundTaskManager
public override class BackgroundTaskHandler
public sealed class BackgroundTaskHandler : IBackgroundTask

    XmlDocument toastInfo = ToastNotificationManager.
        GetTemplateContent(ToastTemplateType.ToastText02);
    XmlNodeList stringElements =
        toastInfo.GetElementsByTagName("text");
    stringElements[0].AppendChild
        (toastInfo.CreateTextNode("The Trigger Has Fired"));

```

```

ToastNotification toast = new ToastNotification(stringElements);
ToastNotification toast = new ToastNotification(toastInfo);
ToastNotificationManager.CreateToastNotifier().Show(toast);

```

```

ToastNotification().Show(toast);
ToastNotificationManager.CreateToastNotifier().Push(toast);
ToastNotificationManager.CreateToastNotifier().Show(toast);

```

**Answer:**

## Work Area

```

public class BackgroundTaskHandler : IBackgroundTaskManager
public override class BackgroundTaskHandler
public sealed class BackgroundTaskHandler : IBackgroundTask

    XmlDocument toastInfo = ToastNotificationManager.
        GetTemplateContent(ToastTemplateType.ToastText02);
    XmlNodeList stringElements =
        toastInfo.GetElementsByTagName("text");
    stringElements[0].AppendChild
        (toastInfo.CreateTextNode("The Trigger Has Fired"));

```

```

ToastNotification toast = new ToastNotification(stringElements);
ToastNotification toast = new ToastNotification(toastInfo);
ToastNotificationManager.CreateToastNotifier().Show(toast);

```

```

ToastNotification().Show(toast);
ToastNotificationManager.CreateToastNotifier().Push(toast);
ToastNotificationManager.CreateToastNotifier().Show(toast);

```

**Question: 112****DRAG DROP**

You are developing a Windows Store app.

You plan to use Windows Push Notification Services (WNS) in the app.

You need to identify whether the system has disabled notifications globally.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area)

- a. 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.)

```

Windows.UI.Notifications;
Windows.System.Notifications;
notification.ToastNotificationManager.createToastNotifier();
notification.SystemNotificationManager.createSystemNotifier();
Windows.System.UI.Notifications;
notification.ToastNotificationManager.createSystemNotifier();

var notification =
var notifier =
if (notifier.setting != notification.NotificationSetting.enabled){
...
}

```

**Answer:**

```

var notification = Windows.UI.Notifications;
var notifier = notification.ToastNotificationManager.createToastNotifier();
if (notifier.setting != notification.NotificationSetting.enabled){
...
}

```

**Question: 113**

You are developing a Windows Store app that includes a JavaScript class named Plane. The Plane class includes the following JavaScript code. Line numbers are included for reference only.

```

01  function (make, model) {
02    this.make = make;
03    this.model = model;
04  },
05  {
06    ...
07    ...
08    ...
09  },
10  land: function () {
11    ...
12  },
13  {
14    ...
15    numberofSeats : 200
16  }
17 );
18 var myPlane = new MyFactory.plane('Manufacturer', 'Model');
19 myPlane.takeOff();

```

You need to complete the implementation of the Plane class.

Which two code segments should you use? Each correct answer presents part of the solution.

- A. Insert the following code segment at line 01:

```
WinJS.Class.define plane(
```

- B. Insert the following code segment at line 01:

```
plane: WinJS.Class.define(
```

- C. Insert the following code segment at line 07:

```
takeOff: function () {
```

- D. Insert the following code segment at line 07:

```
function takeOff () {
```

- E. Insert the following code segment at line 01:

```
Class plane: WinJS.define(
```

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

---

**Answer: C, E**

---

### Question: 114

---

You are creating a custom control by using HTML5.

You need to bind a source named myDataSource to the control.

Which HTML markup should you use?

- A. 

```
<div id="myControl" ...>
    <span data-win-bind="mySource: myDataSource" ...></span>
</div>
```

- B. 

```
<div id="myControl" ...>
    <span data-bind="mySource: myDataSource" ...></span>
</div>
```

- C. 

```
<div id="myControl" ...>
    <span data-win-bind="mySource=myDataSource" ...></span>
</div>
```

- D. 

```
<div id="myControl" ...>
    <span data-bind="mySource=myDataSource" ...></span>
</div>
```

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

---

**Answer: A**

---

**Question: 115**

You develop a Windows Store app.  
The app user interface is slow to load, and occasionally stops responding.  
You need to increase the responsiveness of the user interface.  
What should you implement?

- A. the Await operator
- B. Windows Runtime Metadata (WinMD) components
- C. promises
- D. the Web API of the Windows Library for JavaScript

---

**Answer: B**

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/magazine/jj651569.aspx>

---

**Question: 116**

HOTSPOT

You are developing a Windows Store app that uses a canvas object.  
When the page loads, a blue rectangle must move across the canvas from left to right.  
The following code calls the function to perform the animation:

```
var canvas;
var ctx;
var PositionX = 0;
var PositionY = 10;

window.onload = function () {
    canvas = document.getElementById("canvas");
    ctx = canvas.getContext("2d");
    setInterval("animateShape()", 20);
};
```

You need to create the `animateShape` function.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

## Work Area

```
function animateShape() {
    ctx.beginPath();
    ctx.fillStyle = "blue";
    ctx.fillRect(PositionX, PositionY, 100, 100);
}

}
```

## Work Area

```
function animateShape() {
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    ctx.scale(canvas.width, canvas.height);
    PositionX += 1;
    PositionX = PositionY +1;

    ctx.fillRect(PositionX, PositionY, 100, 100);

}

}
```

**Answer:**

## Work Area

```
function animateShape() {
    ctx.clearRect(0, 0, canvas.width, canvas.height);
    ctx.scale(canvas.width, canvas.height);
    PositionX += 1;
    PositionX = PositionY +1;

    ctx.fillRect(PositionX, PositionY, 100, 100);

}

}
```

**Question: 117****HOTSPOT**

You are developing 3 Windows Store app by using JavaScript. Users will store sensitive data in the app.

You need to ensure that the app encrypts data strings before saving them.

How should you complete the relevant code? (To answer, select the correct code segment from the drop-down list in the answer area.)

#### Work Area

```
function encryptString(string, encoding, protectionDescriptor){
    var dataProtectionProvider = new Windows.Security
        .Cryptography.DataProtection
        .DataProtectionProvider(protectionDescriptor);
    var dataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
        .convertStringToBinary(string, encoding);

    ...
};

}
```

#### Work Area

```
function encryptString(string, encoding, protectionDescriptor){
    var dataProtectionProvider = new Windows.Security
        .Cryptography.DataProtection
        .DataProtectionProvider(protectionDescriptor);
    var dataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
        .convertStringToBinary(string, encoding);

    dataProtectionProvider.encryptAsync(dataBuffer).done(
        dataProtectionProvider.encryptBase64Async(dataBuffer).done(
            dataProtectionProvider.protectAsync(dataBuffer).done(
                dataProtectionProvider.protectAsync(dataBuffer).encrypt('

    
```

**Answer:**

#### Work Area

```
function encryptString(string, encoding, protectionDescriptor){
    var dataProtectionProvider = new Windows.Security
        .Cryptography.DataProtection
        .DataProtectionProvider(protectionDescriptor);
    var dataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
        .convertStringToBinary(string, encoding);

    dataProtectionProvider.encryptAsync(dataBuffer).done(
        dataProtectionProvider.encryptBase64Async(dataBuffer).done(
            dataProtectionProvider.protectAsync(dataBuffer).done(
                dataProtectionProvider.protectAsync(dataBuffer).encrypt('

    
```

**Explanation:**

**Reference:**

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.security.cryptography.dataprotection.dataprotectionprovider.protectasync.aspx>

**Question: 118**

**DRAG DROP**

You are developing a Windows Store app.

You need to implement in-app purchases.

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.

The list of actions on the left is:

- Initialize the license information for the app.
- Configure the in-app offers in the app manifest.
- Submit the app to the Windows Store.
- Add the license key to the app.config file.
- Add the in-app offer code to the app.

The 'Answer Area' on the right contains the following text:

**Answer:**

- Add the in-app offer code to the app.
- Submit the app to the Windows Store.
- Configure the in-app offers in the app manifest.

Explanation:

Reference:

<http://visualstudiomagazine.com/articles/2013/07/01/in-app-purchasing-for-windows-phone-8.aspx>

**Case Study: 1**

**Scenario 1**

**Application Information**

You are developing two Windows Store apps by using JavaScript: a Personal Trainer app and a Client app. The apps will allow personal fitness trainers to interact with their remote clients.

**Business Requirements- Personal Trainer Application**

The Personal Trainer app must allow trainers to perform the following tasks:

- Create and store video and audio recordings of workout routines.
- View the profile and workout recordings for only one client at any time.

**Business Requirements- Client Application**

The Client app must allow clients to perform the following tasks:

- Browse a list of the trainer's workout recordings.
- Record workouts by using the built-in webcam.
- Play, pause, restart, and stop workout recordings.
- If the capability is supported, allow the client's webcam to pan as the client moves around the room.
- Upload workout recordings for trainer review.
- Update their individual profiles to indicate workouts completed, calories burned, and current weight.

The Client app must validate that the client's subscription is valid.

**Technical Requirements- General**

The Client app must allow clients to perform the following tasks:

- Browse a list of the trainer's workout recordings.
- Record workouts by using the built-in webcam.
- Play, pause, restart, and stop workout recordings.
- If the capability is supported, allow the client's webcam to pan as the client moves around the room.
- Upload workout recordings for trainer review.
- Update their individual profiles to indicate workouts completed, calories burned, and current weight.

The Client app must validate that the client's subscription is valid.

### **Technical Requirements- Hardware Requirements**

The Personal Trainer and Client apps must support the following hardware requirements:

- Windows 8
- Webcam, microphone, and speakers
- Internet connection

While testing the apps, you identify the following issues:

- When you start the app for the first time, the system displays this warning message: "This app needs permission to use your camera, which you can change in the app's settings."
- When you run the `loadClientProfile( )` method in the `clientData.js` file, you receive an "Access Denied" exception.
- The `findCamera( )` method in the `video.js` file throws an exception on some devices.
- The `recordVideo( )` method in the `video.js` file throws an exception when the device does not support tilting.

**clientData.js**

```
CD01 function loadClientProfile() {  
CD02   var fop = new Windows.Storage.Pickers.FileOpenPicker();  
CD03   fop.viewMode = Windows.Storage.Pickers.PickerViewMode.thumbnail;  
CD04  
CD05   fop.fileTypeFilter.replaceAll([".xml"]);  
CD06  
CD07   (function (file) {  
CD08     if (file) {  
CD09       display(file);  
CD10     }  
CD11     else {  
CD12       processError(file);  
CD13     }  
CD14   });  
CD15 }  
CD16  
CD17 function saveClientProfile() {  
CD18   var sp = new Windows.Storage.Pickers.FileSavePicker();  
CD19   sp.defaultFileExtension = ".xml";  
CD20   sp.suggestedFileName = "New Client";  
CD21  
CD22  
CD23   sp.pickSaveFileAsync().then(  
CD24     function (file) {  
CD25       if (file) {  
CD26         displaySaved(file);  
CD27       }  
CD28       else {  
CD29         processError(file);  
CD30       }  
CD31     });  
CD32 }
```

**video.js**

```

VD01 function recordVideo() {
VD02   var device = new Windows.Media.Capture.MediaCapture();
VD03   var videoDev = device.videoDeviceController;
VD04   var canTilt = videoDev.tilt.capabilities.supported;
VD05
VD06
VD07   ...
VD08 }
VD09
VD10 var cameraID;
VD11
VD12 function findCamera() {
VD13   var deviceInfo = Windows.Devices.Enumeration.DeviceInformation;
VD14   deviceInfo.findAllAsync(Windows.Devices.Enumeration.DeviceClass.videoCapture).then
(function (devices) {
VD15     cameraID = devices[0].id;
VD16   }, errorHandler);
VD17 }
VD18

```

**background.js**

```

BG01 function registerBackgroundTask(condition) {
BG02   var builder = new Windows.ApplicationModel.Background.BackgroundTaskBuilder();
BG03   builder.name = "videoLoader";
BG04   builder.taskEntryPoint = "background.js";
BG05   builder.setTrigger(
BG06     Windows.ApplicationModel.Background.SystemTrigger(
BG07
BG08   ));
BG09
BG10   ...
BG11 }
BG12
BG13 function unregisterBackgroundTask() {
BG14
BG15   var i = tasks.hasCurrent;
BG16   while (i) {
BG17     var task = tasks.current.value;
BG18     if (task.name === "videoLoader") {
BG19       task.unregister(true);
BG20     }
BG21     i = tasks.moveToNext();
BG22   }
BG23 }

```

**Question: 1**

You need to complete the code to start the background task.  
Which code segment should you insert at line BG07?

- A. Windows.ApplicationModel.Background.SystemTriggerType.connectedStateChange, true
- B. Windows.ApplicationModel.Background.SystemTriggerType.networkStateChange, false

- C. Windows.ApplicationModel.Background.SystemTriggerType.sessionConnected, true
- D. Windows.ApplicationModel.Background.SystemTriggerType.internetAvailable, false

---

**Answer: D**

---

### **Question: 2**

---

You need to identify the required camera specifications.  
Which code segment should you insert at line VD06?

- A. var maxZoom = videoDev.zoom.capabilities.max;
- B. var cameraType = videoDev.extendedZoomProperties("cameraType");
- C. var cameraZoom = videoDev.zoom;
- D. var minZoom = mediaCaptureSettings.min.millimeters;

---

**Answer: A**

---

### **Question: 3**

---

You need to attach the background task.  
Which code segment should you insert at line BG09?

- A. var task = builder.register( );
- B. var task = Windows.ApplicationModel.Background.BackgroundTaskBuilder.insert (builder);
- C. var task: = Windows.ApplicationModel.Background.BackgroundTaskBuilder.insert (builder, this);
- D. var task = builder.setTrigger ( );

---

**Answer: A**

---

### **Question: 4**

---

You need to set the default storage location for the client profiles.  
Which code segment should you insert at line CD04?

- A. fop.defaultFolder = Windows.Storage.Pickers.PickerLocationId.documentsLibrary;
- B. fop.defaultFolder = environment.getFolderPath (environment.specialFolder.applicationData);
- C. fop.suggestedStartLocation = "%AppData%";
- D. fop.suggestedStartLocation =  
Windows.Storage.Pickers.PickerLocationId.documentsLibrary;

---

**Answer: A**

---

### **Question: 5**

---

You need to prevent the exception that is being thrown by the findCamera( ) method.  
What should you do?

- A. Check the devices collection for multiple devices.
- B. Place a try block immediately after line VD12 and a catch block immediately before line VD17. In the catch block,

- display the message property of the exception object to the user.
- C. In line VD10, set the cameraID variable to null.
  - D. Check the devices collection for null before setting the cameraID variable.

---

**Answer: D**

---

### **Question: 6**

You need to debug the error that is displayed in the warning message.  
What should you do?

- A. In the package.appxmanifest file, set the Webcam property in the Capabilities list.

- B. Insert the following code segment at line VD18:

```
var dialog = new Windows.Media.Capture.CameraCaptureUI(); dialog.photoSettings.enableCamera();
```

- C. In the package.appxmanifest file, add Camera Settings to the available declarations.

- D. Insert the following code segment at line VD18:

```
var dialog = new Windows.Media.Capture.CameraCaptureUT();  
dialog.videoSettings.enableCamera();
```

---

**Answer: A**

---

### **Question: 7**

You need to ensure that client profiles can be saved in the required file format.  
Which code segment should you insert at line CD21?

- A. fop.suggestedSaveFile = "\*.txt";

- B. sp.fileTypeChoices.insert("Client Files", [".txt"]);

- C. sp.fileTypeChoices = new fileTypeItem("Client Files", [".xml"]);

- D. sp.fileTypeChoices.insert("Client Files", [".xml"]);

---

**Answer: D**

---

### **Question: 8**

You need to validate whether the additional video recording functionality for the Client app is supported.  
Which code segment should you insert at line VD05?

- A. var canPan = mediaCaptureSettings.pan.capabilities.supported;

- B. var canPan = videoDev.pan.capabilities.supported;

- C. var canTilt = videoDev.getDeviceProperty("tilt");

- D. var canTilt = videoEev.getDeviceProperty("tilt supported");

---

**Answer: B**

---

### **Question: 9**

You need to handle the exception error in the clientData.js file.  
What should you do?

- A. Modify the display function to handle the error.
- B. Insert a try statement immediately after line CD07 and a catch block immediately before line CD14. Handle the error in the catch block.
- C. Modify the processError function to handle the error.
- D. Insert a try statement immediately after line CD01 and a catch block immediately before line CD15. Handle the error in the catch block.

---

**Answer: A**

---

### **Question: 10**

---

You need to validate whether the additional video recording functionality for the Client app is supported.  
Which code segment should you insert at line VD05?

- A. var canFocus = videoDev.getEeviceProperty("focus");
- B. var car.Zoom = videoDev.getEeviceProperty ("zoom") ;
- C. var canPan = videoDev.pan.capabilities.supported;
- D. var canPan = mediaCaptureSettings.pan.capabilities .supported;

---

**Answer: C**

---

### **Question: 11**

---

You need to attach the background task.  
Which code segment should you insert at line BG09?

- A. var task = builder.setTrigger(this);
- B. var task = builder.setTrigger( );
- C. var task = builder.register ( );
- D. var task = builder.register (this);

---

**Answer: C**

---

### **Question: 12**

---

You need to enable trainers to select client profiles.  
Which code segment should you insert at line CD06?

- A. fop.pickMultipleFileAsync ( ).then()
- B. fop.pickFileAsync ( ).then (
- C. fop.pickSingleFileAsync ( ) .then{
- D. fop.pickSingleFile ( ).then (

---

**Answer: C**

---

### **Question: 13**

---

You need to prevent the device-specific tilting exception.

What should you do in the video.js file?

- A. Insert a try statement immediately after line VD01 and a catch block immediately before line VD08. Handle the VideoNotFound exception.
- B. Evaluate the canTilt variable. If true, bypass the code that tilts the camera.
- C. Evaluate the canTilt variable. If false, bypass the code that tilts the camera.
- D. Insert a try statement immediately after line VD01 and a catch block immediately before line VD08. Handle the MediaNotFound exception.

---

**Answer: C**

---

### **Question: 14**

---

You need to retrieve the background task collection for the iteration loop.

Which code segment should you insert at line BG14?

- A. 

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskRegistration.allTasks.first();
```
- B. 

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskRegistration.allTasks();
```
- C. 

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskRegistration.first();
```
- D. 

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskBuilder.allTasks.first();
```

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

---

**Answer: A**

---

### **Question: 15**

---

You need to separate the business and complex logic into components.

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

- A. In the JavaScript code, register the handler for the extension/mime-type.
- B. In the package.appxmanifest file, create an Extensions section and register the component .dll file.
- C. In Windows Explorer, drag the component .dll file to the project bin directory.
- D. In Microsoft Visual Studio Solution Explorer, right-click the References folder and then click Scope to This.

---

**Answer: AB**

---

Explanation:

A: In Microsoft Internet Explorer 4.0 and later, MIME type determination occurs in URL monikers through the FindMimeTypeFromData method. Determining the MIME type allows URL monikers and other components to find and launch the correct object server or application to handle the associated content.

B:  
\* An application that registers a background task needs to declare the feature in the application manifest as an

extension, as well as the events that will trigger the task. If you forget these steps, the registration will fail. There is no <Extensions> section in the application manifest of the Microsoft Visual Studio standard template by default, so you need to insert it as a child of the Application tag.

\* You can implement Windows RunTime components for your apps, but you must register those components with the operating system for them to run correctly. To register a Windows RunTime component, you must put the registration information in the WinMD files and in the app manifest. If a project implements a Windows RunTime component, the build output of the project will contain a WinMD file. Visual Studio extracts the Windows RunTime registration information from the WinMD file and generates the appropriate Extensions elements in the app manifest.

The system supports two forms of servers: .dll servers (in-process) and .exe servers (out-of-process). These servers require similar but different registration information that must be copied into the app manifest. Visual Studio supports generating manifest only for .dll servers, and the DLLServer extension is required to register .dll servers. The following values in the app manifest are taken from the WinMD files to construct the DLLServer Extension:

DllPath

ActivatableClassId

ThreadingModel

ActivatableClass (ActivatableClassId attribute)

Here's an example of the output XML:

```
<extension category="Microsoft.Windows.ActivatableClass">
  <dllServer>
    <dllPath>Fabrikam.dll</dllPath>
    <activatableClass activatableClassId="Fabrikam.MyClass" threadingModel="sta" />
  </dllServer>
</extension>
```

## **Question: 16**

You need to enable debugging on the Personal Trainer app.

Which JavaScript project properties should you set? (Each correct answer presents part of the solution Choose all that apply.)

- A. Set Allow Local Network Loopback to No.
- B. Set Debugger Type to Script Only.
- C. Set Debugger Type to Managed Only.
- D. Set Debugger to launch to Local Machine.

---

**Answer: BD**

Explanation:

B: Choose one of these debuggers from the Debugger Type list:

\* Script Only

Debug JavaScript code in your app. Managed code and native code are ignored.

Etc.

D: Choose one of these options from the Debugger to launch list:

Local Machine

Simulator

Remote Machine

## **Case Study: 2**

### **Scenario 2**

#### **Background**

You are developing a Windows Store app by using JavaScript. The app is named Getting Around. The app will use geo-location to provide location-aware assistance to people who are traveling. Users will record audio information about locations.

Full and trial versions of the app will be available from the Windows Store. The feature name of the full version will be gettingAround. The trial version will be valid for 30 days.

### **Business Requirements**

The Getting Around app must meet the following business requirements:

- Track the user's current location in accordance with the Windows Certification guidelines for devices and sensors.
- Notify the user about upcoming obstacles.
- Ensure that the user can play, pause, and stop audio recordings.
- Ensure that the user can listen to recordings on Digital Living Network Alliance (DLNA)-compatible headphones.

### **Technical Requirements**

The Getting Around app must meet the following technical requirements:

- Connect to the Internet.
- Use the device's sensors to detect the user's location.
- Every 15 minutes, poll an obstacles database that is stored in the cloud.
- Send messages about upcoming obstacles to the lock screen of the user's device as soon as an obstacle is detected.
- Enable the user to save the most recently recorded location information on the device by using a DataCompositeValue object.
- Enable retrieval of audio recordings from a cloud server.
- Headphones, when connected, must use the Play To technology. The PlayTo control that is used for streaming is named aplayer and is in the HTML file that is used by the player.js file.

To assist with diagnostics and monitoring, the app must do the following:

- Place an audit log that will track touch events on the user's device.
- Store the audit log in the user's localSettings object.
- Ensure that the audit log can be sent by email to the support desk if the user is having problems.

The app must support the following hardware requirements:

- Windows 8
- Microphone and speakers
- Internet connection
- DLNA-compatible hearing device (optional)

While testing the app, you establish the following:

- The app fails to detect the location on some devices.
- When connectivity is lost, access to the obstacle data is not available.

**background.js**

```
BG01 function requestLockScreen() {  
BG02     var background = new Windows.ApplicationModel.Background;  
BG03     background.BackgroundExecutionManager.requestAccessAsync().then(  
BG04         function (result) {  
BG05             ...  
BG06             }, errorHandler);  
BG08 }  
BG09  
BG10 function registerTask() {  
BG11     var builder = new Windows.ApplicationModel.Background.BackgroundTaskBuilder();  
BG12     builder.name = "obstacles";  
BG13     builder.taskEntryPoint = "obstacles.js";  
BG14  
BG15     builder.setTrigger(trigger);  
BG16     ...  
BG17 }
```

**location.js**

```
LO01 var latitude;
LO02 var longitude;
LO03 var location;
LO04
LO05 function trackLocation() {
LO06   location = new Windows.Devices.Geolocation.Geolocator();
LO07   if (location)
LO08     location.addEventListener("positionchanged", positionChanged);
LO09 }
LO10
LO11 function positionChanged(position) {
LO12   latitude = position.position.coordinate.latitude;
LO13   longitude = position.position.coordinate.longitude;
LO14   saveLocation();
LO15 }
LO16
LO17 function getLocation() {
LO18   try {
LO19     Windows.Devices.Geolocation.Geolocator().getGeopositionAsync().done
(function (position) {
LO20       if (position) {
LO21         latitude = position.coordinate.latitude;
LO22         longitude = position.coordinate.longitude;
LO23       }
LO24     }, errorHandler);
LO25   } catch (ex) {
LO26     errorHandler(ex);
LO27   }
LO28 }
LO29
LO30 function stopTracking() {
LO31   if (location)
LO32
LO33 }
LO34
LO35 function saveLocation() {
LO36
LO37 }
```

**player.js**

```

PL01 function playAudioFile(ndx) {
PL02   try {
PL03     var musicLibrary = Windows.Storage.KnownFolders.musicLibrary;
PL04     musicLibrary.getFilesAsync().then(
PL05       function (resultLibrary) {
PL06         if (resultLibrary.length > 0) {
PL07           document.getElementById("aplayer").src = URL.createObjectURL(resultLibrary
[ndx]);
PL08           document.getElementById("aplayer").play();
PL09         }
PL10       });
PL11     } catch (ex) {
PL12       handleError(ex);
PL13     }
PL14   }
PL15
PL16
PL17 function sourceRequestHandler(e) {
PL18   try {
PL19     var sr = e.sourceRequest;
PL20     var controller;
PL21
PL22     try {
PL23
PL24   } catch (ex) {
PL25     handleError(ex);
PL26   }
PL27
PL28   } catch (ex) {
PL29     handleError(ex);
PL30   }
PL31 }
```

**Question: 1**

You need to retrieve and register a DLNA-compatible device.

Which code segment should you insert at line PL16?

- A. var player = Windows.Media.Devices.AudioDeviceController();
- B. var player = Windows.Media.Devices.DLNADeviceController();
- C. var player = Windows.Media.PlayTo.PlayToManager.getCurrentView();  
player.addEventListener("sourcerequested", sourceRequestHandler, false);
- D. var player = Windows.Media.PlayTo.PlayToManager.showPlayToUI();  
player.addEventListener("sourcerequested", sourceRequestHandler, false);

---

**Answer: C**

---

**Question: 2**

You need to handle the location-detection problem.

What should you do?

- A. Insert a try statement immediately after line LO05 and a catch block immediately before line LO09. Handle the exception in the catch block.
- B. Insert an else statement immediately before line LO09. In the else statement, display a notification that the device does not support location.
- C. At line LO08, change the positionchanged argument to statuschanged.
- D. At line LO06, change the Geolocator class to locator.

---

**Answer: B**

---

### **Question: 3**

You need to implement the audit log.

Which object should you use?

- A. Windows.Storage.ApplicationData.current.localSettings
- B. Windows.Storage.ApplicationData.current.roamingFolder
- C. Windows.Storage.ApplicationData.current.temporaryFolder
- D. Windows.Storage.ApplicationData.current.temporarySettings

---

**Answer: A**

---

### **Question: 4**

You need to ensure that the lock screen access configuration meets the requirements.

Which code segment should you insert at line BG05?

- A. if (result ==  
background.BackgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)
- B. if (result ==  
background.BackgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)
- C. if (result !=  
background.BackgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)
- D. if (result !=  
background.BackgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)

---

**Answer: A**

---

### **Question: 5**

You need to implement the database polling.

Which code segment should you insert at line BG14?

- A. var trigger = new Windows.ApplicationModel.Background.TimeTrigger (15, false);
- B. var trigger = new Windows.ApplicationModel.Background.TimeTrigger(600, false);
- C. var trigger = new Windows.ApplicationModel.Background.TimeTrigger(900, true);
- D. var trigger = new Windows.ApplicationModel.Background.TimeTrigger(10, true);

---

**Answer: A**

---

### **Question: 6**

---

You need to resolve the issue of unavailable obstacle data.

What should you do?

- A. Store the obstacle data in cloud storage.
- B. Download the obstacles database when the app is installed, and update the database when the app is updated.
- C. Store the obstacle data in indexDB storage.
- D. Store the obstacle data in the SessionStorage object.

---

**Answer: C**

---

---

### **Question: 7**

---

You need to implement the audit log.

Which action should the app perform when the user touches a button?

- A. Add a row to a database log table.
- B. Create a custom log file entry.
- C. Send the event to a remote web service.
- D. Create a Windows Application Log entry.

---

**Answer: B**

---

---

### **Question: 8**

---

You need to turn off tracking.

Which code segment should you insert at line L032?

- A. location.removeEventListener("statuschanged", statusChanged);
- B. location.removeEventListener.all( ) ;
- C. location.endTracking ( ) ;
- D. location.removeEventListener("positior.changed", positionChanged);

---

**Answer: D**

---

---

### **Question: 9**

---

You need to ensure that the lock screen access configuration meets the requirements.

Which code segment should you insert at line BG05?

- A. if (result == background.3ackgroundAccessStatus.denied)
- B. if (result ==  
background.backgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)
- C. if (result ==  
background.backgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)
- D. if (result ==  
background.backgroundAccessStatus.unspecified)

---

**Answer: B**

---

**Question: 10**

You need to specify the media to be streamed to DLNA-compatible devices.  
Which code segment should you insert at line PL21?

- A. controller = document.getElementById("aplayer").msPlayToSource;
- B. controller = document.getElementById("mediaplayer").msPlayToPrimary;
- C. controller = document.getElementById("aplayer").msGetPointerCapture;
- D. controller = document.getElementById ("mediaplayer" ) .msRealTime;

---

**Answer: A**

---

**Question: 11**

You need to implement the database polling.  
Which code segment should you insert at line BG14?

- A. var trigger = new Windows.ApplicationModel.Background.TimeTrigger(1230, false) ;
- B. var trigger = new Windows.ApplicationModel.Background.TimeTrigger(15, false);
- C. var trigger = new Windows.ApplicationModel.Background.TimeTrigger (900, true);
- D. var trigger = new Windows.ApplicationModel.Background.TimeTrigger(20, true);

---

**Answer: A**

---

**Question: 12**

You need to implement the audit log.  
What should you do?

- A. When the user moves the device, create a Windows Event Log entry.
- B. When the user moves the device, create a custom log file entry.
- C. When the user touches a button, create a Windows Event Log entry.
- D. When the user touches a button, create a custom log file entry.

---

**Answer: D**

---

**Question: 13**

You need to enable the user to save coordinates as specified in the requirements.  
Which code segment should you insert at line L036?

- A. 

```
var coordinates = new Windows.Storage.ApplicationDataCompositeValue();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = coordinates;
```
- B. 

```
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = latitude + longitude;
```
- C. 

```
var coordinates = new Windows.Storage.ApplicationDataCompositeValue();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container = localSettings.createContainer ("locationContainer");
container.value = coordinates;
```
- D. 

```
var coordinates = new Windows.Storage.ApplicationDataContainer();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = coordinates;
```

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

---

**Answer: A**

---

### Question: 14

---

You need to assign the audio stream to the controller declared at line PL20 according to the requirements.  
Which code segment should you insert at line PL27?

- A. sr.stream = controller.stream;  
B. sr.setSource(controller.stream);  
C. sr.setSource(controller);  
D. sr.setController(controller);

---

**Answer: C**

---

### Question: 15

---

You need to find out whether the app is still in trial mode.  
Which property should you check in the app startup code?

- A. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.isActive

- B. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.isTrial
- C. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.expiration.late
- D. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.productLicenses

---

**Answer: C**

---

### **Question: 16**

---

You need to find out whether the user has purchased the app.

Which code segment should you insert in the default.js file?

- A. 

```
var currentApp = Windows.ApplicationModel.Store.LicenseInformation;
if (currentApp.productLicenses.hasKey("localSettings"))
    ...

```
  - B. 

```
var currentApp = Windows.ApplicationModel.Store.CurrentApp;
var licenseInformation = currentApp.licenseInformation;
if (licenseInformation.productLicenses.lookup("localSettings").isActive)
    ...

```
  - C. 

```
var currentApp = Windows.ApplicationModel.Store.CurrentApp;
var licenseInformation = currentApp.licenseInformation;
if (licenseInformation.productLicenses.lookup("gettingAround").isActive)
    ...

```
  - D. 

```
var currentApp = Windows.ApplicationModel.Store.LicenseInformation;
if (currentApp.productLicenses.hasKey("gettingAround"))
    ...

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

---

**Answer: C**

---

### **Case Study: 3**

#### **Scenario 3**

##### **Background**

A. Datum Corporation manufactures electronic measuring equipment that is sold worldwide. The equipment requires periodic inspection and calibration by a team of inspectors. The equipment supports near field communication (NFC).

Inspectors currently receive daily email messages that list the locations they must visit that day and the equipment they must inspect, calibrate, or update. To request schedule changes, inspectors must call, fax, or email a support center.

A. Datum plans to develop a Windows Store app that connects to a scheduling application hosted in Windows Azure. The app will allow inspectors to view client information, equipment information, and other documentation. Inspectors will use the app to report inspection results back to the company's Windows Azure application.

##### **Business Requirements**

Inspectors must be able to use the app to perform the following equipment-related tasks:

- Gather information about each piece of equipment during inspections.
- Update equipment software and firmware during inspections.
- Identify missing and outdated equipment.
- Submit orders for replacement equipment to the customer support team.

The app must support the following scheduling requirements:

- When an inspector signs in to the app, daily schedule and task information must automatically download to the inspector's Windows device. The information must include client locations, equipment inventory at each location, and equipment settings. The files contain sensitive and proprietary information.
- Inspectors must be able to request a list of other clients within a specified search distance who might require equipment inspection.
- Inspectors must be able to refuse a task and remove it from their schedule.

## **Technical Requirements**

### **File Download, Storage, and Security**

- When an inspector connects the app to a piece of equipment, the current equipment software, firmware, drivers, and updates must be copied to the inspector's Microsoft SkyDrive folder.
- Inspectors must be able to search for equipment software and firmware updates stored in their SkyDrive folders.
- Downloaded files must be enrolled in selective wipe and made unavailable eight hours after download.
- The app must use background tasks to download files to the users' devices.
- All content files downloaded for the inspector's use must be available for searching in the app.
- All data transferred by the app between the Windows devices and the Windows Azure application must be secured and encrypted.

### **Equipment Interface and Connections**

- While the app is connected to a piece of equipment, inspectors must be able to simultaneously display the app and the content of their SkyDrive folders.
- The user interface must include a slide control that allows the inspector to specify a search range for nearby clients.
- Inspectors must connect the app to any piece of equipment by using a tap connection.

### **File - Geofencing.js**

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

```
GF01 public async void OnGeofenceStateChanged(GeofenceMonitor sender, object e)
GF02 {
GF03     var reports = sender.ReadReports();
GF04     await Dispatcher.RunAsync(CoreDispatcherPriority.Normal, () =>
GF05     {
GF06         foreach (GeofenceStateChangeReport report in reports)
GF07         {
GF08             GeofenceState state = report.NewState;
GF09             Geofence geofence = report.Geofence;
GF10             if (state == GeofenceState.Removed)
GF11             {
GF12                 GeofenceMonitor.Current.Geofences.Remove(geofence);
GF13             }
GF14             else if (state == GeofenceState.Entered)
GF15             {
GF16             }
GF17             else if (state == GeofenceState.Exited)
GF18             {
GF19             }
GF20         }
GF21     });
GF22 }
```

### File - ProtectFile.js

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

```

PF01 var appRootFolder = Windows.Storage.ApplicationData.current;
PF02 var enterpriseIdentity = "ADatum.com";
PF03
PF04 function addNewFolderButtonClick() {
PF05     var folderName = document.getElementById("folderName");
PF06     appRootFolder.createFolderAsync(folderName).then(
PF07         function (folder) {
PF08             var status = addItemProtected(folder, enterpriseIdentity);
PF09         });
PF10     }
PF11
PF12     function addItemProtected(item, enterpriseId) {
PF13         (itemPath, enterpriseId).then(
PF14             function (itemProtectionStatus) {
PF15                 return itemProtectionStatus;
PF16             });
PF17         }
PF18     function readFile(file) {
PF19         try {
PF20             file.openReadAsync().then(
PF21                 function (fileStream) {
PF22                     return fileStream;
PF23                 });
PF24         }
PF25         catch (e) {
PF26         }
PF27         if (e.message == "Access Denied") {
PF28             Windows.Security.EnterpriseData.FileRevocationManager.
PF29                 getStatusAsync(file).then(
PF30                     function (itemProtectionStatus) {
PF31                         if (itemProtectionStatus ==
PF32                             Windows.Security.EnterpriseData.FileProtectionStatus.revoked)
PF33                             {
PF34                                 item.deleteAsync().then(function () { return null; });
PF35                             }
PF36                         });
PF37         }

```

### File - BackgroundTask.js

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

```

BT01  (function () {
BT02    "use strict";
BT03    var page = WinJS.UI.Pages.define("/html/backgroundtask.html", {
BT04      ready: function (element, options) {
BT05        document.getElementById("registerBackgroundTaskButton").
BT06          addEventListener("click", registerBackgroundTask, false);
BT07        document.getElementById("unregisterBackgroundTaskButton").
BT08          addEventListener("click", unregisterBackgroundTask, false);
BT09        BackgroundTask.updateUI();
BT10      }
BT11    });
BT12    function registerBackgroundTask() {
BT13      BackgroundTask.registerBackgroundTask
BT14        (BackgroundTask.BackgroundTaskEntryPoint,
BT15        BackgroundTask.BackgroundTaskName,
BT16        new Windows.ApplicationModel.Background.SystemTrigger
BT17        (Windows.ApplicationModel.Background.
BT18        SystemTriggerType.timeZoneChange, false), null);
BT19      BackgroundTask.updateUI();
BT20    }
BT21    function unregisterBackgroundTask() {
BT22
BT23      BackgroundTask.updateUI();
BT24    }
BT25  })();
BT26
BT27  var BackgroundTask = {
BT28    "updateUI": function () {
BT29      try {
BT30        var registerButton =
BT31          document.getElementById("registerBackgroundTaskButton");
BT32        var unregisterButton =
BT33          document.getElementById("unregisterBackgroundTaskButton");
BT34        var taskProgress =
BT35          document.getElementById("BackgroundTaskProgress");
BT36        var taskStatus = document.getElementById("BackgroundTaskStatus");
BT37
BT38        registerButton && (registerButton.disabled =
BT39          BackgroundTask.BackgroundTaskRegistered);
BT40        unregisterButton && (unregisterButton.disabled =
BT41          !BackgroundTask.BackgroundTaskRegistered);
BT42        taskProgress && (taskProgress.innerText =
BT43          BackgroundTask.BackgroundTaskProgress);
BT44        taskStatus && (taskStatus.innerText =
BT45          BackgroundTask.getBackgroundTaskStatus
BT46          (BackgroundTask.BackgroundTaskName));
BT47      } catch (ex) {
BT48      }
BT49    }
BT50  };

```

## Question: 1

---

You need to implement the file security policy.  
What should you do?

- A. Implement the Windows.Security.Cryptography.CryptographicBuffer class.
- B. Add a certificate server to the network.

- C. Use SSL for all file transfers.
- D. Implement a Secure object by using the WinJS.System class.

---

**Answer: A**

---

### **Question: 2**

---

You need to implement the file storage solution for equipment drivers and updates.  
What should you do?

- A. Map the inspector's Documents folder as the default file storage location.
- B. Map the inspector's SkyDrive folder as the default file storage location.
- C. Map a KnownFolder as the local default file storage location.
- D. Use the Live Connect REST API to map a default file storage location.

---

**Answer: B**

---

### **Question: 3**

---

You need to implement the secondary schedule functionality for inspectors.  
Which two actions should you perform? Each correct answer presents part of the solution.

- A. Specify the maximum distance of nearby equipment.
- B. Ascertain the proximity of the nearest piece of client-owned equipment.
- C. Define a geofence by using the location capabilities of the device.
- D. Browse through the client database to find all clients with the same postal code.

---

**Answer: AC**

---

**Explanation:**

\* From scenario, the secondary scheduling requirement is:

Inspectors must be able to request a list of other clients within a specified search distance who might require equipment inspection.

\* Geofence

/ A geo-fence is a virtual perimeter for a real-world geographic areas. A geo-fence could be dynamically generated—as in a radius around a store or point location.

/ Geofence class

Contains the information to define a geofence, an area of interest, to monitor.

### **Question: 4**

---

You need to implement the Search features for the app.  
What should you do?

- A. Add the app content to the Windows index.
- B. Map a KnownFolder property for the search files location.
- C. Modify the NeighboringFileQuery property.
- D. Implement a default Bing Search control.

---

**Answer: A**

---

---

### **Question: 5**

---

You need to implement the activities that must occur when an inspector signs in. What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. Create a task entry point that uses a BackgroundTaskBuilder object.
- B. Create a new instance of the Windows Store app.
- C. Create a new thread by using the System.Thread class.
- D. Create an AJAX ScriptManager object.

---

**Answer: A**

---

---

### **Question: 6**

---

You need to implement the storage policy for secure documents. Which code segment should you insert at line PF12?

- A. Windows.Security.EnterpriseEata.FileRevocationManager.protectAsync
- B. Windows.Security.EnterpriseData.FileRevocationManager.revoke
- C. Windows.Security.EnterpriseData.FileRevocationManager.copyProtectAsyrmnc
- D. Windows.Security.EnterpriseData.FileRevocationManager.getStatusAsync

---

**Answer: A**

---

---

### **Question: 7**

---

You need to ensure that drivers can be updated, What should you do?

- A. Connect to SkyDrive.
- B. Implement the StorageLibrary class.
- C. Implement the OpenFileDialog class.
- D. Implement the FileSavePicker control.

---

**Answer: A**

---

---

### **Question: 8**

---

You need to enable the loading of the daily schedule when the inspector launches the application. Which class should you use?

- A. BackgroundTaskBuilder
- B. BackgroundExecutionManager
- C. BackgroundTaskDeferral
- D. SystemCondition

---

**Answer: B**

---

Explanation:

Reference:

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.applicationmodel.background.backgroundexecutionmanager.requestaccessasync.aspx>

### Question: 9

HOTSPOT

You need to enable the connection to the equipment.

Which app capability should you declare? To answer, select the appropriate check box in the dialog box in the answer area.

Answer Area

#### Capabilities:

- Enterprise Authentication
- Internet (Client)
- Internet (Client & Server)
- Location
- Microphone
- Music Library
- Pictures Library
- Private Networks (Client & Server)
- Proximity
- Removable Storage
- Shared User Certificates
- Videos Library
- Webcam

Answer:

Answer Area

**Capabilities:**

- Enterprise Authentication
- Internet (Client)
- Internet (Client & Server)
- Location
- Microphone
- Music Library
- Pictures Library
- Private Networks (Client & Server)
- Proximity
- Removable Storage
- Shared User Certificates
- Videos Library
- Webcam

---

**Question: 10**

---

You need to ensure that drivers can be updated,  
What should you do?

- A. Implement support for Microsoft DirectDraw Surface files.
- B. Connect to the Documents library.
- C. Create a custom driver to connect files to the app.
- D. Implement the FileOpenPicker control.

---

**Answer: A**

---

**Question: 11**

---

You need to ensure that inspectors can manage tasks that are assigned to them.  
Which code segment should you insert at line BT22?

- A. BackgroundTask.unregisterBackgroundTasks(BackgroundTask.BackgroundTaskName);
  - B. BackgroundTask.unregisterBackgroundTasks(sender.BackgroundTaskName);
  - C. BackgroundTask.unregisterBackgroundTasks(e.BackgroundTaskName);
  - D. BackgroundTask.unregisterBackgroundTasks(BackgroundTask.TaskName);
- 
- A. Option A
  - B. Option B
  - C. Option C
  - D. Option D

---

**Answer: A**

---

**Question: 12**

---

You need to enable the loading of the daily schedule when the inspector launches the application. Which class should you use?

- A. BackgroundExecutionManager
- B. BackgroundWorkCost
- C. PushNotificationTrigger
- D. BackgroundTaskBuilder

---

**Answer: A**

---

## **Case Study: 4**

### **Scenario 4**

#### **Application Information**

You are developing a Windows Store app by using JavaScript. The app is named Print Near Me. The app will allow mobile users to find printers in their local area that subscribe to the Print Near Me network.

The Print Near Me app collects status data from subscribed networks, coordinates this data with the status of printers that are listed in the central Print Near Me service, and displays the closest locations that meet a user's printing requirements. The locations are identified by pinpoints on a map. The app uses a Printer Survey background task to populate the map.

The Print Here feature communicates with the central Print Near Me web server and nearby printers, and generates custom printer interfaces based on the available printers. The printer interfaces require complex calculations that involve repeated communications between the app and the central web server, and may result in high memory usage.

Printer providers may indicate whether a subscribed printer is available to the network or unavailable at any time.

#### **Business Requirements**

You have the following business requirements:

- Printer providers must have the option to approve users for each printer through instant messaging or email.
- When a user launches the Print Near Me app, the Printer Survey task must initiate communication between the app and the central web server to populate the map.
- Map pinpoints must be displayed as follows:
  - If the printer is available and does not require permission to print, display a green pinpoint.
  - If the printer is available and requires permission to print, display a yellow pinpoint.
  - If there is a printer or network status error, display a red pinpoint.
- Users must be able to initiate printing to a nearby printer by clicking or tapping the printer's pinpoint and then clicking Print Here.

#### **Technical Requirements**

You have the following technical requirements:

- The Print Here feature must run in a background process.
- The Printer Support feature must log and dispatch error messages.
  - Log error messages locally.

- When the network is available, synchronize data with the central Print Near Me web server.
- Background task events must be logged locally.
- The printer interface calculations must use the Printer Survey task for communication to all sources.
- The Printer Survey task must push data to the app when the app is available.

## **Testing Requirements**

You have the following testing requirements:

- Simulate user interactions in the app as part of the tests.
- Test the app performance on a variety of devices that have different capabilities, such as processing speed and screen resolution.
- Generate a file on each device for analysis in Microsoft Visual Studio. (Devices will not have Visual Studio installed.)
- Identify the app components that are called most frequently and that use the most CPU resources.
- Ensure that the app detects the location of all printers and consistently reports loss of connection.

## **printNearMe.js**

```

PM01 (
PM02     function () {"use strict";
PM03
PM04     var page = WinJS.UI.Pages.define("/html/scenario2.html", {
PM05         ready: function (element, options) {
PM06             document.getElementById("PrintNearMe")
PM07                 .addEventListener("click", PrintNearMeButtonHandler, false);
PM08             document.getElementById("PrintNearMePinPointControl")
PM09                 .addEventListener("click", GetPrinterSurvey, false);
PM10
PM11             registerForPrintContract();registerBackgroundTask();
PM12
PM13         }
PM14     });
PM15
PM16     function registerForPrintContract() {
PM17
PM18     }
PM19
PM20     function PrintNearMeButtonHandler() {
PM21
PM22     }
PM23
PM24     function onPrintTaskRequested(printEvent) {
PM25         printEvent.request.createPrintTask("Print Near Me", function (args) {
PM26             args.setSource(MSApp.getHtmlPrintDocumentSource(document));
PM27         });
PM28     }
PM29
PM30     function registerBackgroundTask(taskEntryPoint, taskName, trigger, condition) {
PM31
PM32         PrintNearMeBackground.name = taskName;
PM33         PrintNearMeBackground.taskEntryPoint = taskEntryPoint;
PM34
PM35         var task = PrintNearMeBackground.register();
PM36         var printnearme_events = Windows.Storage.ApplicationData.current;
PM37         var printnearme_eventslog = printnearme_events.roamingSettings;
PM38
PM39         var printnearme_eventslog.values.add(taskName);
PM40     }
PM41     function GetPrinterSurvey () {
PM42         var pointid = e.target;
PM43         var PrinterNearMe = document.getElementById("Printerpinpoint"+ pointid);
PM44
PM45     }
PM46     })
PM47 ());

```

**printerSurvey.js**

```

PS01 (function () {
PS02 ...
PS03 "use strict";
PS04 var page = WinJS.UI.Pages.define("/html/printersurvey.html", {
PS05 ready: function (element, options) {
PS06 document.getElementById("xhrRemote").addEventListener
("click", xhrRemote, false);
PS07 document.getElementById("xhrLocal").addEventListener
("click", xhrLocal, false);
PS08
PS09 }
PS10 });
PS11
PS12 function xhrRemote() {
PS13 PrintNearMeCall("http://
rss.printnearme.contoso.com/3032127.xml", printnearme_errhandler);
PS14 }
PS15
PS16 function xhrLocal() {
PS17 PrintNearMeCall("survey.xml", printnearme_errhandler);
PS18 }
PS19 }
PS20
PS21 function PrintNearMeCall(url, callback) {
PS22 WinJS.log && WinJS.log("", "sample", "status");
PS23 document.getElementById("response").innerHTML = "";
PS24
PS25 callback(result.responseXML, result.status);
PS26
PS27 function (result) {
PS28 callback(null, result.status);
PS29 }
PS30 );
PS31 }
PS32
PS33 function printnearme_errhandler(xml, statusCode) {
PS34 if (xml) {
PS35 var items = xml.querySelectorAll("rss > channel > item");
PS36 if (items) {
PS37 var /*@override*/ length = Math.min(10, items.length);
PS38 for (var i = 0; i < length; i++) {
PS39 var link = document.createElement("a");
PS40 var newLine = document.createElement("br");
PS41 link.setAttribute("href", items[i].querySelector("link").textContent);
PS42 link.innerText = (i + 1) + " " + items[i].querySelector
("title").textContent;
PS43 document.getElementById("response").appendChild(link);
PS44 document.getElementById("response").appendChild(newLine);
PS45 }
PS46 } else {
PS47 WinJS.log && WinJS.log("No printers are available", "sample", "status");
PS48 }
PS49 } else {
PS50 WinJS.log && WinJS.log(
PS51 "Unable to find printers. Status code: " + statusCode, "sample", "error");
PS52 }
PS53 }
PS54 })();

```

**printDriver.js**

```

PD01 onmessage = function (event) {
PD02
PD03 function GeneratePrintDriver()
PD04 {
PD05 ...
PD06 }
PD07 }

```

---

### Question: 1

---

You need to implement the Print Here Mature.

Which code segment should you insert at line PM21?

- A. `Windows.Graphics.Printing.PrintManager.showPrintUIAsync();`
  - B. `var printTask = printEvent.request.createPrintTask("PrintNearMe", function (args) {  
 args.setSource(MSApp.getHtmlPrintDocumentSource(document));  
});  
printTask.createPrintTask();`
  - C. `Windows.Graphics.Printing.PrintManager.showPrintUI();`
  - D. `var printTask = printEvent.request.createPrintTask("PrintNearMe", function (args) {  
 args.setSource(MSApp.createDataPackageFromSelection (document));  
});  
printTask.createPrintTask();`
- A. Option A  
B. Option B  
C. Option C  
D. Option D

---

**Answer: A**

---

---

### Question: 2

---

You need to implement the Printer Survey error handling.

Which code segment should you insert at line PS08?

- A. `WinJS.Promise.onError(this).done(printnearme_errhandler);`
- B. `WinJS.Promise.done(this).then(printersurvey_errhandler);`
- C. `WinJS.Promise.onError(WinJS.Promise.onerror, printersurvey_errhandler);`
- D. `WinJS.Promise.addEventListener("error", printnearme errhandler);`

---

**Answer: D**

---

---

### Question: 3

---

HOTSPOT

You need to ensure that the Printer Survey task populates the map pinpoints according to the requirements.

What code should you insert at line PM31? (To answer, select the correct code segment from each dropdown list in the answer area.)

```

var PrintNearMeBackground =
    new Windows.ApplicationModel.Background.BackgroundExecutionBuilder()
    .SetBackgroundTaskBuilder(new Windows.ApplicationModel.Background.BackgroundTaskBuilder()
        .SetTrigger(new Windows.ApplicationModel.Background.SystemTriggerBuilder()
            .AddCondition(new Windows.ApplicationModel.Background.SystemConditionBuilder()
                .AddConditionType(Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)
                .AddConditionType(Windows.ApplicationModel.Background.SystemConditionType.InternetSession)
                .AddConditionType(Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)))
    );

```

**Answer:**

```

var PrintNearMeBackground =
    new Windows.ApplicationModel.Background.BackgroundExecutionBuilder()
    .SetBackgroundTaskBuilder(new Windows.ApplicationModel.Background.BackgroundTaskBuilder()
        .SetTrigger(new Windows.ApplicationModel.Background.SystemTriggerBuilder()
            .AddCondition(new Windows.ApplicationModel.Background.SystemConditionBuilder()
                .AddConditionType(Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)
                .AddConditionType(Windows.ApplicationModel.Background.SystemConditionType.InternetSession)
                .AddConditionType(Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)))
    );

```

**Question: 4**

You need to implement the Print Here command.  
 Which code segment should you insert at line PM17?

A.

```
var printManager = Windows.ApplicationModel.Activation.ActivationKind.printTaskSettings();  
printManager.ShowPrintUIAsync(onPrintTaskRequested);
```

B.

```
var printManager = Windows.ApplicationModel.Activation.ActivationKind.printTaskSettings();  
printManager.onprinttaskrequested = onPrintTaskRequested;
```

C.

```
var printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();  
printManager.onprinttaskrequested = onPrintTaskRequested;
```

D.

```
var printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();  
printManager.ShowPrintUIAsync(onPrintTaskRequested);
```

A. Option A

B. Option B

C. Option C

D. Option D

---

**Answer: C**

---

### Question: 5

---

You need to implement the Printer Support error logging.

Which code segment should you insert at line PS18?

- A. 

```
if (window.console && window.console.warn) {
    var originalWarn = window.console.warn;
    window.console.warn = function (msg) {
        window.dispatchEvent("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```
- B. 

```
if (window.console && window.console.error) {
    var originalWarn = window.console.error;
    window.console.warn = function (msg) {
        window.dispatchEvent("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```
- C. 

```
if (window.console && window.console.warn) {
    var originalWarn = window.console.warn;
    window.console.warn = function (msg) {
        window.msWriteProfilerMark("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```
- D. 

```
if (window.console && window.console.error) {
    var originalWarn = window.console.error;
    window.console.warn = function (msg) {
        window.msWriteProfilerMark("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```

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

---

**Answer: B**

---

### Question: 6

---

You need to ensure that the custom printer interfaces and the Printer Survey task communicate correctly. What should you do?

- A. Insert the following code segment at line PM10:  
`self.importScripts("printDriver.js");`

Insert the following code segment at line PD02:  
`self.importScripts("printerSurvey.js");`

- B. Insert the following code segment at line PM10:  
`var worker = new Worker("printDriver.js");`

Insert the following code segment at line PD02:  
`var worker = new Worker("printerSurvey.js");`

- C. Insert the following code segment at line PM10:  
`self.importScripts("printDriver.js");`

Insert the following code segment at line PD02:  
`var worker = new Worker("printerSurvey.js");`

- D. Insert the following code segment at line PM10:  
`var worker = new Worker("printDriver.js");`

Insert the following code segment at line PD02:  
`self.importScripts("printerSurvey.js");`

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

---

**Answer: D**

---

**Question: 7**

You need to update the status of the map pinpoints for the Print Near Me control.  
Which code segment should you insert at line PM34?

- A. 

```
var PrinterSurvey = new Windows.ApplicationModel.Background.SystemTrigger();
PrintNearMeBackground.trigger = PrinterSurvey;
```
- B. 

```
var PrinterSurvey = new Windows.ApplicationModel.Background.PushNotificationTrigger
();
PrintNearMeBackground.trigger = PrinterSurvey;
```
- C. 

```
var PrinterSurvey = new Windows.ApplicationModel.Background.SystemTrigger();
PrintNearMeBackground.setTrigger(PrinterSurvey);
```
- D. 

```
var PrinterSurvey = new Windows.ApplicationModel.Background.PushNotificationTrigger
();
PrintNearMeBackground.setTrigger(PrinterSurvey);
```

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

---

**Answer: A**

---

### **Question: 8**

You need to test connection reliability.

What should you do?

- A. Display the status of the tap gesture after the Start event. Test wireless connections by calling the ConnectAsync method.
- B. Display the status of the tap gesture after the Start event. Test wireless connections by calling the FindAllPeersAsync method.
- C. Display the status of the tap gesture after the TriggeredConnectionStateChanged event. Test wireless connections by calling the ConnectAsync method.
- D. Display the status of the tap gesture after the TriggeredConnectionStateChanged event. Test wireless connections by calling the FindAllPeersAsync method.

---

**Answer: D**

---

### **Question: 9**

You need to ensure that the Printer Survey task meets the technical requirements.

Which code segment should you insert at line PS24?

- A. `var printersurvey = new WinJS.Promise;  
printersurvey.theneach(queries).then(`
- B. `var printersurvey = new WinJS.Promise;  
printersurvey.theneach(queries).done(`
- C. `var printersurvey = new WinJS.Promise;  
printersurvey.join(queries).done(`
- D. `var printersurvey = new WinJS.Promise;  
printersurvey.join(queries).then(`

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

---

**Answer: C**

---

### Question: 10

---

You need to implement the required event logging.  
Which code segment should you insert at line PM38?

- A. `var printnearme_eventsdir = printnearme_events.localStorage;  
printnearme_events.onDataChanged = ondatachanged;`
- B. `var printnearme_eventsdir = printnearme_events.roamingFolder;  
printnearme_events.onDataChanged = ondatachanged;`
- C. `var printnearme_eventsdir = printnearme_events.localData;  
printnearme_events.signalDataChanged(ondatachanged)`
- D. `var printnearme_eventsdir = printnearme_events.temporaryFolder;  
printnearme_events.signalDataChanged(ondatachanged)`

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

---

**Answer: B**

---

**Question: 11**

You need to implement the color coding for the Print Near Me map pinpoints.  
Which code segment should you insert at line PM44?

- A. WinJS.xhr({ url: e.target.value })
 .then(function(result) {
 if(result.status === 200) {
 PrinterNearMe.style.backgroundColor = "green";
 }
 else if(result.status === 200) {
 PrinterNearMe.style.backgroundColor = "yellow";
 },
 function(error) {
 PrinterNearMe.style.backgroundColor = "red";
 });
- B. WinJS.xhr({ url: e.target.value })
 (function(result) {
 if(result.status === 210) {
 PrinterNearMe.style.backgroundColor = "green";
 }
 })
 (function(result) {
 if(result.status === 220) {
 PrinterNearMe.style.backgroundColor = "yellow";
 }
 },
 function(error) {
 PrinterNearMe.style.backgroundColor = "red";
 });
- C. WinJS.xhr({ url: e.target.value })
 .then(function(result) {
 if(result.status === 210) {
 PrinterNearMe.style.backgroundColor = "green";
 }
 else if(result.status === 220) {
 PrinterNearMe.style.backgroundColor = "yellow";
 }
 else {
 PrinterNearMe.style.backgroundColor = "red";
 },
 function(error) {
 PrinterNearMe.style.backgroundColor = "red";
 });
- D. WinJS.xhr({ url: e.target.value })
 .then(function(result) {
 if(result.status === 200) {
 PrinterNearMe.style.backgroundColor = "green";
 }
 })
 .then(function(result) {
 if(result.status === 200) {
 twoDiv.style.backgroundColor = "yellow";
 }
 })
 .done(function(result) {
 if(result.status === 200) {
 twoDiv.style.backgroundColor = "red";
 }
 });

- A. Option A  
 B. Option B

- C. Option C
- D. Option D

---

Answer: C

---

### Question: 12

---

You need to generate the required test result files.  
What should you do?

- A. Design tests to attach VSProfiler.exe to the Print Near Me app.
- B. Create a unit test project. Record interactions between the user and the Print Near Me app.
- C. Design tests to attach VSPerf.exe to the Print Near Me app.
- D. Create a coded UI test project. Record interactions between the user and the Print Near Me app.

---

Answer: C

---

### Question: 13

---

You need to ensure that the Printer Survey task populates the map pinpoints according to the requirements.  
Which code segment should you insert at line PM31?

- A. 

```
var PrintNearMeBackground =
    new Windows.ApplicationModel.Background.BackgroundExecutionManager();
PrintNearMeBackground.addCondition(
    new Windows.ApplicationModel.Background.SystemCondition(
        Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)
);
```
- B. 

```
var PrintNearMeBackground =
    new Windows.ApplicationModel.Background.BackgroundExecutionManager();
PrintNearMeBackground.addCondition(
    new Windows.ApplicationModel.Background.SystemCondition(
        Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)
);
```
- C. 

```
var PrintNearMeBackground =
    new Windows.ApplicationModel.Background.BackgroundTaskBuilder();
PrintNearMeBackground.addCondition(
    new Windows.ApplicationModel.Background.SystemCondition(
        Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)
);
```
- D. 

```
var PrintNearMeBackground =
    new Windows.ApplicationModel.Background.BackgroundTaskBuilder();
PrintNearMeBackground.addCondition(
    new Windows.ApplicationModel.Background.SystemCondition(
        Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)
);
```

- A. Option A
- B. Option B

- C. Option C
- D. Option D

---

**Answer: C**

---