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QUESTION 16   Drag and Drop Question   You are developing a Windows Store game that saves virtual store purchase information to the local device. The app must create a setting named PlayerName within a container named Purchases. The app must store the value of the PlayerName property in the local store. You need to meet the requirements. How should you complete the code segment? (To answer, drag the appropriate terms to the correct location or locations. Each term 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:

QUESTION 17   You are developing a Windows Store app for geocaching competitions that displays locationaware tips. You need to capture device location events periodically to determine if a tip should be displayed. What should you do? (Each correct answer presents part of the solution. Choose all that apply.)   A.   Enable the Proximity capability in the Package.appxmanifest file.   B.   Create an instance of the Windows.Devices.Sensors.OrientationSensor class.   Use the ReportlInterval property to set the interval for getting the position data.   Then attach an event handler to the PositionChanged event to capture position and decide if tips should be shown.   C.   Create an instance of the Windows.Devices.Sensors.Gps class.   Use the ReportlInterval property to set the interval for getting the position data.   Then attach an event handler to the PositionChanged event to capture position and decide if tips should be shown.   D.   Enable the Location capability in the Package.appxmanifest file.   E.   Create an instance of the Windows.Devices.Geolocation.   Geolocator class, Use the ReportlInterval property to set the interval for getting the position data.   Then attach an event handler to the PositionChanged event to capture position and decideif tips should be shown.   Answer: DE QUESTION 18   Hotspot Question   You are developing a Windows Store app that allows bloggers to capture videos

and upload them to a blog. You need to ensure that the app saves the captured video in MP4 format to the blogger's videos library. How should you complete the code segment? (To answer, select the appropriate line of code from each drop-down list in the answer area.)

Answer:

QUESTION 19   You are developing a Windows Store app that uses a webcam. You need to be notified if new webcams are connected to the system. Which class should you use? A.   DevicelnformationWatcher B.   EnclosureLocation   C.   DeviceWatcher   D.   DevicelnformationCollection Answer: C QUESTION 20   Drag and Drop Question   You are developing a Windows Store app that downloads large files from the Internet by using background tasks. The app includes the following: - TaskInstance is an instance of the IBackgroundTask interface that provides access to a background task instance.   - DownloadFilesAsyncQ is the asynchronous method that performs the download.   You need to ensure that the app performs the download operation asynchronously in a background task. 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 21   Hotspot Question   You are developing a Windows Store app. The app has the following requirements: - It

must allow users to choose contacts by using a ContactPicker class.   - It must continue to be responsive while the ContactPicker class is displayed.   You need to ensure that the ContactPicker class is displayed to meet the requirements. How should you complete the code segment? (To answer, select the appropriate line of code from each drop-down list in the answer area.)

Answer:

QUESTION 22   Drag and Drop Question   You are developing a Windows Store app. You need to create an animation that moves a rectangle horizontally across the screen by using a storyboard. What should you do? (To answer, drag the appropriate option to the correct location or locations in the answer area. Each option 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:

http://www.passleader.com/70-485.html Case Study 1: Margie's Travel (QUESTION 23 - QUESTION 36)   Background   You are developing a Windows Store media sharing app for the sales and marketing team at Margie's Travel. The app will allow team members to download documents and media about current and proposed products and services from the company's cloud-based media manager service. Team members will be able to add new content to the cloud service and to print and share content.   Business Requirements   Behavior: - Team members must be able to download product information data sheets, marketing materials, and product demonstration video clips from the company's server.   - Team members must be able to select and upload multiple files that contain new and modified content as a batch.   - Team members must be able to stream video clips to other devices in the vicinity of the team member's device. The app will not support the streaming of photographs.   - The app must allow team members to pause, restart, or cancel uploads and downloads of files. The app must report both the progress and completion status of these operations. It must also return results about upload and download operations.   User Interface: - The app must include a photo viewer- When photos are added or deleted in the photo viewer window, they must animate in and out of the field of view. Remaining photos must move to fill the empty space created when photos are deleted. The photo viewer must support semantic zoom.   - The app must display information on the lock screen of the device. The information must include text-based alerts and a value indicating the number of pending file downloads.   Technical Requirements   Behavior: - The company has an existing component named VideoProcessor. This component compresses video clips and performs other processing before the video clips are uploaded to the media manager service. The component was written with managed code. The VideoProcessor component will also be used by Windows Store apps developed in HTML5 and JavaScript. The apps must be able to call the overload of the ProcessVideo() method that accepts a string and a Boolean value as parameters.   - When a team member selects a video clip to download, the app must download the file as a background task. After a download has started, the app should maintain the network connection to the server even when the app is suspended.   User Interface: - The app must include a custom photo viewer control. The control will be updated frequently and may be deployed separately from the rest of the app. The photo viewer control must support templates and styles.   User Interface: - The app must include a custom photo viewer control. The control will be updated frequently and may be deployed separately from the rest of the app. The photo viewer control must support templates and styles.   - The app must use a Grid control as the root layout control. The photo viewer must be placed in the second row of the grid.   - The appearance of the app must change when the app is in snapped mode. The first row of the root layout grid must not change height. The second row must fill all available space.   - Available video clips must be displayed in an extended ListView control class named Downloaded VideoList.   - The template for the DownloadedVideoList is already defined.   - New video clips should be added to DownloadedVideoList when the DownloadVideoQ method completes.   - New video clip items in the DownloadedVideoList should color change periodically to alert the team member.   Application Structure   Relevant portions of the app files are as follows. (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.)

```
App.xaml.cs
AP01 cts= newCancellationTokenSource();
AP02 private List<DownloadOperation>MyPendingDownloads;
AP03 privateasyncTaskHandleMyPendingDownloads(DownloadOperationdownload,
boolstart)
AP04 {
AP05   MyPendingDownloads.Add(download);
AP06   Progress<DownloadOperation> progressCallback = new
Progress<DownloadOperation>(DownloadProgress);
AP07   if(start)
AP08   {
AP09     awaitdownload.StartAsync().AsTask(cts.Token, progressCallback);
AP10   }
AP11   else
AP12   {
AP13     awaitdownload.AttachAsync().AsTask(cts.Token, progressCallback);
AP14   }
AP15 }
AP16 privateasyncvoidUploadcontent()
AP17 {
AP18   FileOpenPickerpicker = newFileOpenPicker();
AP19
AP20   List<BackgroundTransferContentPart> uploadGrp = new
List<BackgroundTransferContentPart>();
AP21   for(intfileNum = 0; fileNum < files.Count; fileNum ++)
AP22   {
AP23     BackgroundTransferContentPartuploadItem= new
BackgroundTransferContentPart("File"+ fileNum,
       files[fileNum].Name);
AP24     uploadItem.SetFile(files[fileNum]);
AP25     uploadGrp.Add(uploadItem);
AP26   }
AP27   BackgroundUploaderuploader = newBackgroundUploader();
AP28
AP29   awaitHandleUploadAsync(upload, true);
AP30 }
```

VideoProcessor.cs

```
IP01 publicclassVideoProcessor
IP02 {
IP03
IP04   publicVideoProcessor(intvideoID)
IP05   {
IP06     ...
IP07   }
IP08
IP09   publicVideoProcessor(stringvideoName)
IP10   {
IP11     ...
IP12   }
IP13
IP14
IP15   publicvoidProcessVideo(stringvideoName, stringvideoType)
IP16   {
IP17     ...
IP18   }
IP19
IP20   publicvoidProcessVideo(stringvideoName, boolcompressFile)
IP21   {
IP22     ...
IP23   }
IP24 }
```

MainPage.xaml

```
MP01 <Grid x:Name="LayoutRoot">
MP02   <Grid.RowDefinitions>
MP03     <RowDefinitionHeight="100"/>
MP04     <RowDefinitionHeight="200"/>
MP05   </Grid.RowDefinitions>
MP06   <VisualStateManager.VisualStateGroups>
MP07
MP08   </VisualStateManager.VisualStateGroups>
MP09 </Grid>
```

MainPage.xaml.cs

```
MC01 private PlayToManagerptMgr = PlayToManager.GetForCurrentView();
MC02
MC03 protectedoverridevoidOnNavigatedTo(NavigationEventArgse)
MC04 {
MC05
MC06
MC07 }
MC08 privatevoidSourceRequestHandler(PlayToManagersender,
       PlayToSourceRequestedEventArgse)
MC09 {
MC10
MC11   e.SourceRequest.SetSource(mediaElement.PlayToSource);
MC12 }
MC13 publicvoidStartNewVideoAnimation()
MC14 {
MC15   NewVideoStoryboard.Begin();
MC16 }
MC17 publicvoidDownloadVideo(stringvideoName)
MC18 {
MC19   ...
MC20   videoList.Items.Add(videoName);
MC21 }
```

QUESTION 23   Hotspot Question   You need to meet the business requirements about downloading and uploading. How should you configure the app? (To answer, select the appropriate options from each dropdown list in the answer area.)

Configure the Application UI settings in Package.appxmanifest

Lock screen notifications:

```
Tile
Badge and Tile Text
Wide Logo Only
```

Logo files:

```
Tile Image Only
Badge Logo and Tile Image
Badge Logo and Wide Logo
```

Configure the Declarations settings in Package.appxmanifest

Add a Background Task declaration and configure support for the

following task types:

```
Photo file stream
Control channel
User actions
Device availability
Playback status
```

Answer: Configure the Application UI settings in Package.appxmanifest

Lock screen notifications:

```
Tile
Badge and Tile Text
Wide Logo Only
```

Logo files:

```
Tile Image Only
Badge Logo and Tile Image
Badge Logo and Wide Logo
```

Configure the Declarations settings in Package.appxmanifest

Add a Background Task declaration and configure support for the

following task types:

```
Photo file stream
Control channel
User actions
Device availability
Playback status
```

QUESTION 24   You need to implement the business requirement to display video clips. Which code segment should you use in the MainPage.xaml file?

```
A.  <DownloadedVideoList x:Name="videoList">
      <DownloadedVideoList.Resources>
        <Storyboard x:Name="NewVideoStoryboard">
          <ColorAnimation Storyboard.TargetName="NewVideoBrush"
           Storyboard.TargetProperty="Color" From="Red" To="Green"
           Duration="0:0:8" RepeatBehavior="Forever"/>
        </Storyboard>
      </DownloadedVideoList.Resources>
      <DownloadedVideoList.Background>
        <SolidColorBrush x:Name="NewVideoBrush" Color="Red"/>
      </DownloadedVideoList.Background>
    </DownloadedVideoList>

B.  <DownloadedVideoList x:Name="videoList">
      <DownloadedVideoList.Resources>
        <Storyboard x:Name="NewVideoStoryboard">
          <ColorAnimation Storyboard.TargetName="NewVideoBrush"
           Storyboard.TargetProperty="Color" From="Red" To="Green"
           AutoReverse="true"/>
        </Storyboard>
      </DownloadedVideoList.Resources>
      <DownloadedVideoList.Background>
        <SolidColorBrush x:Name="NewVideoBrush" Color="Red"/>
      </DownloadedVideoList.Background>
    </DownloadedVideoList>

C.  <DownloadedVideoList x:Name="videoList">
      <DownloadedVideoList.Transitions>
        <TransitionCollection>
          <EntranceThemeTransition/>
        </TransitionCollection>
      </DownloadedVideoList.Transitions>
    </DownloadedVideoList>

D.  <DownloadedVideoList x:Name="videoList">
      <DownloadedVideoList.Transitions>
        <TransitionCollection>
          <AddDeleteThemeTransition/>
        </TransitionCollection>
      </DownloadedVideoList.Transitions>
    </DownloadedVideoList>
```

A.   Option A   B.   Option B   C.   Option C D.   Option D Answer: A QUESTION 25   You need to implement downloading of media files and other content. Which code segment should you add to App.xaml.cs?

```
A.  private async Task GetPendingDownloadsList()
    {
      IReadOnlyList<DownloadOperation> downloads = await
       BackgroundDownloader.GetCurrentDownloadsAsync();
      if (downloads.Count > 0)
      {
        List<Task> myTasks = new List<Task>();
        for (int i=0; i < downloads.count; i++)
        {
          await HandleMyPendingDownloads(downloads[i], true);
        }
        await Task.WhenAll(myTasks);
      }
    }

B.  private async Task GetPendingDownloadsList()
    {
      IReadOnlyList<DownloadOperation> downloads = await
       BackgroundDownloader.GetCurrentDownloadsAsync();
      if (downloads.Count > 0)
      {
        List<Task> myTasks = new List<Task>();
        foreach (DownloadOperation download in downloads)
        {
          myTasks.Add(HandleDownloadAsync(download, false));
        }
        await Task.WhenAll(myTasks);
      }
    }

C.  private GetPendingDownloadsList()
    {
      IReadOnlyList<DownloadOperation> downloads = await
       BackgroundDownloader.GetCurrentDownloadsAsync();
      if (downloads.Count > 0)
      {
        List<Task> myTasks = new List<Task>();
        for (int i=0; i < downloads.count; i++)
        {
          await HandleMyPendingDownloads(downloads[i], true);
        }
        await Task.WhenAll(myTasks);
      }
    }

D.  private Task GetPendingDownloadsList()
    {
      IReadOnlyList<DownloadOperation> downloads =
       BackgroundDownloader.CreateDownloadAsync();
      if (downloads.Count > 0)
      {
        List<Task> myTasks = new List<Task>();
        foreach (DownloadOperation download in downloads)
        {
          myTasks.Add(HandleDownloadAsync(download, false));
        }
        Task.WhenAll(myTasks);
      }
    }
```

  A.   Option A   B.   Option B   C.   Option C
D.   Option D Answer: B QUESTION 26   You need to ensure that the app uploads media and files to the
media manager service. What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

A. Insert the following line o

IReadOnlyList<Uplo
await BackgroundUp

B. Insert the following line o

UploadOperation upload

C. Insert the following line o

UploadOperation uploa

D. Insert the following line o

IReadOnlyList<Stor
();

E. Insert the following line o

IReadOnlyList<Stor
();

A.   Option A   B.   Option B   C.   Option C
D.   Option D   E.   Option E Answer: CD QUESTION 27   Drag and Drop Question
You need to implement the photo viewer page to meet the business requirements. How should you complete the code segment? (To
answer, drag the appropriate [source or sources] to the correct location or locations in the answer area.)

Answer:

QUESTION 28   You need to implement a custom control to display thumbnail images of video clips. Which code segment should
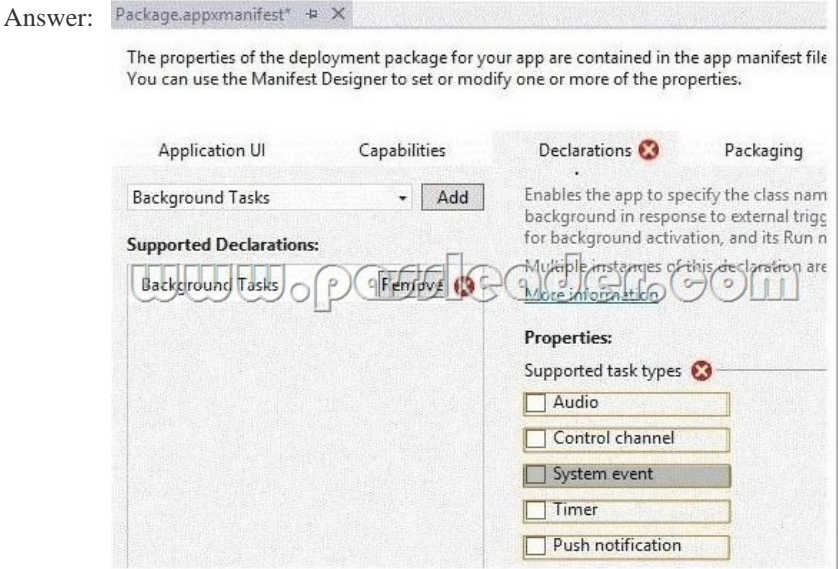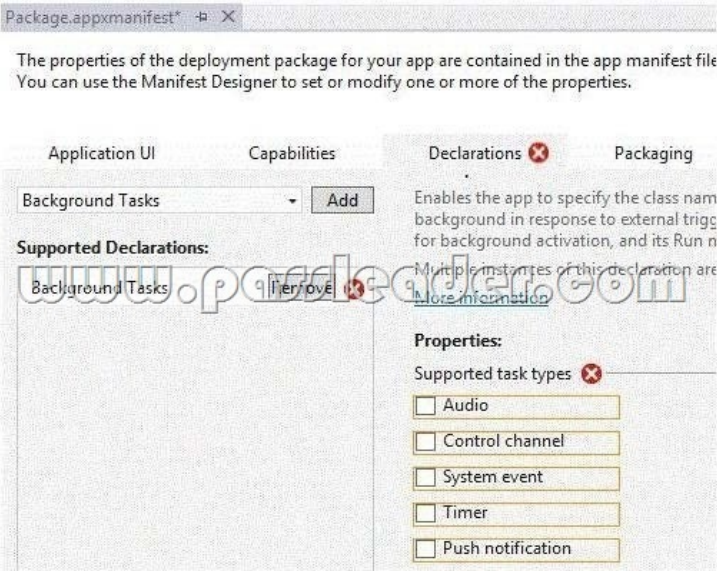you use?

```
A.  public sealed class DownloadedVideoList: FlipView
    {
      public DownloadedVideoList()
      {
        this.DefaultStyleKey = typeof(ListView);
      }
    }

B.  public sealed class DownloadedVideoList: FlipView
    {
      public DownloadedVideoList()
      {
        this.DefaultStyleKey = typeof(DownloadedVideoList);
      }
    }

C.  public sealed class DownloadedVideoList: ListView
    {
      public DownloadedVideoList()
      {
        this.DefaultStyleKey = typeof(DownloadedVideoList);
      }
    }

D.  public sealed class DownloadedVideoList: ListView
    {
      public DownloadedVideoList()
      {
        this.DefaultStyleKey = typeof(ListView);
      }
    }
```

A.   Option A   B.   Option B   C.   Option C
D.   Option D Answer: C QUESTION 29   Hotspot Question   You need to configure the app manifest to
support the file download requirements. Which task type property should you specify? (To answer, select the appropriate property in
the answer area.)

Answer:

QUESTION 30   You need to implement the requirements for the playback of media. What should you do? (Each correct answer presents part of the solution. Choose all that apply.)   A.   Add the following line of code at line MC02. private void ShowPlayTo() {Windows.Media.PlayTo.PlayToManager.ShowPlayToUI();}   B.   Add the following line of code at line MC06. ptMgr.DefaultSourceSelection = false;   C.   Add the following line of code at line MC10. ptMgr.PlayRequested += SourceRequestHandler;   D.   Add the following line of code at line MC05. ptMgr.SourceRequested += SourceRequestHandler;   Answer: BD

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