300-920$^{Q\&As}$

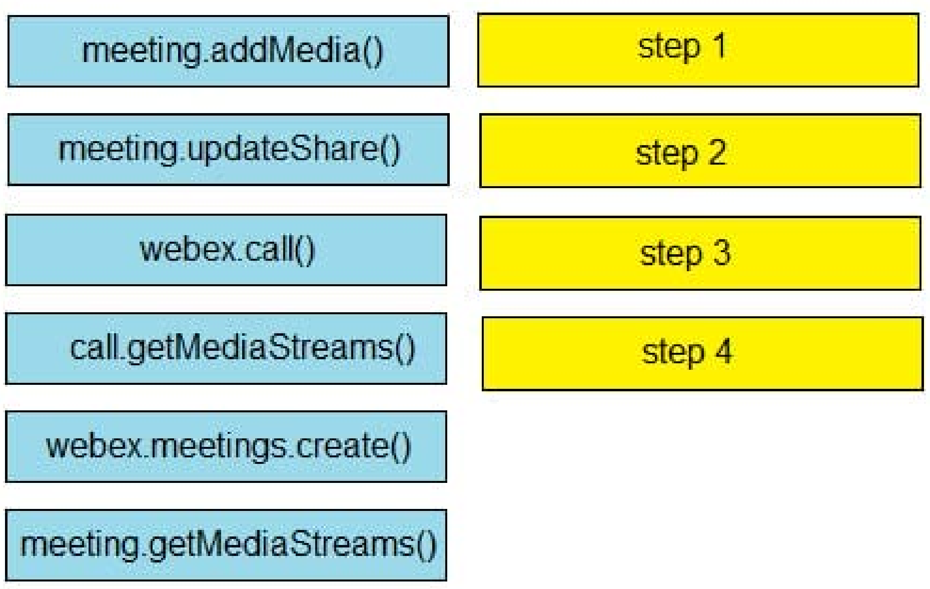
Developing Applications for Cisco Webex and Webex Devices (DEVWBX)

QUESTION 1

DRAG DROP

Drag and drop the methods from the left into the correct order of execution on the right to use webex-js-sdk in a browser to call and share the screen with another Webex user. Not all methods are used.

Select and Place:



meeting.addMedia()

meeting.updateShare()

webex.call()

call.getMediaStreams()

webex.meetings.create()

meeting.getMediaStreams()

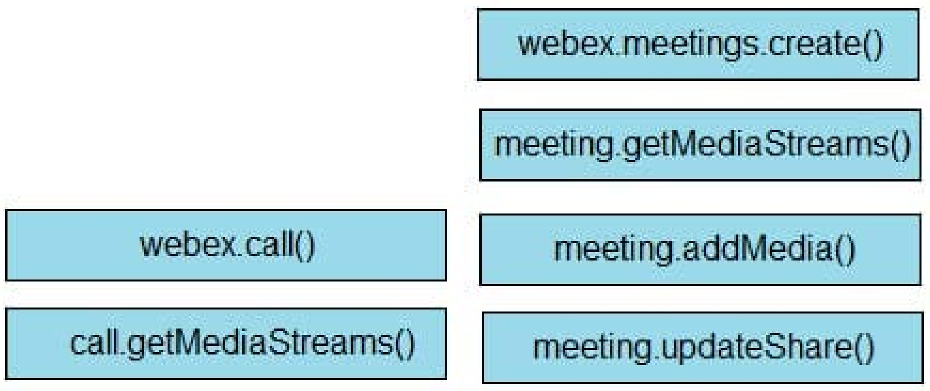
step 1

step 2

step 3

step 4

Correct Answer:



webex.meetings.create()

meeting.getMediaStreams()

webex.call()

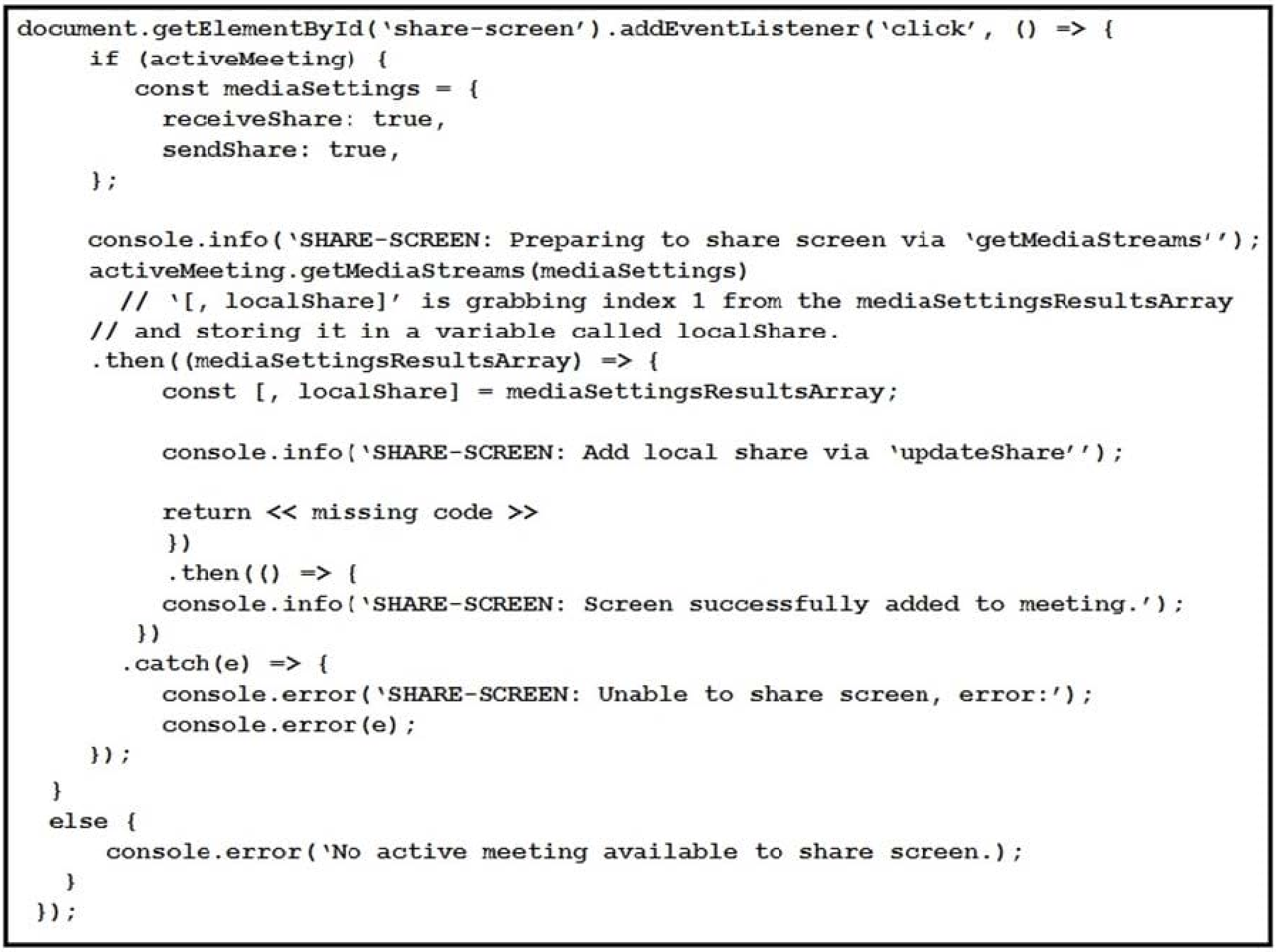
meeting.addMedia()

call.getMediaStreams()

meeting.updateShare()

Reference: https://github.com/webex/webex-js-sdk/blob/master/packages/node_modules/%40webex/plugin-meetings/README.md (see start wireless share)

QUESTION 2



```
document.getElementById(‘share-screen’).addEventListener(‘click’, () => {
     if (activeMeeting) {
        const mediaSettings = {
          receiveShare: true,
          sendShare: true,
     };

     console.info(‘SHARE-SCREEN: Preparing to share screen via ‘getMediaStreams’’);
     activeMeeting.getMediaStreams(mediaSettings)
       // ‘[, localShare]’ is grabbing index 1 from the mediaSettingsResultsArray
     // and storing it in a variable called localShare.
     .then((mediaSettingsResultsArray) => {
          const [, localShare] = mediaSettingsResultsArray;

          console.info(‘SHARE-SCREEN: Add local share via ‘updateShare’’);

          return << missing code >>
          })
          .then(() => {
          console.info(‘SHARE-SCREEN: Screen successfully added to meeting.’);
        })
       .catch(e) => {
          console.error(‘SHARE-SCREEN: Unable to share screen, error:’);
          console.error(e);
     });
  }
  else {
     console.error(‘No active meeting available to share screen.);
   }
 });
```

Refer to the exhibit.Which code completes the return statement that initiates local screen sharing on the active meeting?

A. activeMeeting.updateShare({ sendShare: true receiveShare: true, stream: null

})

B. activeMeeting.updateShare({ sendShare: true receiveShare: false, stream: remoteShare })

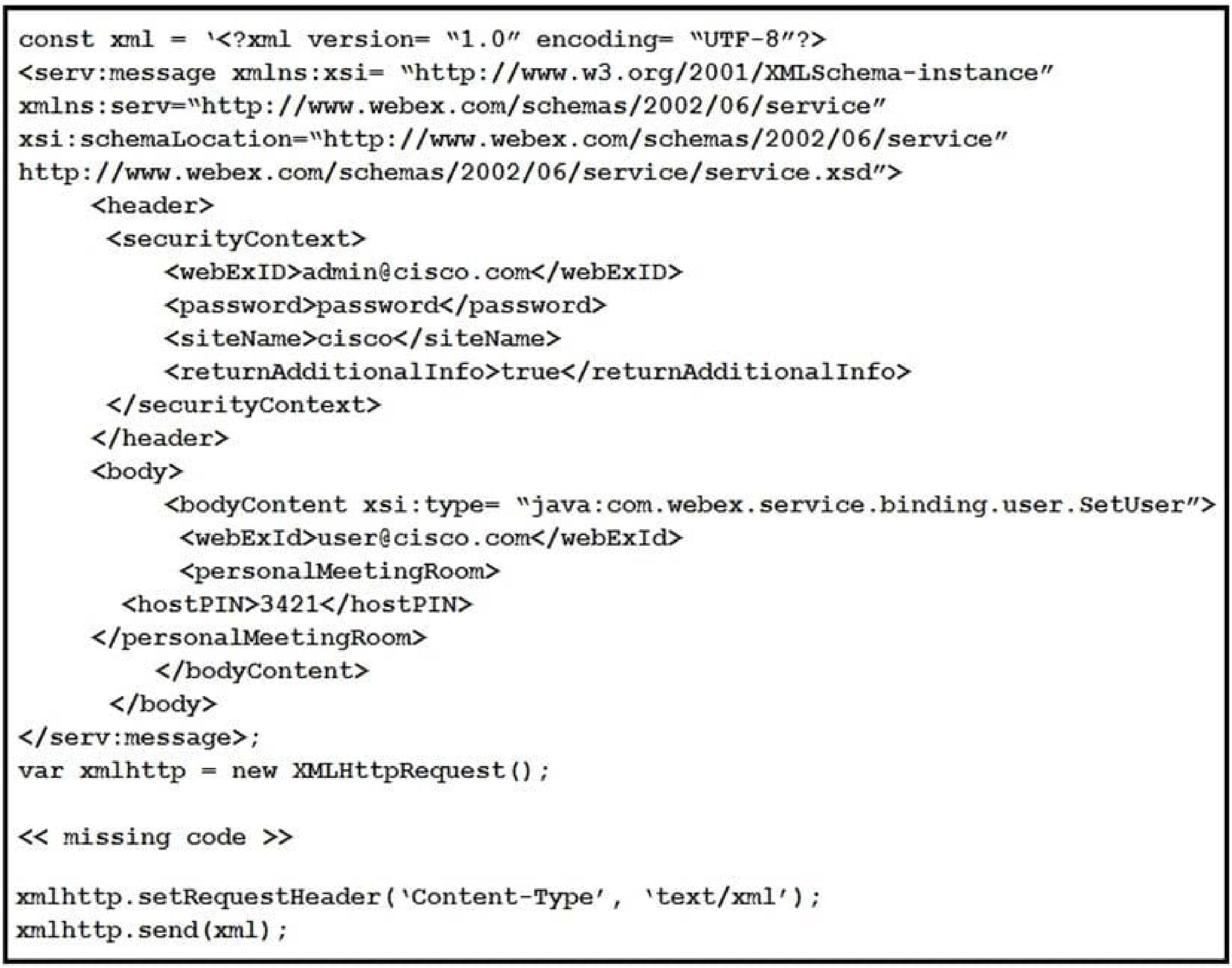
C. activeMeeting.updateShare({ sendShare: true receiveShare: true, stream: localShare })

D. activeMeeting.updateShare({ sendShare: false receiveShare: false, stream: null })

Correct Answer: C

Reference: https://github.com/webex/webex-js-sdk/tree/master/packages/node_modules/%40webex/plugin-meetings

QUESTION 3



```
const xml = ‘<?xml version= “1.0” encoding= “UTF-8”?>
<serv:message xmlns:xsi= “http://www.w3.org/2001/XMLSchema-instance”
xmlns:serv=“http://www.webex.com/schemas/2002/06/service”
xsi:schemaLocation=“http://www.webex.com/schemas/2002/06/service”
http://www.webex.com/schemas/2002/06/service/service.xsd”>
     <header>
      <securityContext>
          <webExID>admin@cisco.com</webExID>
          <password>password</password>
          <siteName>cisco</siteName>
          <returnAdditionalInfo>true</returnAdditionalInfo>
      </securityContext>
     </header>
     <body>
          <bodyContent xsi:type= “java:com.webex.service.binding.user.SetUser”>
           <webExId>user@cisco.com</webExId>
           <personalMeetingRoom>
       <hostPIN>3421</hostPIN>
     </personalMeetingRoom>
         </bodyContent>
      </body>
</serv:message>;
var xmlhttp = new XMLHttpRequest();

<< missing code >>

xmlhttp.setRequestHeader(‘Content-Type’, ‘text/xml’);
xmlhttp.send(xml);
```

Refer to the exhibit. A developer must construct an HTTP Request to use the XML API to set a Personal Meeting Room PIN for a given user. Which code completes the code to create the request?

A. xmlhttp.open("GET", "https://cisco.webex.com/WBXService/XMLService");

B. xmlhttp.open("PATCH", "https://cisco.webex.com/WBXService/XMLService");

C. xmlhttp.open("PUT", "https://cisco.webex.com/WBXService/XMLService");

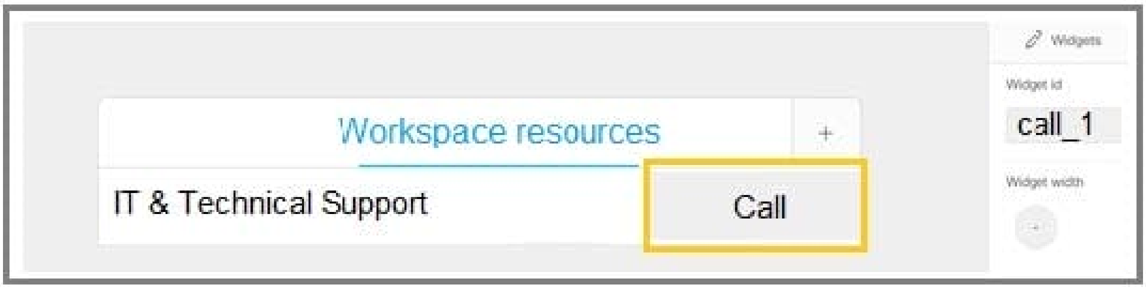
D. xmlhttp.open("POST", "https://cisco.webex.com/WBXService/XMLService");

Correct Answer: D

The post method can be used for HTTP request that sets up a personal metting room PIN for a user.

QUESTION 4

DRAG DROP



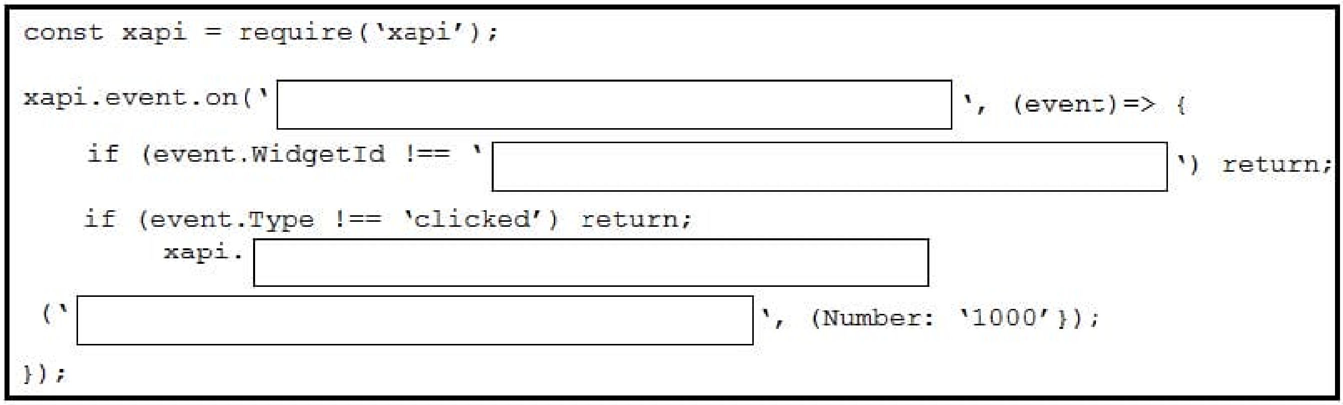
Widget id

call_1

Widget width

Refer to the exhibit. A Webex device In-Room Control editor screenshot and associated Macro code is shown. Drag and drop the code snippets to complete the JavaScript Macro that launches a call when the Call button on the custom control panel is touched. Not all options are used.

Select and Place:



```
const xapi = require('xapi');

xapi.event.on('                              ', (event)=> {
    if (event.WidgetId !== '                              ') return;
    if (event.Type !== 'clicked') return;
        xapi.
 ('                              ', (Number: '1000'});
});
```

UserInterface InRoomControl Button Event

call_1

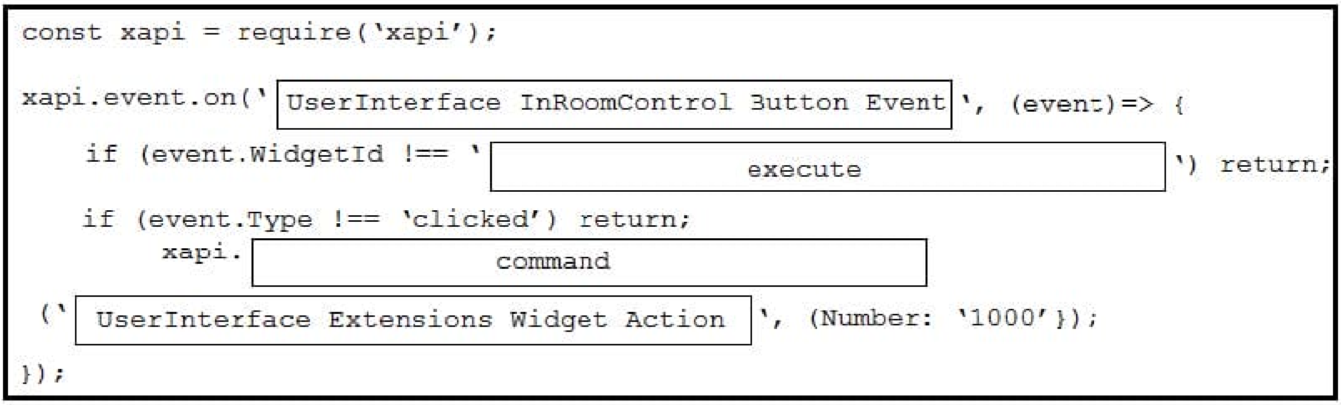
execute

UserInterface Extensions Widget Action

Widget:Call

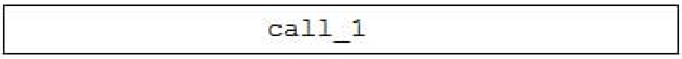
command

Correct Answer:

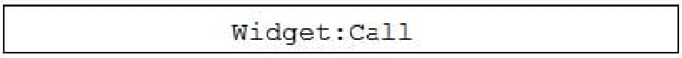


```
const xapi = require('xapi');

xapi.event.on(' UserInterface InRoomControl Button Event ', (event)=> {
    if (event.WidgetId !== ' execute ') return;
    if (event.Type !== 'clicked') return;
          xapi. command
  (' UserInterface Extensions Widget Action ', (Number: '1000'});
});
```



call_1



Widget:Call

Reference: https://www.cisco.com/c/dam/en/us/td/docs/telepresence/endpoint/ce98/sx-mx-dx-room-kit-boards-customization-guide-ce98.pdf

QUESTION 5

With CE 9.8 and above, which two statements are correct when an application is sending and receiving data over a connection established with an xAPI interface? (Choose two.)

A. All Serial, SSH, and WebSockets can be used to send and receive data.

B. HttpClient can be used to send requests but not receive responses.

C. HttpFeedback is the only option to receive data.

D. The HttpClient command can be used to send requests and read responses over HTTP.

E. WebSockets is the only option to send and receive data.

Correct Answer: BD

Reference: https://www.cisco.com/c/dam/en/us/td/docs/telepresence/endpoint/ce98/sx-mx-dx-room-kit-boards-customization-guide-ce98.pdf

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