



70-482^{Q&As}

Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

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;`

Correct Answer: C

QUESTION 2

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 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.)

Select and Place:



```
.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;  
}
```

Correct 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(symmetricalKey, inputDataBuffer, ivBuffer);  
    return result;  
}
```

QUESTION 3

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 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.)

Select and Place:



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

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

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

Correct 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;
}
```

result.currentMarket
[redacted]
[redacted]
app.requestProductPurchaseAsync("products")
[redacted]
Windows.ApplicationModel.CurrentApp

QUESTION 4

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.

Correct Answer: A



QUESTION 5

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, fa
```



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



F. Option F

Correct Answer: ABF

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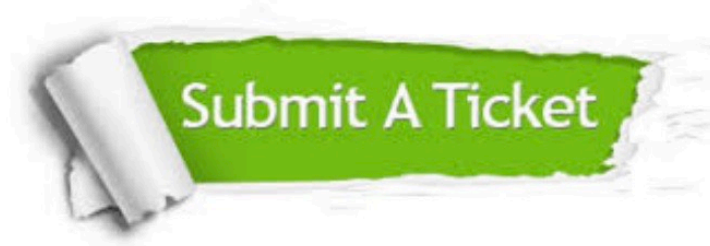
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