70-484 Q&As

Essentials of Developing Windows Store Apps using C#

Pass Microsoft 70-484 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

https://www.lead4pass.com/70-484.html

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Microsoft Official Exam Center

- **Instant Download** After Purchase
- **100% Money Back** Guarantee
- **365 Days** Free Update
- **800,000+** Satisfied Customers

QUESTION 1

You are developing a Windows Store app.

You need to provide users with multiple ways to open the app. Each way must open a different page of the app.

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

A. the SecondaryTile class

B. ms-appx Uniform Resource Identifiers (URIs)

C. the AppSettings file

D. the Frame.Navigate() method

E. shortcuts that have parameters

Correct Answer: AD

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

Incorrect:

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

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

references these same files, but in the web compartment.

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

QUESTION 2

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

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

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

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

Select and Place:

```
IsAuthenticated =
 ProcessOAuthResponse(AuthenticationResult.ResponseData);
```

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

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

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

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

Answer Area

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

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

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

  }
  else { … }
}
```

Correct Answer:

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

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

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

Answer Area

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

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

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

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

```
    IsAuthenticated =
     ProcessOAuthResponse(AuthenticationResult.ResponseData);
```

```
  }
  else { … }
}
```

For implicit grant authorization we use TOKEN response type. Respond with the RequestURL.

Note:

* The implicit grant flow can be used by both web-based and desktop apps. In this flow, the client makes an authorization request to https://login.live.com/oauth20_authorize.srf with request_type=token. This is a standard OAuth 2.0 flow.

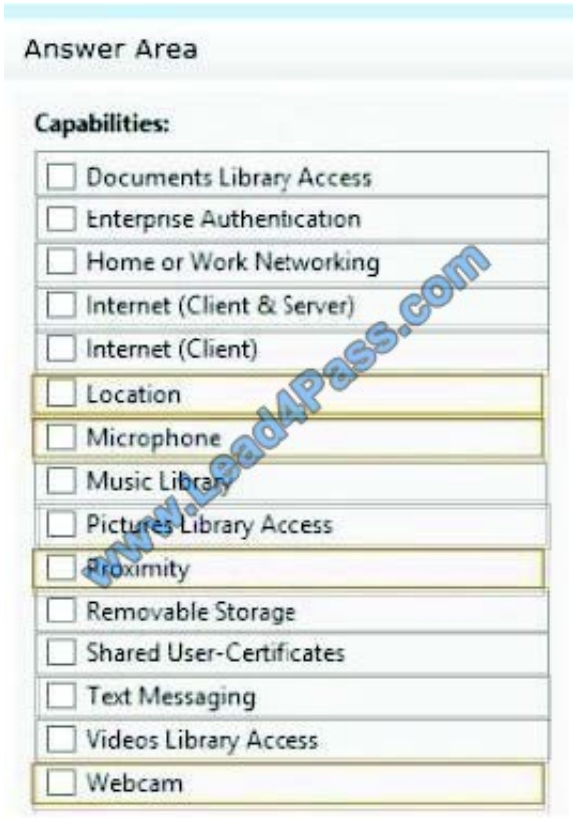
QUESTION 3

You are developing a Windows Store game.

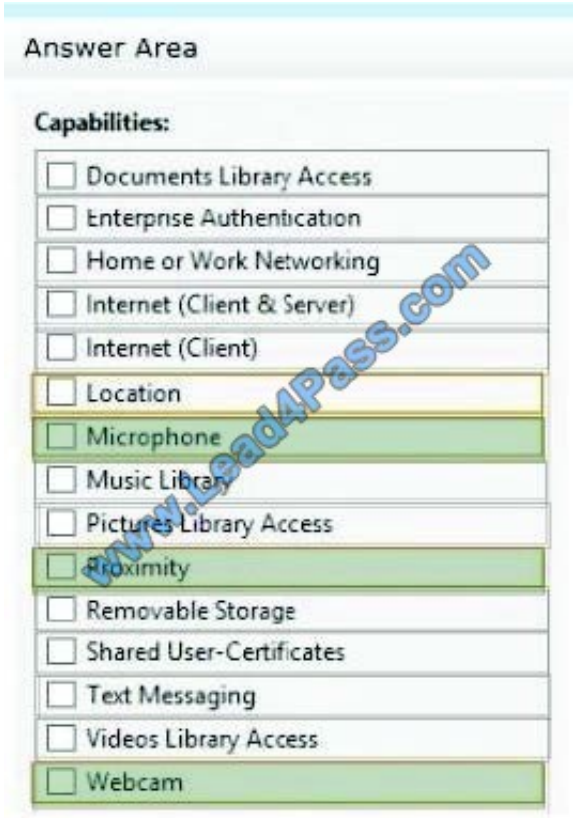
The game must capture video and audio, and must support Near Field Communications (NFC). You need to enable the capabilities to support these requirements.

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

Hot Area:



Correct Answer:



Note:

* Proximity

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

QUESTION 4

You are developing a Windows Store app.

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

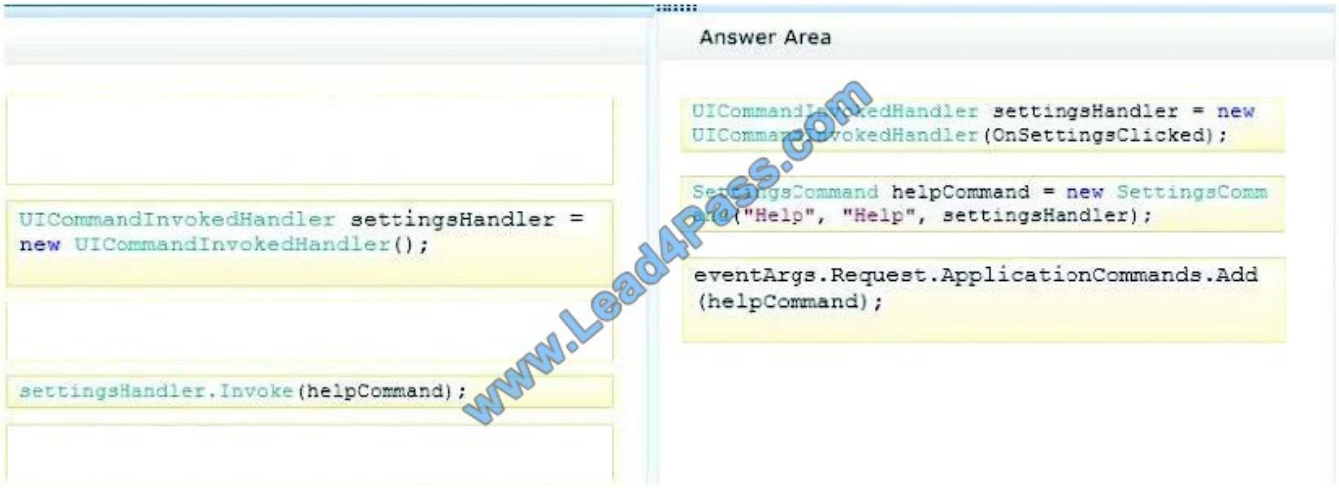
```
01 void OnSettingsPaneOpened(SettingsPane settingsPane, SettingsPaneCommandsRequestedEventArgs eventArgs)
02 {
03
04 }
```

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

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

Select and Place:

Correct Answer:



Note:

Example:

void onCommandsRequested(

SettingsPane settingsPane,

SettingsPaneCommandsRequestedEventArgs eventArgs)

{

UICommandInvokedHandler handler = new

UICommandInvokedHandler(onSettingsCommand);

SettingsCommand generalCommand = new SettingsCommand(

"generalSettings", "General", handler);

eventArgs.Request.ApplicationCommands.Add(generalCommand);

SettingsCommand helpCommand = new SettingsCommand("helpPage", "Help", handler);

eventArgs.Request.ApplicationCommands.Add(helpCommand);

}

QUESTION 5

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

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

You need to retrieve and store the web service URI.

You have the following code:

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


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

Select and Place:

Correct Answer: