70-484^{Q&As}

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Essentials of Developing Windows Store Apps using C#

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QUESTION 1

You are developing a Windows Store app to connect to a server and download files that are larger than 500 MB to the local file system.

You need to recommend a technology to download the files.

Which technology should you recommend? (More than one answer choice may achieve the goal. Select the BEST answer.)

A. Background Transfer

B. XML HTTP Request

C. web Sockets

D. HTTP Client

Correct Answer: A

To provide a consistent experience when downloading larger media (video and music) with an operational lifetime that may span beyond multiple app suspensions and/or changes in network availability, your app can use Background

Transfer.

Note:

You can now use XMLHttpRequest to upload or download objects that are larger than a few MB, such as Blob objects and FormData objects, which may take a long time to complete. Because apps can be terminated at any time, you should

consider using the Windows Runtime background transfer APIs for these operations.

QUESTION 2

You are developing a windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirements must be met?

A. You must provide a screenshot of the app that is appropriate for the 16+ Windows Store Age Rating.

B. The app must fully support touch input.

C. You must provide at least two screenshots of the app.

D. The app must always have an associated privacy policy.

Correct Answer: B

Your app must fully support touch input, and fully support keyboard and mouse input

Incorrect:

not D: If your app has the technical ability to transmit data to you or a third party, you must maintain a privacy policy.

QUESTION 3

You need to ensure that launching the app displays the required information.

From which ApplicationExecutionState enumeration should you configure the user interface state?

A. ClosedByUser

B. Suspended

C. NotRunning

D. Running

E. Terminated

Correct Answer: E

The user closes the app through the close gesture or Alt+F4 and takes longer than 10 seconds to activate the app again.

*From scenario: The app must meet the following technical requirements:

Retain state for each user and each device.

Restore previously saved state each time the app is launched.

Your app can use activation to restore previously saved data in the event that the operating system terminates your app, and subsequently the user re-launches it.

The OS may terminate your app after it has been suspended for a number of reasons. The user may manually close your app, or sign out, or the system may be running low on resources.

Ref: http://msdn.microsoft.com/en-us/library/windows/apps/hh464925.aspx

QUESTION 4

You are developing a Windows Store app.

You need to create a class that handles INotifyPropertyChanged events.

You have the following code:

```
public class Client : Target 1
{
  public event Target 2 PropertyChanged;
  private void OnChange([Target 3] String p = "")
  {
    if (PropertyChanged != null)
    {
      PropertyChanged(this, new Target 4(p));
    }
  }
}
```

What code snippets should you include in Target 1, Target 2 Target 3 and Target 4 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:

	Answer Area
CallerMemberName	Target 1:
INotifyPropertyChanged	Target 2:
IPropertyChanged	Target 3:
PropertyChangedEventArgs	Target 4:
PropertyChangedEventHandler	

Correct Answer:

	Answer Area	
	Target 1:	INotifyPropertyChanged
	Target 2:	PropertyChangedEventHandler
IPropertyChanged	Target 3:	CallerMemberName
	Target 4:	PropertyChangedEventArgs

QUESTION 5

You need to add a SocialSource object to the switch statement to support the third-party data feed.

Which three code segments should you insert in sequence at line SR58? (To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.)

Select and Place:

```
                                        ≡ :::::::
                                                        Answer Area

Windows.Data.Json.JsonArray json
= (Windows.Data.Json.JsonArray)
content;

HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
  HttpCompletionOption.ResponseCo
ntentRead);
string content =
await response.Content.ReadAsStr
ingAsync();

source.Name = "Litware News";
source.isAuthenticated = true;
source.RequestUri = new Uri
("https://www.litwareinc.com/
rest/security/devKey/getNews");
HttpClient client =
new HttpClient();

HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
  HttpCompletionOption.ResponseHe
adersRead);
string content =
await response.Content.ReadAsStr
ingAsync();

Windows.Data.Json.JsonArray json
=
Windows.Data.Json.JsonArray.Pars
e(content);
```

Correct Answer:

```
Answer Area
```

```
Windows.Data.Json.JsonArray json
= (Windows.Data.Json.JsonArray)
content;
```

```
source.Name = "Litware News";
source.isAuthenticated = true;
source.RequestUri = new Uri
("https://www.litwareinc.com/
rest/security/devKey/getNews");
HttpClient client =
new HttpClient();
```

```
HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
HttpCompletionOption.ResponseCo
ntentRead);
string content =
await response.Content.ReadAsStr
ingAsync();
```

```
HttpResponseMessage response =
await client.GetAsync
(source.RequestUri,
 HttpCompletionOption.ResponseHe
adersRead);
string content =
await response.Content.ReadAsStr
ingAsync();
```

```
Windows.Data.Json.JsonArray json
=
Windows.Data.Json.JsonArray.Pars
e(content);
```

Note:

HttpResponseMessage ResponseContentRead

* HttpCompletionOption / ResponseContentRead The operation should complete after reading the entire response including the content. / ResponseHeadersRead The operation should complete as soon as a response is available and headers are read. The content is not read yet.

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