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Vendor:Microsoft

Exam Code:70-485

Exam Name:Advanced Windows Store App
Development using C#

Version:Demo

QUESTION 1

You are developing a Windows Store app that allows users to compose musical beats and rhythms.

The app must meet the following requirements:

The app must save the work in progress in case the app suspends or terminates before users save their work.

If the app closes before the work is complete, work in progress should be automatically reloaded so that users can continue seamlessly from where they left off.

Users should be able to resume work on another device with the app installed, provided that the user supplies the same credentials on both machines.

You need to ensure that the app meets the requirements.

How should the app save the work in progress?

- A. by storing it in a memory-mapped file
- B. by serializing it to a temporary app store
- C. by serializing it to the roaming app store
- D. by serializing it to the local app store

Correct Answer: C

QUESTION 2

You need to configure the print options that a user can change.

Which lines of code should you use at line PG34? (Each correct answer presents part of the solution. Choose all that apply.)

- A. `printTask.Options.DisplayedOptions.Add(StandardPrintTaskOptions.HolePunch);`
- B. `printTask.Options.DisplayedOptions.Add(StandardOptions.Orientation);`
- C. `printTask.Options.DisplayedOptions.Add(StandardPrintTaskOptions.MediaSize);`
- D. `printTask.Options.DisplayedOptions.Add(StandardOptions.HolePunch);`
- E. `printTask.Options.DisplayedOptions.Add(StandardOptions.MediaSize);`
- F. `printTask.Options.DisplayedOptions.Add(StandardPrintTaskOptions.Orientation);`

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

Correct Answer: AC

QUESTION 3

You are evaluating the following code that is part of a method named SelectMove:

```
var moves = Logic.GetMoves();
Position selectedMove = moves.First<Position>();
double maxResult = 0;

foreach (var move in moves)
{
    double result = Logic.EvaluatePosition(move);
    if (result > maxResult)
    {
        maxResult = result;
        selectedMove = move;
    }
}
```

You need to recommend a replacement for the foreach loop to reduce the amount of time that it takes for SelectMove to execute. Which code segment should you recommend?

- C A. `foreach (var move in moves)`
{
 `Task.Factory.StartNew(() =>`
 {
 `double result = Logic.EvaluatePosition(move);`
 `if (result > maxResult)`
 {
 `maxResult = result;`
 `selectedMove = move;`
 }
 });
}
- C B. `Parallel.ForEach(moves, move =>`
 `Logic.EvaluatePosition(move));`
- C C. `foreach (var move in moves)`
{
 `Task<double> evaluationResult = Logic.EvaluatePositionAsync(move);`
 `double result = await evaluationResult;`
 `if (result > maxResult)`
 {
 `maxResult = result;`
 `selectedMove = move;`
 }
}
- C D. `Parallel.ForEach(moves, move =>`
{
 `double result = Logic.EvaluatePosition(move);`
 `lock(selectedMove)`
 {
 `if(result>maxResult)`
 {
 `maxResult = result;`
 `selectedMove = move;`
 }
 }
});

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

Correct Answer: D

QUESTION 4

You need to register the reusable WinMD component.

What should you do?

- A. In `GooseTracker.csproj`, add the following code at line GO04.

```
<ProjectReference Include="..\LogicComponent1\LogicComponent1.csproj">
  <Project>{b64bd7c9-fbdc-4b80-8350-8fead0878721}</Project>
  <Name>GooseLogic</Name>
</ProjectReference>
```

- B. In the `MainPage.xaml.cs` file, register the handler for the extension/mime-type.

- C. Run the `Gacutil.exe /I shared.dll` command.

- D. In `Package.appxmanifest`, add the following code immediately after line GO02.

```
<Extension Include="..\LogicComponent1\LogicComponent1.csproj">
  <Project>{b64bd7c9-fbdc-4b80-8350-8fead0878721}</Project>
  <Name> GooseLogic</Name>
</Extension>
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

QUESTION 5

You need to implement the photo viewer control to meet the requirements.

What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

A. Add the `themes\generic.xaml` file to the project and reference it from the control.

B. Create a composite control.

C. Create a user control.

D. Create a custom control.

E. In the constructor of the class, set the value of the DefaultStyleKey to the type of the control.

Correct Answer: CDE

QUESTION 6

You are developing a Windows Store app that will download files from a remote server.

You need to recommend a solution to display a custom message if a network error occurs during a file download.

What should you include in the recommendation?

- A. Wrap the asynchronous call in a try/catch block
- B. Wrap the Window.Current.Activate call in a try/catch block.
- C. Register an event handler for the Application.UnhandledException event and call Application.Current.Exit.
- D. Register an event handler for the Application.UnhandledException event and set e.Handled to true.

Correct Answer: A

QUESTION 7

You are developing a Windows Store app that will provide users with the ability to save annotations to text files. You have the following code segment: (Line numbers are included for reference only.)

```
01 public async void WriteData(StorageFile file, string data)
02 {
03
04 }
```

You need to add the contents of data to the beginning of file. Which code segment should you insert at line 03?

- A. `string text = await FileIO.ReadTextAsync(file);
await FileIO.AppendTextAsync(file, data + text);`
- B. `using (var stream = await file.OpenAsync(FileAccessMode.ReadWrite))
{
 using (var output = stream.GetOutputStreamAt(0))
 {
 DataWriter writer = new DataWriter(output);
 writer.WriteString(data);
 await writer.StoreAsync();
 await output.FlushAsync();
 }
}`
- C. `using (var stream = await file.OpenAsync(FileAccessMode.ReadWrite))
{
 using (var output = stream.GetOutputStreamAt(0))
 {
 DataWriter writer = new DataWriter(output);
 writer.WriteString(data);
 await output.FlushAsync();
 }
}`
- D. `using (var stream = await file.OpenAsync(FileAccessMode.ReadWrite))
{
 using (var output = stream.GetOutputStreamAt(0))
 {
 DataWriter writer = new DataWriter(output);
 writer.WriteString(data);
 }
}`

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

QUESTION 8

You need to set the default print options according to the requirements.

Which lines of code should you use at line PG33? (Each correct answer presents part of the solution. Choose all that

apply.)

- A. `printTask.Options.Orientation = a PrintOrientation.Portrait;`
- B. `printTask.Options.Orientation = Print.Default = Portrait;`
- C. `printTask.Options.MediaSize = Print.Default = MediaSize.Legal;`
- D. `printTask.Options.ColorMode = Print.ColorDefault = Grayscale;`
- E. `printTask.Options.ColorMode = PrintColorMode. Grayscale;`
- F. `printTask.Options.MediaSize = PrintMediaSize.Letter;`

Correct Answer: AE

QUESTION 9

You are developing a Windows Store app that allows users to capture videos and upload them to a social networking website.

You need to ensure that the app saves the captured video in MP4 format to the user's videos library.

How should you complete the code segment? (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.)

Select and Place:

```
Windows.Storage.KnownFolders.VideosLibrary.CreateFileAsync("video.mp4",
```

```
Windows.Storage.KnownFolders.VideosLibrary.CreateFolderAsync  
("video", VideoFormat.Mp4,
```

```
await mediaCapture.StartRecordToCustomSinkAsync  
(recordProfile, videoFile);
```

```
await mediaCapture.StartRecordToStorageFileAsync(recordProfile, videoFile);
```

Answer Area

```
private async void CaptureVideo()  
{  
    var videoFile =  
        await   
  
        Windows.Storage.CreateCollisionOption.GenerateUniqueName);  
  
    var quality = Windows.Media.MediaProperties.VideoEncodingQuality.Auto;  
    var recordProfile = MediaEncodingProfile.CreateMp4(quality);  
  
      
  
}
```

Correct Answer:

```
Windows.Storage.KnownFolders.VideosLibrary.CreateFolderAsync  
("video", VideoFormat.Mp4,
```

```
await mediaCapture.StartRecordToCustomSinkAsync  
(recordProfile, videoFile);
```

Answer Area

```
private async void CaptureVideo()  
{  
    var videoFile =  
        await await mediaCapture.StartRecordToStorageFileAsync(recordProfile, videoFile);  
  
        Windows.Storage.CreateCollisionOption.GenerateUniqueName);  
  
    var quality = Windows.Media.MediaProperties.VideoEncodingQuality.Auto;  
    var recordProfile = MediaEncodingProfile.CreateMp4(quality);  
  
    Windows.Storage.KnownFolders.VideosLibrary.CreateFileAsync("video.mp4",  
  
}
```

QUESTION 10

You are developing a Windows Store app that allows users to take and edit pictures.

The user interface must remain responsive while the user works with pictures. You need to ensure that the app allows users to crop captured pictures.

You have the following code: private async void CapturePhoto()

```
private async void CapturePhoto()  
{  
    var dialog = new CameraCaptureUI();  
    Target 1  
    var photo = Target 2  
    this.SavePhoto(photo);  
}
```

Which code snippets should you include 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:

```
dialog.PhotoSettings.AllowCropping = true;
```

```
dialog.PhotoSettings.AllowTrimming = true;
```

```
dialog.CaptureFileAsync(CameraCaptureUIMode.Photo);
```

```
await dialog.CaptureFileAsync(CameraCaptureUIMode.Photo);
```

```
await dialog.CaptureFile(CameraCaptureUIMode.Photo);
```

Answer Area

Target 1:

Target 2:

Correct Answer:

```
dialog.PhotoSettings.AllowTrimming = true;
```

```
dialog.CaptureFileAsync(CameraCaptureUIMode.Photo);
```

```
await dialog.CaptureFile(CameraCaptureUIMode.Photo);
```

Answer Area

Target 1:

```
dialog.PhotoSettings.AllowCropping = true;
```

Target 2:

```
await dialog.CaptureFileAsync(CameraCaptureUIMode.Photo);
```

QUESTION 11

You create a mobile service to send push notifications to the app.

You configure the service and the app to work with Windows Push Notification Services (WNS).

You add the following code to the App.xaml.cs file:

```
using Windows.Networking.PushNotifications;
...
public static PushNotificationChannel pushChannel
{get; private set; }
private async void GetChannel ()
{
    pushChannel = await PushNotificationChannelManager.
        CreatePushNotificationChannelForApplicationAsync ();
}
```

You need to ensure that the app can access the push notification channel. What should you do first?

- A. Add a call to GetChannel in the OnLaunched event handler of the app.
- B. Set the Uri property of pushChannel in the OnActivated event handler of the app.
- C. Set the Uri property of pushChannel in the OnLaunched event handler of the app.
- D. Add a call to GetChannel in the OnActivated event handler of the app.

Correct Answer: A

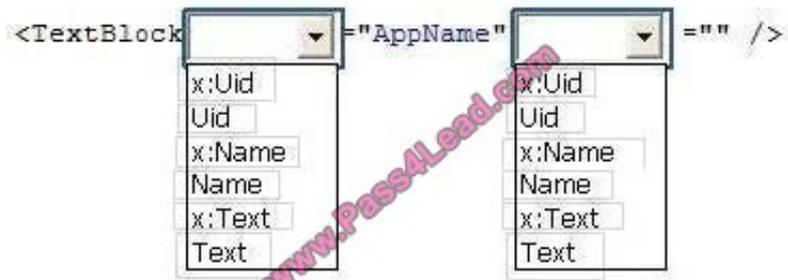
QUESTION 12

You are developing a Windows Store app. You have the following resource table.

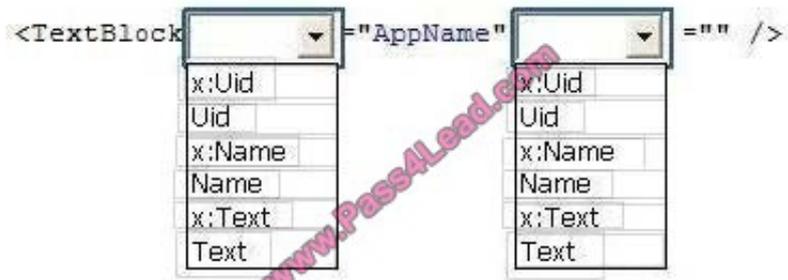
	Name	Value	Comment
▶	AppName	Contoso Works	
*			

You need to bind the text resource to a XAML text block.

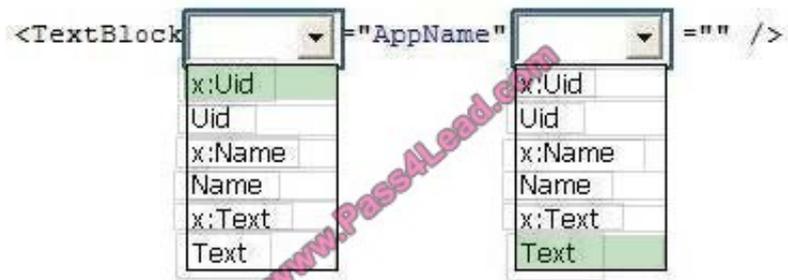
How should you complete the code segment? (To answer, select the appropriate option from each dropdown list in the answer area.)



Hot Area:



Correct Answer:



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