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Vendor: Microsoft

Exam Code: 74-353

Exam Name: 74-353

Version: Demo

Question No : 1

What is the meaning of the phrase 'Design for touch first'?

- A. Support for mouse and keyboard interaction is optional.
- B. Prioritize touch interaction over mouse and keyboard interaction.
- C. Ensure that users can directly manipulate content by using touch.
- D. Always allow users to switch between touch mode and mouse-and-keyboard modes.

Answer: C

Question No : 2

You are designing a shopping cart for an e-commerce application. Users will commit to purchase transactions by clicking a Confirm button. What is the recommended minimum target width for this high-consequence action button?

- A. 5 mm
- B. 7 mm
- C. 9 mm
- D. 12 mm

Answer: C

Question No : 3

When designing interactions for Windows 8 applications, which posture is most important to design for?

- A. Two hands holding the device, thumbs interacting with the device,
- B. Device resting on table or lap, two hands interacting with the device.
- C. One hand holding, one hand interacting with the device.
- D. Whatever posture is relevant to application user scenarios.

Answer: D

Question No : 4

When should you use a Crossfade animation?

- A. When some of the information on the page is changing.
- B. When semantic zoom is invoked.
- C. When users launch the application.
- D. when users start their Windows 8 devices.

Answer: A

Question No : 5

You are designing a Windows 8 application.

You need to include animation.

What should you do?

- A. Choose a free animation from the Windows 8 Animation Library.
- B. Purchase an animation from the Windows 8 Animation Library.
- C. Choose a free animation from the Windows 8 Animation Library, or create your own animation.
- D. Create your own animation.

Answer: D

Question No : 6

Which monetizing method usually generates the least revenue for applications that don't have a strong pre-existing brand?

- A. in-application purchase
- B. third-party transaction
- C. advertising
- D. one-time purchase

Answer: D

Question No : 7

Which statement about application names is true?

- A. An application name must be unique throughout the store.
- B. An application name must be unique within its category.
- C. An application name must be unique within its market.
- D. An application can have the same name as any other application in the store.

Answer: C

Question No : 8

An advertiser is willing to pay a \$2 CPM. What does CPM refer to in this context?

- A. cost per 1,000 impressions
- B. cost per 1,000,000 impressions
- C. cost per impression
- D. cost per month

Answer: A

Question No : 9

Which attribute makes the Windows Store a good place for users to discover new applications?

- A. availability from the Start screen
- B. advertising support
- C. flexible business model
- D. transparent terms and onboarding process

Answer: A

Question No : 10

Which entry point is required in the Settings pane for network-capable applications?

- A. User Login

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- B. Connection Status
 - C. Privacy Statement
 - D. Feedback

Answer: C

Question No : 11

What should an application do if a user activates the Share charm when nothing on the page can be shared?

- A. Disable the Share charm.
- B. Display a default message in the share pane.
- C. Display a message dialog indicating that sharing is not possible.
- D. Display and immediately dismiss the share pane.

Answer: B

Question No : 12

You are designing a file picker page for an application. The top and bottom areas of the page are controlled by Windows. You need to place a Refresh command on the page. Where should you place the command?

- A. At the bottom of the file picker content area (above the area controlled by Windows).
- B. On the file picker page app bar.
- C. On a flyout menu.
- D. At the top of the file picker content area (below the area controlled by Windows).

Answer: D

Question No : 13

What is the recommended location from which to access user account management?

- A. nav bar (top app bar)
- B. Settings charm

-
- C. context menu
 - D. app bar

Answer: B

Question No : 14

Which two requirements should a file picker view design meet? (Each correct answer presents a complete solution. Choose two.)

- A. Be consistent with the list/browsing pages of the application.
- B. Provide only the minimum functionality required to support file picking.
- C. Provide access to all file-related commands available in the application,
- D. Be different from the list/browsing pages of the application.

Answer: A,B

Explanation: A, Not D: Design the page to display in the file picker (your file picker page) based on an existing page that your app uses to display files.

If your app is providing files for the user to pick through a file picker, your app should have an existing page that lets users view files. We recommend that you design your file picker page so that it is consistent with this existing file-view page. Making these two pages consistent with each other helps users feel comfortable and familiar with how your app displays files in the file picker.

B (not C): Design your file picker page around your user's current task.

Keep the UI for your file picker page focused on the user's current task, like helping users pick, save, or update files, by stripping out UI that is not directly related. This helps make sure that using the file picker is a quick, in-and-out experience that gets users back into the app they were using (the calling app or caller).

Question No : 15

What should you do to improve the search experience for users?

- A. Display the search results page only when search results are found.
- B. Never filter search results into categories.

-
- C. Minimize search result details to simplify scanning.
 - D. Block searching when users enter a misspelled search term.

Answer: C

Question No : 16

What is the purpose of contracts in Windows 8?

- A. To allow applications to extend or customize Windows features.
- B. To allow applications to update Start screen tiles.
- C. To allow applications to work together on broad scenarios.
- D. To support background tasks.

Answer: C

Question No : 17

Which of the following statements about labeling commands that are visible in snapped view is true?

- A. You should provide a label of eight or less characters.
- B. You should label a command only if its icon does not clearly identify it.
- C. You should not label commands in snapped view.
- D. You should provide a label of whatever length is necessary for clarity.

Answer: C

Question No : 18

Which of the following statements about designing for Portrait mode is true?

- A. Layout and interaction in Portrait mode should be consistent with the snapped view.
- B. Applications that scroll horizontally in Landscape mode should scroll vertically in Portrait mode.
- C. Layout and interaction in Portrait mode should be consistent with Landscape mode.
- D. All applications must support Portrait mode.

Answer: C

Question No : 19

What is the recommended screen size for which you should design applications?

- A. 1024x768
- B. 1280x800
- C. 1366x768
- D. 1920x1080

Answer: C

Question No : 20

Which three DPI scaling percentages does Windows 8 support?

- A. 80%, 100%, and 140%
- B. 100%, 140%, and 180%
- C. 100%, 150%, and 200%
- D. 100%, 200%, and 300%

Answer: B

Question No : 21

You are designing an application for a chess game.

What should you do to adapt the application for larger screen sizes?

- A. Display more user interface controls on the page canvas as the screen size increases.
- B. Scale the chessboard proportionally to the screen size.
- C. Increase the width of the chessboard border.
- D. Add empty space around the outside of the canvas without resizing the content.

Answer: B

Question No : 22

You develop an application that cannot function in the snapped view.

What should you do when a user attempts to snap the application?

- A. Temporarily snap the application and then revert it to full screen.
- B. Display a message or placeholder content in the snapped view.
- C. Do not snap the application, and display a message dialog.
- D. Display the full screen layout in the snapped view.

Answer: B

Question No : 23

What is the default touch method for selecting text in a text editing control?

- A. Double-tap at the beginning of the text and then drag without lifting from the second tap.
- B. Use a reverse-pinch gesture to magnify the text, then swipe across the text to select it.
- C. Draw a circle around the text.
- D. Tap the text to reveal selection handles, then drag the handles to select the text.

Answer: D

Question No : 24

In the image, what is the commanding surface?



- A. message dialog
- B. app bar
- C. context menu
- D. flyout menu

Answer: A

Question No : 25

What is the purpose of proximity snap points while panning?

- A. To indicate the beginning of a new content section.
- B. To allow users to quickly scroll to the beginning or end of a page.
- C. To stop panning at each content item.
- D. To indicate that content can be scrolled.

Answer: A

Question No : 26

What is the recommended font size for tertiary or subsidiary text?

- A. 9 points
- B. 11 points
- C. 20 points
- D. 42 points

Answer: A

Question No : 27

When branding an application, what should you do?

- A. Leverage color, graphics, images, logo and type.
- B. Use only built-in Windows fonts.
- C. Use the logo only on application tiles and the splash screen.
- D. Always use rectangular outlines for content.

Answer: A

Question No : 28

Where should you position app bar buttons that relate to the currently selected item?

- A. In alignment with the item.
- B. In the middle of the app bar.
- C. On the left side of the app bar.
- D. On the right side of the app bar.

Answer: C

Question No : 29

Where on the app bar should you position global commands (commands that should appear throughout the application)?

- A. On the right side of the app bar.
- B. In the middle of the app bar.
- C. Anywhere on the app bar.
- D. On the left side of the app bar.

Answer: A

Question No : 30

Which statement about the app bar is true?

- A. The app bar appears on the top edge of the screen when a user selects one or more objects,
- B. The app bar appears on demand on the left edge of the screen.
- C. The app bar is transient and can be dismissed by tapping elsewhere on the canvas.
- D. The app bar is always visible by default.

Answer: C

Question No : 31

You are designing a Windows 8 application for an English language newspaper.

You need to use native fonts for the application.

Which font should you use for the copy of a full-length news article?

- A. Segoe UI
- B. Times New Roman
- C. Comic Sans
- D. Cambria

Answer: D

Question No : 32

What is the equivalent of one grid unit in the Windows 8 design language?

- A. 5x5 pixels
- B. 10x10 pixels
- C. 20x20 pixels
- D. 100x100 pixels

Answer: C

Question No : 33

What is the recommended font size for page headers?

- A. 11 points
- B. 20 points
- C. 42 points
- D. 72 points

Answer: C

Question No : 34

Which application element is "chrome"?

-
- A. article text
 - B. group boxes
 - C. photos
 - D. section headings

Answer: B

Question No : 35

What is the most important reason to design for accessibility?

- A. Accessibility is a growing trend in application design.
- B. All people should be able to access the application.
- C. It will increase the rating of the application.
- D. It is required by the Windows Store.

Answer: D

Question No : 36

Which of the following statements about Narrator is true?

- A. windows does not support touch gestures when running Narrator.
- B. Windows supports fewer touch gestures when running Narrator.
- C. Windows supports more touch gestures when running Narrator.
- D. Windows supports the same set of touch gestures regardless of whether Narrator is running.

Answer: C

Question No : 37

Which of the following is the most important practice for globalizing an application?

- A. Avoid the use of text in the application interface.
- B. Design the application interface to adapt to different text sizes, orientations, and layouts.
- C. Include solutions in the application for visually impaired users and users who are deaf or

hard of hearing.

D. Design the application interface to accept different gestures for different cultures.

Answer: B

Question No : 38

You are designing a localized application.

How much space should you allow for the localization of English-language text strings?

A. 20%

B. 30%

C. 40%

D. 50%

Answer: C

Question No : 39

What is the minimum foreground:background contrast ratio required between normal text and its background?

A. 3:1

B. 4.5:1

C. 7:1

D. 21:1

Answer: B

Question No : 40

What is the primary purpose of an application hub page?

A. To provide specific details about content.

B. To provide direct access to all pages of the application.

C. To invite users to explore content and user flows.

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