



70-482^{Q&As}

Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

You need to complete the code to start the background task.

Which code segment should you insert at line BG07?

- A. `Windows.ApplicationModel.Background.SystemTriggerType.connectedStateChange, true`
- B. `Windows.ApplicationModel.Background.SystemTriggerType.networkStateChange, false`
- C. `Windows.ApplicationModel.Background.SystemTriggerType.sessionConnected, true`
- D. `Windows.ApplicationModel.Background.SystemTriggerType.internetAvailable, false`

Correct Answer: D

QUESTION 2

You develop a Windows Store app.

The app user interface is slow to load, and occasionally stops responding.

You need to increase the responsiveness of the user interface.

What should you implement?

- A. the `Await` operator
- B. Windows Runtime Metadata (WinMD) components
- C. promises
- D. the Web API of the Windows Library for JavaScript

Correct Answer: B

QUESTION 3

You need to debug the error that is displayed in the warning message. What should you do?

- A. In the package.appxmanifest file, set the Webcam property in the Capabilities list.
- B. Insert the following code segment at line VD18: `var dialog = new Windows.Media.Capture.CameraCaptureUI(); dialog.photoSettings.enableCamera();`
- C. In the package.appxmanifest file, add Camera Settings to the available declarations.
- D. Insert the following code segment at line VD18: `var dialog = new Windows.Media.Capture.CameraCaptureUI(); dialog.videoSettings.enableCamera();`



Correct Answer: A

QUESTION 4

You are developing a Windows Store app. The app uses hardware devices that are attached to the computer. The app must meet the following requirements:

Display a list of currently available hardware devices when the app launches.

Detect when a hardware device is connected to or removed from the computer.

Develop the solution by selecting and arranging the required code segments in the correct order. You may not need all of the code segments.

Select and Place:

Code segments	Answer Area
<pre>myWatcher.start();</pre>	
<pre>myWatcher = Windows.Devices.Enumeration.DeviceInforma tion.createWatcher();</pre>	
<pre>} catch (e) { document.getElementById ("statusMessage").innerHTML = "Failed to stop watcher: " + e.message; }</pre>	
<pre>} function stopDeviceWatcher() { try { myWatcher.stop();</pre>	
<pre>} catch (e) { document.getElementById ("statusMessage").innerHTML = "Failed to create watcher, error: " + e.message; }</pre>	
<pre>function startDeviceWatch() { try { output.innerHTML = "";</pre>	
<pre>myWatcher.addEventListener ("added", onDeviceAdded); myWatcher.addEventListener ("stopped", onDeviceStopped);</pre>	
<pre>} function stopDeviceWatcher() { try { myWatcher.dispose();</pre>	



Correct Answer:

Code segments	Answer Area
	<pre>function startDeviceWatch() { try { output.innerHTML = "";</pre>
	<pre>myWatcher.addEventListener ("added", onDeviceAdded); myWatcher.addEventListener ("stopped", onDeviceStopped);</pre>
	<pre>} catch (e) { document.getElementById ("statusMessage").innerHTML = "Failed to create watcher, error: " + e.message; }</pre>
	<pre>} function stopDeviceWatcher() { try { myWatcher.stop();</pre>
	<pre>} catch (e) { document.getElementById ("statusMessage").innerHTML = "Failed to stop watcher: " + e.message; }</pre>
	<pre>myWatcher = Windows.Devices.Enumeration.DeviceInforma tion.createWatcher();</pre>
	<pre>myWatcher.start();</pre>
<pre>} function stopDeviceWatcher() { try { myWatcher.dispose();</pre>	

QUESTION 5

You are developing a Windows Store app by using JavaScript.

You plan to add an animation to the navigation button. The animation must do the following:

Show motion when tapped.

Move to the next app screen after completing the animation sequence.

You need to add the animation to the button.



How should you complete the relevant code? (To answer, select the correct code segment in each drop-down list in the answer area.)

Hot Area:

```
actionButton.addEventListener('MSPointerDown', doClick, false);  
actionButton.addEventListener('MSPointerUp', doUnClick, false);
```

```
function doClick() {  
    WinJS.UI.Animation.pointerDown(this);  
}
```

```
function doUnClick() {
```

WinJS.UI.Animation.oncheckpoint(this);
WinJS.UI.Animation.oncheckpoint(this).then(function () {
WinJS.UI.Animation.pointerUp(this);
WinJS.UI.Animation.pointerUp(this).then(function () {

nav.navigate("/html/DetailPage.html");
nav.navigate(this, "/html/DetailPage.html");
WinJS.UI.Animation.enterPage("/html/DetailPage.html");
WinJS.UI.Animation.pointerUp(this, "/html/DetailPage.html");

```
});
```

```
}
```

Correct Answer:



```
actionButton.addEventListener('MSPointerDown', doClick, false);
actionButton.addEventListener('MSPointerUp', doUnClick, false);
```

```
function doClick() {
    WinJS.UI.Animation.pointerDown(this);
}
```

```
function doUnClick() {
```

```
    WinJS.UI.Animation.oncheckpoint(this);
    WinJS.UI.Animation.oncheckpoint(this).then(function () {
        WinJS.UI.Animation.pointerUp(this);
        WinJS.UI.Animation.pointerUp(this).then(function () {
```

```
            nav.navigate("/html/DetailPage.html");
            nav.navigate(this, "/html/DetailPage.html");
            WinJS.UI.Animation.enterPage("/html/DetailPage.html");
            WinJS.UI.Animation.pointerUp(this, "/html/DetailPage.html");
```

```
        });
```

```
}
```

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