70-482^{Q&As}

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Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

You develop a Windows Store app that allows users to modify images by using filters and image- processing algorithms. The app must meet the following requirements:

Use a web worker to initiate the image-processing algorithms on a separate thread.

Clean up the web worker after processing the algorithms.

You need to ensure that the web worker releases memory after processing the algorithms. What should you do?

A. From the calling page, call the postMessage() command with the terminate parameter.

B. From the calling page, call the postMessage() command with the clean parameter.

C. From the web worker, call the close() command.

D. From the calling page, call the postMessage() command with the close parameter.

Correct Answer: C

QUESTION 2

You need to turn off tracking.

Which code segment should you insert at line L032?

A. location.removeEventListener("statuschanged", statusChanged);

B. location.removeEventListener.all( ) ;

C. location.endTracking ( ) ;

D. location.removeEventListener("positior.changed", positionChanged);

Correct Answer: D

QUESTION 3

You are creating a Windows Store app for a retail business. You must enumerate the available human interface devices (HIDs) on the client computer.

You need to use the Windows.Devices.HumaninterfaceDevice namespace to detect the available devices.

What types of devices can you detect?

A. an internal camera device

B. a remote networked 3D printer

C. a wireless router

D. a Bluetooth-enabled joystick that uses a native Windows 8.1 device driver

Correct Answer: A

QUESTION 4

You are developing a Windows Store app for an airline. The app will provide current flight status information.

The app will display the flight status on the lock screen if the user grants permission.

You have the following requirements:

Display a dialog box that requests access to the lock screen.

Display a message that indicates whether the user has granted access to the lock screen.

You need to ensure that the requirements are met.

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:

```
Activation;                          function requestAccess() {
Background;                          var Background = Windows.ApplicationModel. [        ]
PackageID;                           Background.BackgroundExecutionManager. [        ]
bind()                               .then(function (result) {
getAccessStatus()                        switch (result) {
requestAccessAsync()                        case Background.                    [        ]  .denied:
BackgroundAccessStatus                          myapp.displayStatus("denied access");
BackgroundTaskBuilder                        break;
                                            case Background. [        ]
                                              .allowedWithRealTimeConnectivity:
                                                 myapp.displayStatus("allowed access");
                                            break;
                                            ...
                                          }
```

Correct Answer:

```
Activation;                      function requestAccess() {

Background;                      var Background = Windows.ApplicationModel. Background;

PackageID;                       Background.BackgroundExecutionManager. requestAccessAsync()
                                 .then(function (result) {
bind()                               switch (result) {

getAccessStatus()                    case Background. BackgroundAccessStatus      .denied:
                                         myapp.displayStatus("denied access");
requestAccessAsync()
                                     break;
BackgroundAccessStatus
                                     case Background. BackgroundAccessStatus
BackgroundTaskBuilder                .allowedWithRealTimeConnectivity:
                                         myapp.displayStatus("allowed access");
                                     break;

                                     ...
                                 }
```

QUESTION 5

You are developing a Windows Store app by using JavaScript. The app contains the following code. (Line numbers are included for reference only).

```
01 var ptm = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
02 ptm.addEventListener("sourcerequested",
03    sourceRequestHandlerWithEvents, false);
04 function sourceRequestHandlerWithEvents(e) {
05    var controller = localVideo1.msPlayToSource;
06
07
08
09    e.sourceRequest.setSource(controller);
10 }
```

You need to ensure that the app will handle any possible event for a media connection in a Play To streaming operation. How should you complete the relevant code? (Each correct answer presents part of the solution. Choose all that apply.)

A. Insert the following code segment at line 07:

```
controller.connection.addEventListener("stateChanged", playToConnectionStageChanged, false);
```

B. Insert the following code segment at line 06:

```
controller.connection.addEventListener("error", playToConnectionError, false);
```

C. Insert the following code segment at line 06:

```
controller.connection.addEventListener("streaming", playToConnectionStreaming, true);
```

D. Insert the following code segment at line 08:

```
controller.connection.addEventListener("mediachanged", playToConnectionMediaChanged, false);
```

E. Insert the following code segment at line 07:

```
controller.connection.addEventListener("streaming", playToConnectionStreaming, false);
```

F. Insert the following code segment at line 08:

```
controller.connection.addEventListener("transferred", playToConnectionTransferred, false);
```

A. Option A

B. Option B

C. Option C

D. Option D

E. Option E

F. Option F

Correct Answer: ABF

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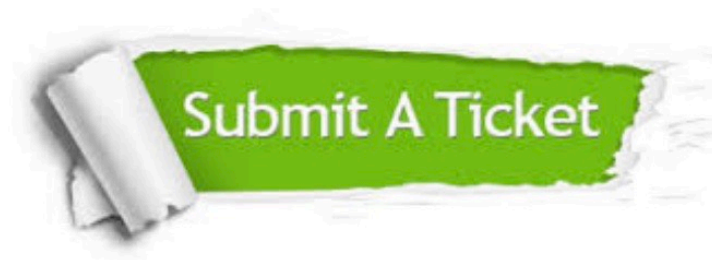Multi-Platform capabilities - Windows, Mac, Android, iPhone, iPod, iPad, Kindle

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