



70-482^{Q&As}

Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

You are developing a Windows Store app by using JavaScript. The app will use the `fileStream` object to write text to a file.

You need to write the text to the file and ensure that the file is available to other apps.

Which five actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Select and Place:

Available actions:

- Flush data in the **DataWriter** object.
- Close the **fileStream** object.
- Create a **DataWriter** object to write text content.
- Clone the **fileStream** object into the **streamContent** object.
- Commit data in the **DataWriter** object.
- Flush data in the **streamContent** object.
- Create a sequential output stream object named **streamContent** from the **fileStream** object.

Correct Answer:

Sequence of actions:

- Commit data in the **DataWriter** object.
- Flush data in the **streamContent** object.
- Create a sequential output stream object named **streamContent** from the **fileStream** object.
- Flush data in the **DataWriter** object.
- Close the **fileStream** object.



QUESTION 2

You are developing 3 Windows Store app by using JavaScript. Users will store sensitive data in the app.

You need to ensure that the app encrypts data strings before saving them.

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

Hot Area:

Work Area

```
function encryptString(string, encoding, protectionDescriptor){  
    var dataProtectionProvider = new Windows.Security  
        .Cryptography.DataProtection  
        .DataProtectionProvider(protectionDescriptor);  
    var dataBuffer = Windows.Security  
        .Cryptography.CryptographicBuffer  
        .convertStringToBinary(string, encoding);
```

dataProtectionProvider.encryptAsync(dataBuffer).done(
 dataProtectionProvider.encryptBase64Async(dataBuffer).done(
 dataProtectionProvider.protectAsync(dataBuffer).done(
 dataProtectionProvider.protectAsync(dataBuffer).encrypt(

Correct Answer:

Work Area

```
function encryptString(string, encoding, protectionDescriptor){  
    var dataProtectionProvider = new Windows.Security  
        .Cryptography.DataProtection  
        .DataProtectionProvider(protectionDescriptor);  
    var dataBuffer = Windows.Security  
        .Cryptography.CryptographicBuffer  
        .convertStringToBinary(string, encoding);
```

dataProtectionProvider.encryptAsync(dataBuffer).done(
 dataProtectionProvider.encryptBase64Async(dataBuffer).done(
 dataProtectionProvider.protectAsync(dataBuffer).done(
 dataProtectionProvider.protectAsync(dataBuffer).encrypt(

QUESTION 3



You are developing a Windows Store app that will display a list of items. Users should be able to expand any list item to display valid actions for that item.

The JavaScript code includes the following elements:

elemExpand represents the element to be expanded.

elemAffected represents the adjacent element.

You need to animate the expansion action when the user clicks a list item.

Which three code segments should you use in sequence? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order. 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:

objAnim.execute();
}

function expand(elemExpand, elemAffected) {
 var objAnim =
 WinJS.UI.Animation.createExpandAnimation
 (elemExpand, elemAffected);
}

elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";

function expand(elemExpand) {
 var objAnim =
 WinJS.UI.Animation.createExpandAnimation
 (elemExpand);
}

elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";
elemExpand.Animate();
}

Answer Area

Correct Answer:



```
objAnim.execute();
}
```

```
function expand(elemExpand) {
    var objAnim =
    WinJS.UI.Animation.createExpandAnimation
    (elemExpand);
}
```

```
function expand(elemExpand, elemAffected) {
    var objAnim =
    WinJS.UI.Animation.createExpandAnimation
    (elemExpand, elemAffected);
}
```

```
elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";
```

```
elemExpand.style.display = "block";
elemExpand.style.position = "inherit";
elemExpand.style.opacity = "1";
elemExpand.Animate();
}
```

Answer Area

QUESTION 4

You develop a Windows Store app that uses several new user interface features.

You need to declare capabilities in the application manifest so that you can submit the app to the Windows Store.

How should you complete the relevant markup? (To answer, drag the appropriate markup segments to the correct locations in the answer area. Each markup 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:

Select and Place:



<div>Name="internetClient" /></div> <div>Name="bookmarksLibrary" /></div> <div>Name="networkConnectivity" /></div> <div>Name="webcam" /></div> <div>Name="mediaStream" /></div>	<pre><Capabilities> <Capability Name="picturesLibrary" /> <Capability Name="musicLibrary" /> <Capability <DeviceCapability <DeviceCapability Name="proximity" /> <DeviceCapability Name="location" /> /> /> </Capabilities></pre>
--	---

Correct Answer:

<div></div> <div>Name="bookmarksLibrary" /></div> <div>Name="networkConnectivity" /></div> <div></div> <div>Name="mediaStream" /></div>	<pre><Capabilities> <Capability Name="picturesLibrary" /> <Capability Name="musicLibrary" /> <Capability Name="internetClient" /> <DeviceCapability Name="webcam" /> <DeviceCapability Name="proximity" /> <DeviceCapability Name="location" /> </Capabilities></pre>
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QUESTION 5

You are developing a Windows Store app that displays all photos from the Pictures library to the user. The app includes the following JavaScript code segment. Line numbers re included for reference only.

```
01 function ReadAll() {
02     var openFiles = Windows.Storage.KnownFolders.picturesLibrary.GetFilesAsync().then
03     (function (files) {
04         var fileNames = '';
05         files.forEach(function (file) {
06             fileNames += file.displayName + '<br>';
07         })
08         document.writeln(fileNames);
09     })
10 }
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Hot Area:



Answer Area

Yes	No	Statement
<input type="checkbox"/>	<input type="checkbox"/>	Using web workers to upload photos will make the user interface more responsive.
<input type="checkbox"/>	<input type="checkbox"/>	Using promises will allow the app to upload photos more quickly.
<input type="checkbox"/>	<input type="checkbox"/>	Using then instead of done will allow for throwing of unhandled exceptions.

Correct Answer:

Answer Area

Yes	No	Statement
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Using web workers to upload photos will make the user interface more responsive.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Using promises will allow the app to upload photos more quickly.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Using then instead of done will allow for throwing of unhandled exceptions.

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