



70-482^{Q&As}

Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

You need to implement the audit log.

Which action should the app perform when the user touches a button?

- A. Add a row to a database log table.
- B. Create a custom log file entry.
- C. Send the event to a remote web service.
- D. Create a Windows Application Log entry.

Correct Answer: B

QUESTION 2

You are developing a Windows Store app. The app will allow users to upload and share text messages.

The app must upload each message to a Windows Azure back-end database. The stored data must be encrypted by using public/private key encryption.

You need to implement data encryption for the app.

Which code segment should you use?

- ☐ A.

```
var algorithmProvider = Cryptography.Core.AsymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);  
var keyPair = algorithmProvider.createKeyPair(2048);
```
- ☐ B.

```
var algorithmProvider = Cryptography.Core.SymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);  
var keyPair = algorithmProvider.createSymmetricKey(derivedKeyBuffer);
```
- ☐ C.

```
var algorithmProvider = Cryptography.Core.SymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);  
var keyPair = algorithmProvider.createSymmetricKey(derivedKeyBuffer);  
var buffPublicKey = keyPair.exportPublicKey();
```
- ☐ D.

```
var algorithmProvider = Cryptography.Core.AsymmetricKeyAlgorithmProvider.openAlgorithm(algNameString);  
var keyPair = algorithmProvider.createKeyPair(2048);  
var buffPublicKey = keyPair.exportPublicKey();
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D



QUESTION 3

You are developing a Windows Store app that creates and prints personal ID badges. When the badge is completed, the app will display an image of the badge.

Users must be able to print completed ID badges. The app must adhere to printing guidelines for Windows Store apps.

You need to implement the printing strategy.

What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. Unregister the default Print contract. Call the `window.print()` function to print directly from the app.
- B. Register for the Print contract. Call the `window.printQ` function to print the page.
- C. Register for the Print contract. Add an in-app Print button that invokes the Devices charm below the badge image.
- D. Unregister the default Print contract. Add an in-app Print button that invokes the Devices charm below the badge image.

Correct Answer: C

QUESTION 4

You are debugging a Windows Store app that another developer created by using HTML5 and JavaScript. The `default.js` file contains the following code segment:

```
var playToManager = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
playToManager.addEventListener("sourcerequested", playToSrcRequestHandler, false);

function playToSrcRequestHandler(eventIn) {
    eventIn.sourceRequest.setSource(video1.msPlayToSource);
    eventIn.sourceRequest.play();
}
```

The app has a screen that plays video files. The HTML5 video control on the screen has an ID of `video1`. You need to identify the effect of firing the source requested event. What will occur when the event fires?

- A. The app will prompt the user to select a local video file for viewing in the `video1` control.
- B. The video will play in Windows Media Player on the host device.
- C. The application will prompt the user to select a target device for streaming the video by using the `video1` control.
- D. The selected video file will play in the `video1` control on the app screen.

Correct Answer: D

QUESTION 5



You are creating a Windows Store app by using JavaScript.

You need to ensure that the app can receive push notifications from a calling app.

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

Hot Area:

Work Area

```
function openChannel() {  
    var channel;  
    var chanOpt = Windows.Networking.PushNotifications.  
        PushNotificationChannelManager.  
  
      
    return chanOpt.then(function (chan) {  
        channel = chan;  
    },  
        errorHandler));  
}
```

createPushNotificationChannelForApplicationAsync();

createPushNotificationChannelForApplicationAsync(id);

createPushNotificationChannelForSecondaryTileAsync();

createPushNotificationChannelForSecondaryTileAsync(id);

Correct Answer:



Work Area

```
function openChannel() {  
    var channel;  
    var chanOpt = Windows.Networking.PushNotifications.  
        PushNotificationChannelManager.  
  
        createPushNotificationChannelForApplicationAsync();  
        createPushNotificationChannelForApplicationAsync(id);  
        createPushNotificationChannelForSecondaryTileAsync();  
        createPushNotificationChannelForSecondaryTileAsync(id);  
  
    return chanOpt.then(function (chan) {  
        channel = chan;  
    },  
        errorHandler));  
}
```

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