



# 70-484<sup>Q&As</sup>

Essentials of Developing Windows Store Apps using C#

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### QUESTION 1

You are developing a Windows Store multiplayer game.

You need to create a toast notification that will display character profile images, in-game screenshots, and player information when the game is not active.

Which code segment should you use?

- A. 

```
varplayerInfoElement = ((XmlDocument)toastXmlDocument).CreateElement("binding");  
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());
```
- B. 

```
varplayerInfoElement= ((XmlDocument)toastXmlDocument).CreateElement("template");  
playerInfoElement.SetAttribute("binding", ToastTemplateType.ToastImageAndText01.ToString());
```
- C. 

```
varplayerInfoElement= ((XmlDocument)toastXmlDocument).CreateElement("binding");  
playerInfoElement.SetAttribute("template", ToastTemplateType.ToastImageAndText01.ToString());
```
- D. 

```
varplayerInfoElement= ((XmlDocument)toastXmlDocument).CreateElement("template");  
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());
```

A. B. C. D.

Correct Answer: B

### QUESTION 2

You need to implement storage for the user preferences.

Which storage solutions can you use to meet the specification for the app? (Each correct answer presents a complete solution. Choose all that apply.)

- A. TheWindows.Storage.StorageItem object
- B. TheWindows.Storage.ApplicationData.Current.RoamingSettings object
- C. Windows Azure
- D. The await Windows.Storage.ApplicationData.Current.LocalFolder method

Correct Answer: AD

\* Scenario: The app will run locally on the user's device. User preferences will be available locally.

### QUESTION 3

You need to choose the appropriate data binding strategy for the image list box. Which method should you use?

- A. System.Drawing.ImageConverter.ConvertTo(value, typeof(Image))
- B. IValueConverter.Convert()
- C. System.Drawing.ImageConverter.ConvertFrom(value, typeof(Image), CultureInfo.CurrentCulture)



D. IValueConverter.ConvertBack ()

Correct Answer: B

IValueConverter.Convert

The data binding engine calls this method when it propagates a value from the binding source to the binding target.

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#### QUESTION 4

You are developing a Windows Store app.

The app will access several web resources that use an OAuth 2.0 authentication provider.

You need to recommend in which class to store user credentials so that users do not have to reenter their credentials when they access the web resources.

Which class should you recommend?

- A. Windows.Security.Credentials.PasswordVault
- B. Windows.Security.Credentials.UI.CredentialPicker
- C. windows.Security.Authentication.OnlineId.OnlineIdAuthenticator
- D. windows.Security.Credentials.WebAccount

Correct Answer: A

The task of storing and retrieving user credentials securely and allowing user credentials roam at no cost with the user's Microsoft account is simplified with the Credential Locker.

Storing user credentials in the Credential Locker is a quick, two-step process.

1. Obtain a reference to the Credential Locker using the PasswordVault object from the Windows.Security.Credentials namespace.
  2. Create a PasswordCredential object that contains an identifier for your app, the username and the password, and pass that to the PasswordVault.Add method to add the credential to the locker.
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#### QUESTION 5

You are developing a Windows Store app.

You need to create a certificate to sign the app in a test environment.

Which tool or tools should you use?

- A. The Authorization Manager snap-in
- B. The Certification Authority console
- C. Microsoft Visual Studio 2013



D. The Security Templates snap-in

Correct Answer: B

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