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Advanced Windows Store App Development using C#

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QUESTION 1

You are developing a Windows Store app to check the weather.

You need to ensure the app polls an external web service once per hour for tile updates.

You have the following code:

```
private void StartPolling(Uri urlToPoll,
Windows.UI.Notifications.PeriodicUpdateRecurrence recurrence)
{
    var updater =
        Windows.UI.Notifications.TileUpdateManager.CreateUpdaterForApplication();
    updater.Target 1(urlToPoll, recurrence);
}
```

Which code snippet should you insert in Target 1 to complete the code? (To answer, select the correct code snippet from the dropdown list in the answer area.)

Answer Area
Target 1:

Which code snippet should you insert in Target 1 to complete the code? (To answer, select the correct code snippet from the dropdown list in the answer area.)

Hot Area:

Answer Area

Target 1:
- AddToSchedule
- StartPeriodicUpdate
- EnableNotificationQueue
- GetScheduledTileNotifications

Correct Answer:

Answer Area

Target 1:
- AddToSchedule
- **StartPeriodicUpdate**
- EnableNotificationQueue
- GetScheduledTileNotifications

QUESTION 2

You are developing your first Windows Store app and submitting it to the Windows Store.

The app uses a cloud server to send notifications by using Windows Push Notification Service (WNS).

You need to authenticate the cloud server with WNS.

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:

	Answer Area
Send the WNS response on the notification channel.	
Create and save a push notification channel.	
Obtain the identity values for the app.	
Register for a Windows Store developer account.	
Register the app with the Windows Store.	
Obtain the credentials for the app.	
Create the secure HTTP authentication request.	

Correct Answer:

	Answer Area
Send the WNS response on the notification channel.	Register the app with the Windows Store.
Create and save a push notification channel.	Create the secure HTTP authentication request.
	Obtain the identity values for the app.
	Obtain the credentials for the app.
	Register for a Windows Store developer account.

QUESTION 3

You are developing a Windows Store app.

You need to profile the app performance.

Which three 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:

	Answer Area
Use the vsperf.exe tool to obtain the PackageFullName ID and then run the test.	
Import the security certificate for the app.	
Test the performance by using the appcert.exe tool.	
Deploy the app to the local machine.	
Use the perfmon.exe tool to obtain the PackageFullName ID and then run the test.	
Create a release build.	
Create a debug build.	

Correct Answer:

	Answer Area
	Use the vsperf.exe tool to obtain the PackageFullName ID and then run the test.
Import the security certificate for the app.	Deploy the app to the local machine.
Test the performance by using the appcert.exe tool.	Create a release build.
Use the perfmon.exe tool to obtain the PackageFullName ID and then run the test.	
Create a debug build.	

QUESTION 4

You need to ensure that the VideoProcessor component can be used by the Windows Store app.

What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

A. Add the following attribute to line IP19. [Windows.Foundation.Metadata.DefaultOverload()]

B. Replace line IP01 with the following line of code. Static class VideoProcessor

C. Replace line IP09 with the following line of code. PublicVideoProcessor(string videoName, int ID)

D. Add the following attribute to line IP14. [Windows.Foundation.Metadata.DefaultOverload()]

E. Replace line IP01 with the following line of code. Public sealed class VideoProcessor

Correct Answer: ACE

QUESTION 5

You are developing a Windows Store app to record audio.

You need to ensure that when an audio recording reaches the maximum permitted length, the app sends a message to the user indicating that recording has stopped.

You have the following code: (Line numbers are included for reference only.)

```
01  public async void InitAudio()
02    {
03      MediaCapture media = new MediaCapture();
04
05      await media.InitializeAsync(new MediaCaptureInitializationSettings()
06      {StreamingCaptureMode = StreamingCaptureMode.Audio});
07      }
08
09    {
10
11      await new MessageDialog(
12      "The recording has stopped because you exceeded
13       the maximum recording length.").ShowAsync();
14    }
```

Which code segments should you insert at lines 04, 08 and 10? (To answer, drag the appropriate code segments to the correct locations. 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:

Code Segments	Answer Area
`async void media_LimitReached( MediaCapture sender)`	Line 04: Code segment
`async void media_Failed(MediaCapture sender, MediaCaptureFailedEventArgs errorEventArgs)`	Line 08: Code segment
`await sender.StopRecordAsync();`	Line 10: Code segment
`if (errorEventArgs.Code == 3)`	
`media.Failed += media_Failed;`	
`media.RecordLimitationExceeded += media_LimitReached;`	

Correct Answer:

Code Segments	Answer Area

Code Segments:

```
async void media_Failed(MediaCapture sender,
 MediaCaptureFailedEventArgs errorEventArgs)
```

```
if (errorEventArgs.Code == 3)
```

```
media.Failed += media_Failed;
```

Answer Area:

Line 04:
```
media.RecordLimitationExceeded +=
 media_LimitReached;
```

Line 08:
```
async void media_LimitReached(
 MediaCapture sender)
```

Line 10:
```
await sender.StopRecordAsync();
```

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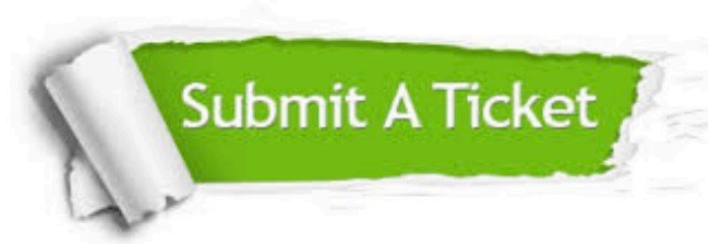
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