



70-485^{Q&As}

Advanced Windows Store App Development using C#

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**QUESTION 1**

You are developing a Windows Store app.

You need to use text resources in the app for localization.

```
protected string GetAppName()  
{  
    Target 1 rs = new Target 2();  
    string appname = rs.Target 3("AppName");  
    return appname;  
}
```

You have the following code:

Which code snippets should you include in Target 1, Target 2 and Target 3 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet 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:

ResourceMap

ResourceLoader

ResourceDictionary

GetString

GetResource

GetTranslation

Target 1:

Target 2:

Target 3:

Correct Answer:



QUESTION 2

You are developing a Windows Store app that prints documents. An object named `printManager` manages the print flow. An object named `printDocument` sends output to the printer.

You need to ensure that the app allows the user to preview the print layout of the entire document.

Which event should you handle to construct the print preview of the entire document?

- A. `printDocument.GetPreviewPage`
- B. `printManager.PrintTaskRequested`
- C. `printDocument.Paginate`
- D. `printDocument.AddPages`

Correct Answer: C

QUESTION 3

You plan to develop several Windows Store apps.

You plan to use a `CheckBox` control in all of the apps. The `CheckBox` control will use a custom visual display.

You create XAML markup to customize the control. The code contains all of the necessary visual components for the control, including elements named `checkedGlyph` and `indeterminateGlyph`.

You need to ensure that the check box meets the following requirements:

If a value for the check box was NOT set, the check box must display `indeterminateGlyph`.

When the check box is selected, the check box must display `checkedGlyph`.



If the check box is cleared, the check box must NOT display any glyphs.

You have the following XAML markup:

```
<Target 1 Target 2="CheckBox"
  x:Key="myCheckbox">
  <Border BorderBrush="{TemplateBinding BorderBrush}"
    BorderThickness="{TemplateBinding BorderThickness}"
    Background="{TemplateBinding Background}">
    <VisualStateManager.VisualStateGroups>
      <VisualStateGroup x:Name="CheckStates">
        <VisualState x:Name="Target 3">
          <Storyboard>
            <DoubleAnimation Duration="0" To="1"
              Storyboard.TargetProperty="Opacity"
              Storyboard.TargetName="checkGlyph"/>
          </Storyboard>
        </VisualState>
        <VisualState x:Name="Target 4"/>
        <VisualState x:Name="Target 5">
          <Storyboard>
            <DoubleAnimation Duration="0" To="1"
              Storyboard.TargetProperty="Opacity"
              Storyboard.TargetName="indeterminateGlyph"/>
          </Storyboard>
        </VisualState>
      </VisualStateGroup>
    </Border>
  </Target 6>
```

Which code snippets should you insert in Target 1, Target 2, Target 3, Target 4, Target 5 and Target 6 to complete the XAML markup? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Answer Area

Target 1:	<input type="text"/>
Target 2:	<input type="text"/>
Target 3:	<input type="text"/>
Target 4:	<input type="text"/>
Target 5:	<input type="text"/>
Target 6:	<input type="text"/>

You have the following XAML markup: Which code snippets should you insert in Target 1, Target 2, Target 3, Target 4, Target 5 and Target 6 to complete the XAML markup? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Hot Area:



Answer Area

Target 1:

ControlTemplate	<input type="text"/>
CustomControl	<input type="text"/>

Target 2:

ControlName	<input type="text"/>
TargetType	<input type="text"/>

Target 3:

Checked	<input type="text"/>
Indeterminate	<input type="text"/>
Unchecked	<input type="text"/>

Target 4:

Checked	<input type="text"/>
Indeterminate	<input type="text"/>
Unchecked	<input type="text"/>

Target 5:

Checked	<input type="text"/>
Indeterminate	<input type="text"/>
Unchecked	<input type="text"/>

Target 6:

ControlTemplate	<input type="text"/>
CustomControl	<input type="text"/>

Correct Answer:



Answer Area

Target 1:

ControlTemplate	
CustomControl	

Target 2:

ControlName	
TargetType	

Target 3:

Checked	
Indeterminate	
Unchecked	

Target 4:

Checked	
Indeterminate	
Unchecked	

Target 5:

Checked	
Indeterminate	
Unchecked	

Target 6:

ControlTemplate	
CustomControl	

QUESTION 4

You create a mobile service to send push notifications to the app.

You configure the service and the app to work with Windows Push Notification Services (WNS).

You add the following code to the App.xaml.cs file:



```
using Windows.Networking.PushNotifications;
...
public static PushNotificationChannel pushChannel
{get; private set; }
private async void GetChannel()
{
    pushChannel = await PushNotificationChannelManager.
        CreatePushNotificationChannelForApplicationAsync();
}
```

You need to ensure that the app can access the push notification channel. What should you do first?

- A. Add a call to GetChannel in the OnLaunched event handler of the app.
- B. Set the Uri property of pushChannel in the OnActivated event handler of the app.
- C. Set the Uri property of pushChannel in the OnLaunched event handler of the app.
- D. Add a call to GetChannel in the OnActivated event handler of the app.

Correct Answer: A

QUESTION 5

You are developing a Windows Store app for devices connected to AC power.

The app must meet the following requirements:

The app must download movie reviews from a web service once per hour.

The app must have new movie reviews ready for the user when the user interacts with the app.

The app cannot interact with the lock screen.

You need to ensure that the web service is called periodically whether the app is running or suspended.

What should you do?

- A. Use the ThreadPoolTimer.CreatePeriodicTimer() static method to periodically call the web service to get new movie reviews for display.
- B. Implement the IBackgroundTask interface to make the service call and then register a PushNotificationTrigger object to run the background task when the new reviews are available.
- C. Implement the IBackgroundTask interface to make the service call and then register a TimeTrigger object to run the background task every hour.
- D. Implement the IBackgroundTask interface to make the service call and then register a MaintenanceTrigger object to run the background task every hour.

Correct Answer: D



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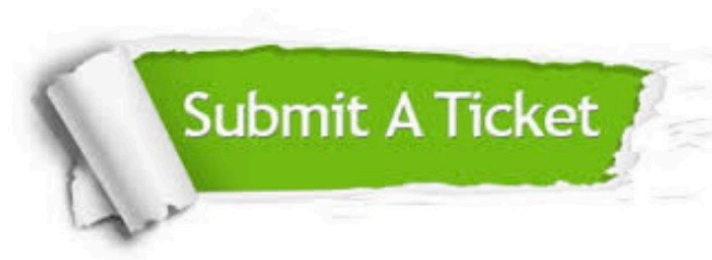
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