70-485^{Q&As}

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Advanced Windows Store App Development using C#

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QUESTION 1

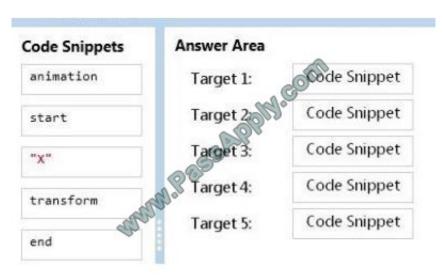You are developing a Windows Store app.

You need to create an animation that moves a rectangle horizontally across the screen by using a storyboard.

```
private void TranslateRect(Rectangle rect,
  TranslateTransform transform, int end, Duration time)
{
  rect.RenderTransform = transform;
  DoubleAnimation animation = new DoubleAnimation();
  animation.Duration = time;
  Storyboard sb = new Storyboard();
  sb.Duration = time;
  sb.Children.Add(Target 1);
  Storyboard.SetTarget(Target 2, Target 3);
  Storyboard.SetTargetProperty(Target 4, Target 5);
  animation.To = end;
  sb.Begin();
}
```

You have the following code:

Which code snippets should you include in Target 1, Target 2, Target 3, Target 4 and Target 5 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.)
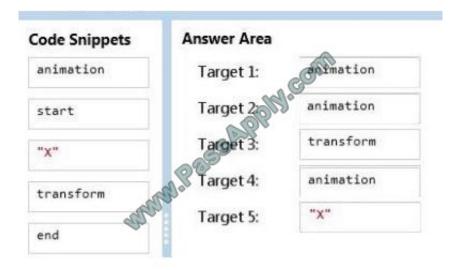
Select and Place:

Code Snippets	Answer Area	
animation	Target 1:	Code Snippet
start	Target 2:	Code Snippet
"X"	Target 3:	Code Snippet
transform	Target 4:	Code Snippet
end	Target 5:	Code Snippet

Correct Answer:

Code Snippets	Answer Area	
animation	Target 1:	animation
start	Target 2:	animation
"X"	Target 3:	transform
transform	Target 4:	animation
end	Target 5:	"X"

QUESTION 2

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.
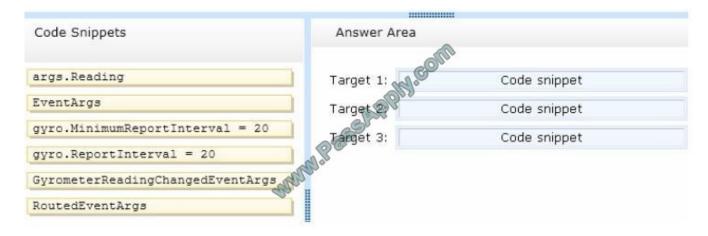
Correct Answer: A

QUESTION 3

You need to develop an app to measure whether a surface is level. The app will be used on devices that have a gyrometer. You have the following code:

```
public void InitReadLevel()
{
    var gyro = Gyrometer.GetDefault();
    Target 1;
    gyro.ReadingChanged += gyro_ReadingChanged;
}

void gyro_ReadingChanged(Gyrometer sender, Target 2 args)
{
    var currentGeoInformation = Target 3;
}
```
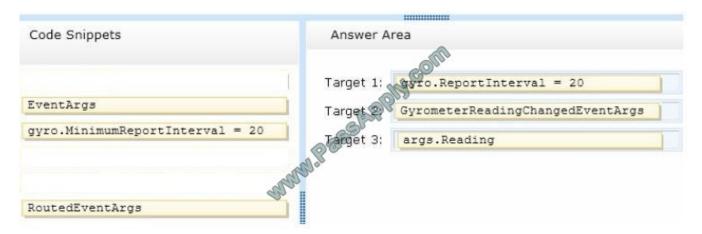
Which code snippets should you include in Target 1, Target 2 and Target 3 to complete the code? (To answer, drag the appropriate code snippets to the correct targets in the answer area. Each code snippet may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

Select and Place:

Code Snippets	Answer Area
args.Reading	Target 1: Code snippet
EventArgs	Target 2: Code snippet
gyro.MinimumReportInterval = 20	Target 3: Code snippet
gyro.ReportInterval = 20	
GyrometerReadingChangedEventArgs	
RoutedEventArgs	

Correct Answer:

Code Snippets	Answer Area
	Target 1: gyro.ReportInterval = 20
EventArgs	Target 2: GyrometerReadingChangedEventArgs
gyro.MinimumReportInterval = 20	Target 3: args.Reading
RoutedEventArgs	

QUESTION 4

You need to implement a custom control to display thumbnail images of video clips.

Which code segment should you use?

```
A.   public sealed class DownloadedVideoList: FlipView
     {
       public DownloadedVideoList()
       {
         this.DefaultStyleKey = typeof(ListView);
       }
     }
```

```
B.   public sealed class DownloadedVideoList: FlipView
     {
       public DownloadedVideoList()
       {
         this.DefaultStyleKey = typeof(DownloadedVideoList);
       }
     }
```

```
C.   public sealed class DownloadedVideoList: ListView
     {
       public DownloadedVideoList()
       {
         this.DefaultStyleKey = typeof(DownloadedVideoList);
       }
     }
```

```
D.   public sealed class DownloadedVideoList: ListView
     {
       public DownloadedVideoList()
       {
         this.DefaultStyleKey = typeof(ListView);
       }
     }
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

QUESTION 5

You are developing a Windows Store app.

The app will store data in a text file.

You create the following method to store encrypted text in the text file:

```
01 public async void EncryptData(StorageFile file,
02     IBuffer data,
03     IBuffer password,
04     string algorithm)
05 {
06
07     WriteData(file, encrypted);
08 }
```

The WriteData method writes the contents of an IBuffer object to a StorageFile object.

You need to recommend a solution to encrypt the data. The solution must minimize the use of system resources and must ensure that the app can decrypt the data. Which code segment should you recommend adding to line 06?

A.
```
var provider = AsymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateKeyPair(1024);
var encrypted = CryptographicEngine.Encrypt(key, data, null);
```

B.
```
var provider = SymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateSymmetricKey(password);
var encrypted = CryptographicEngine.SignHashedData(key, data);
```

C.
```
var provider = AsymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateKeyPair(1024);
var encrypted = CryptographicEngine.Sign(key, data);
```

D.
```
var provider = SymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateSymmetricKey(password);
var encrypted = CryptographicEngine.Encrypt(key, data, null);
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

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