# 70-511 Q&As

TS: Windows Applications Development with Microsoft .NET Framework 4

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**QUESTION 1**

You are developing a Windows Presentation Foundation (WPF) application.

You are implementing the security features for a function that requires File 10. The callers of this function that are higher in the stack do not have permission to read the C:\temp directory.

The function also accesses other resources that require permission.

You need to ensure that the function has the proper permissions to read the C:\temp directory, and that all other resources in the function can still be accessed.

Which attribute should you include with the function?

A. [FileIOPermissionAttribute(SecurityAction.Demand, Read = "C:\\TEMP")]

B. [FileIOPermissionAttribute(SecurityAction.Assert, Read = "C:\\TEMP")]

C. [FileIOPermissionAttribute(SecurityAction.PermitOnly, Read = "C:\\TEMP")]

D. [FileIOPermissionAttribute(SecurityAction.InheritanceDemand, Read = "C:\\TEMP")]

Correct Answer: C

**QUESTION 2**

You are developing a Windows Presentation Foundation (WPF) application. You use the following markup segment to add a Button control to the design surface of the MainWindow.xaml file.

```
<Window x:Class="Sample.MainWindow"
    xmlns="…"
    xmlns:x="…">
  <Grid x:Name="testGrid">
    <Button Command="ApplicationCommands.Copy"
      Content="Copy" />
  </Grid>
</Window>
```

You add the following code segment to the code-behind file for HainWindow.

```
Dim copyCommand As CommandBinding =
 New CommandBinding(ApplicationCommands.Copy)
AddHandler copyCommand.Executed,
 New ExecutedRoutedEventHandler(
  AddressOf copyCommand_Executed)
Me.CommandBindings.Add(copyCommand)
```

The application will be deployed in an environment that requires alternate key mappings. You need to remove the CTRL+ C input gesture and replace it with the ALT+ C input gesture. What should you do?

A. Add the following code segment to the MainWindow.xaml file.

```
<Window.InputBindings>
  <KeyBinding Key="C"
      Modifiers="Alt"
      Command="ApplicationCommands.Paste" />
</Window.InputBindings>
```

B. Add the following code segment to the constructor of **MainWindow.vb**.

```
ApplicationCommands.Copy.InputGestures.Clear()
ApplicationCommands.Copy.InputGestures.Add(
 New KeyGesture(Key.C, ModifierKeys.Alt))
```

C. Add the following code segment to the MainWindow.xaml file.

```
<Window.InputBindings>
  <KeyBinding Key="C"
      Modifiers="Control"
      Command="ApplicationCommands.Copy" />
</Window.InputBindings>
```

D. Add the following code segment to the constructor of **MainWindow.vb**.

```
ApplicationCommands.Copy.InputGestures.Clear()
ApplicationCommands.Copy.InputGestures.Add(
 New KeyGesture(Key.C, ModifierKeys.Control))
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: B

**QUESTION 3**

You are developing a Windows Presentation Foundation (WPF) application that plays video clips. The markup is as follows.

```
<MediaElement x:Name="myMediaElement" >
  <MediaElement.Triggers>
    <EventTrigger RoutedEvent="MediaElement.Loaded">
      <EventTrigger.Actions>
        <BeginStoryboard>
          <Storyboard SlipBehavior="Slip">
            <MediaTimeline x:Name="myMediaTimeline"
              Source="wildlife.wmv" />
          </Storyboard>
        </BeginStoryboard>
      </EventTrigger.Actions>
    </EventTrigger>
  </MediaElement.Triggers>
</MediaElement>
<TextBlock x:Name="CurrentRunTime" />
```

You need to ensure that the current running time of the video is automatically updated and displayed in CurrentRunTime. What should you do?

A. Register for the myMediaTimeline CurrentTimeInvalidated event and add the following line in the event handler.
CurrentRunTime.Text = myMediaElement.Clock.ToString();

B. Register for the myMediaTimeline CurrentTimeInvalidated event and add the following line in the event handler.
CurrentRunTime.Text = myMediaElement.Position.ToString();

C. Register for the myMediaTimeline Changed event and add the following line in the event handler.
CurrentRunTime.Text = myMediaElement.Clock.ToString();

D. Register for the myMediaTimeline Changed event and add the following line in the event handler.
CurrentRunTime.Text = myMediaElement.Position.ToString ();

Correct Answer: B

**QUESTION 4**

You have an App.xaml file that contains the following markup:

```
<Application.Resources>
  <Style x:Key="PageTitleStyle" TargetType="TextBlock"  >
    <Setter Property="FontSize" Value="50"/>
  </Style>
</Application.Resources>
```

You need to create a TextBlock named txtBlock1 that uses PageTitleStyle. Which code should you use?

A.

B.

C.

D.

Correct Answer: A

**QUESTION 5**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. You write the following code fragment. (Line numbers are included for reference only.)

```
01  < Page xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"
02   xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"
03   x:Class =" MyCompany.MediaCon t rols " >
04    < StackPanel Background="Black" >
05      < StackPanel HorizontalAlignment="Center" Width="450" Orientation="Horizontal" >
06
07        < !-- Play button. -- >
08        < Image Source="images\UI_play.gif" MouseDown="OnMouseDownPlayMedia" Margin="5" / >
09        < !-- Pause button. -- >
10        < Image Source="images\UI_pause.gif" MouseDown="OnMouseDownPauseMedia" Margin="5" / >
11        < !-- Stop button. -- >
12        < Image Source="images\UI_stop.gif" MouseDown="OnMouseDownStopMedia" Margin="5" / >
13      < /StackPanel >
14    < /StackPanel >
15  < /Page >
```

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You need to ensure that a video file begins to play only when a user clicks Play. Which code fragment should you insert at line 06?

A.

B.

C.

D.

Correct Answer: B

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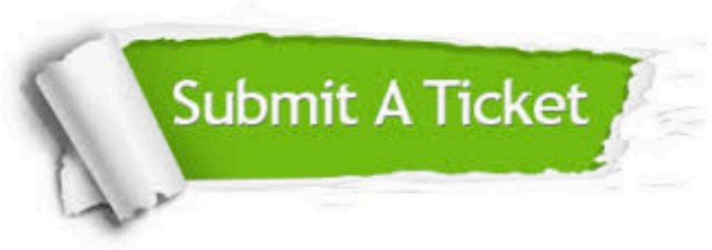

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