70-482^{Q&As}

70-482^{Q&As}

Advanced Windows Store App Dev using HTML5 and JavaScript

Pass Microsoft 70-482 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

https://www.passapply.com/70-482.html

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Microsoft Official Exam Center

QUESTION 1

You are developing a line-of-business Windows Store app that will interact with a magnetic stripe reader. Your company distributes the magnetic stripe reader to an end user.

You need to activate the magnetic stripe reader.

Which method should you use?

A. GetSupportedSymbologiesAsync

B. GetSupportedProfiles

C. GetDefaultAsync

D. CheckHealthAsync

Correct Answer: C

QUESTION 2

You need to update the status of the map pinpoints for the Print Near Me control.

Which code segment should you insert at line PM34?

```
C A.   var PrinterSurvey = new Windows.ApplicationModel.Background.SystemTrigger();
       PrintNearMeBackground.trigger = PrinterSurvey;


C B.   var PrinterSurvey = new Windows.ApplicationModel.Background.PushNotificationTrigger
       ();
       PrintNearMeBackground.trigger = PrinterSurvey;


C C.   var PrinterSurvey = new Windows.ApplicationModel.Background.SystemTrigger();
       PrintNearMeBackground.setTrigger(PrinterSurvey);


C D.   var PrinterSurvey = new Windows.ApplicationModel.Background.PushNotificationTrigger
       ();
       PrintNearMeBackground.setTrigger(PrinterSurvey);
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

QUESTION 3

You are developing 3 Windows Store game. The game uses a JavaScript library named GetGame.js.
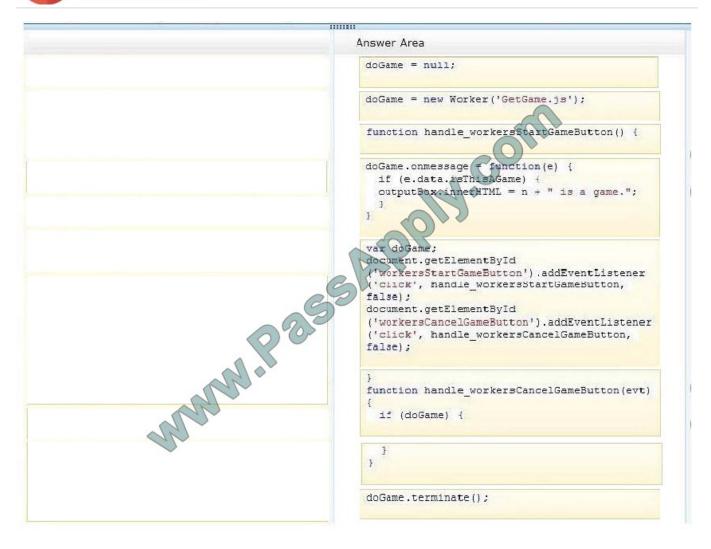
The game interface will include two buttons. One button will start a new game and one button will cancel the game.

You need to implement the button functionality.

Develop the solution by arranging the code segments in the correct order. You will need all of the code segments.

Select and Place:

```
doGame = null;
```

```
}
function handle_workersCancelGameButton(evt)
{
   if (doGame) {
```

```
doGame.terminate();
```

```
doGame = new Worker('GetGame.js');
```

```
   }
}
```

```
var doGame;
document.getElementById
('workersStartGameButton').addEventListener
('click', handle_workersStartGameButton,
false);
document.getElementById
('workersCancelGameButton').addEventListener
('click', handle_workersCancelGameButton,
false);
```

```
function handle_workersStartGameButton() {
```

```
doGame.onmessage = function(e) {
   if (e.data.isThisAGame) {
   outputBox.innerHTML = n + " is a game.";
   }
}
```

Answer Area

Correct Answer:

Answer Area

```
doGame = null;

doGame = new Worker('GetGame.js');

function handle_workersStartGameButton() {

doGame.onmessage = function(e) {
  if (e.data.isThisAGame) {
  outputBox.innerHTML = n + " is a game.";
  }
}

var doGame;
document.getElementById
('workersStartGameButton').addEventListener
('click', handle_workersStartGameButton,
false);
document.getElementById
('workersCancelGameButton').addEventListener
('click', handle_workersCancelGameButton,
false);

}
function handle_workersCancelGameButton(evt)
{
  if (doGame) {

  }
}

doGame.terminate();
```

QUESTION 4

You develop a Windows Store app that uses several new user interface features.

You need to declare capabilities in the application manifest so that you can submit the app to the Windows Store.

How should you complete the relevant markup? (To answer, drag the appropriate markup segments to the correct locations in the answer area. Each markup 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:

Select and Place:

```
Name="internetClient" />

Name="bookmarksLibrary" />

Name="networkConnectivity" />

Name="webcam" />

Name="mediaStream" />
```

```xml
<Capabilities>
    <Capability Name="picturesLibrary" />
    <Capability Name="musicLibrary" />
    <Capability            >
    <DeviceCapability            >
    <DeviceCapability Name="proximity" />
    <DeviceCapability Name="location" />
</Capabilities>
```

Correct Answer:

```
Name="bookmarksLibrary" />

Name="networkConnectivity" />

Name="mediaStream" />
```

```xml
<Capabilities>
    <Capability Name="picturesLibrary" />
    <Capability Name="musicLibrary" />
    <Capability Name="internetClient" />
    <DeviceCapability Name="webcam" />
    <DeviceCapability Name="proximity" />
    <DeviceCapability Name="location" />
</Capabilities>
```

QUESTION 5

You are developing a Windows Store app by using JavaScript.

You plan to add an animation to the navigation button. The animation must do the following:

Show motion when tapped.

Move to the next app screen after completing the animation sequence.

You need to add the animation to the button.

How should you complete the relevant code? (To answer, select the correct code segment in each drop- down list in the answer area.)

Hot Area:

```
actionButton.addEventListener('MSPointerDown', doClick, false);
actionButton.addEventListener('MSPointerUp', doUnClick, false);

function doClick() {
    WinJS.UI.Animation.pointerDown(this);
}

function doUnClick() {
```

▼
WinJS.UI.Animation.oncheckpoint(this)
WinJS.UI.Animation.oncheckpoint(this).then(function () {
WinJS.UI.Animation.pointerUp(this) {
WinJS.UI.Animation.pointerUp(this).then(function () {

▼
nav.navigate("/html/DetailPage.html");
nav.navigate(this, "/html/DetailPage.html");
WinJS.UI.Animation.enterPage("/html/DetailPage.html");
WinJS.UI.Animation.pointerUp(this, "/html/DetailPage.html");

```
    });
}
```

Correct Answer:

```
actionButton.addEventListener('MSPointerDown', doClick, false);
actionButton.addEventListener('MSPointerUp', doUnClick, false);

function doClick() {
    WinJS.UI.Animation.pointerDown(this);
}

function doUnClick() {
```

```
WinJS.UI.Animation.oncheckpoint(this)
WinJS.UI.Animation.oncheckpoint(this).then(function () {
WinJS.UI.Animation.pointerUp(this) {
WinJS.UI.Animation.pointerUp(this).then(function () {
```

```
nav.navigate("/html/DetailPage.html");
nav.navigate(this, "/html/DetailPage.html");
WinJS.UI.Animation.enterPage("/html/DetailPage.html");
WinJS.UI.Animation.pointerUp(this, "/html/DetailPage.html");
```

```
    });
}
```

QUESTION 6

You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used in multiple geographic regions.

The default.html file contains the following code segment:

Currency:USD

The resources.resjson file contains the English (en-US) resources shown in the following code segment:

{

"Country" : "USA",

"ListElementl" : "Currency:USD"

}

The app must access string resources from the resources.resjson file. The data-win-res attribute must be configured in the default.html file to globalize the app.

You need to modify the code segment to ensure that the app can be localized with minimum effort.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. 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:

```
'Country'

'ListElement1'

placeholder: 'Country'

textContent: 'ListElement1'

'USA'

'Currency:USD'
```

```
<input type="text" placeholder=""
    data-win-res="{                    }"/>
<br/>
<ul>
    <li data-win-res="{                    }"></li>
</ul>
```

Correct Answer:

```
'Country'

'ListElement1'




'USA'

'Currency:USD'
```

```
<input type="text" placeholder=""
    data-win-res="{ placeholder: 'Country' }"/>
<br/>
<ul>
    <li data-win-res="{ textContent: 'ListElement1' }"></li>
</ul>
```

QUESTION 7

You need to implement the audit log.

Which action should the app perform when the user touches a button?

A. Add a row to a database log table.

B. Create a custom log file entry.

C. Send the event to a remote web service.

D. Create a Windows Application Log entry.

Correct Answer: B

QUESTION 8

You need to ensure that the lock screen access configuration meets the requirements. Which code segment should you insert at line BG05?

A. if (result == background.3ackgroundAccessStatus.denied)

B. if (result = = background.backgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)

C. if (result = = background.backgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)

D. if (result == background.backgroundAccessStatus.unspecified)

Correct Answer: B

QUESTION 9

You need to implement the color coding for the Print Near Me map pinpoints.

Which code segment should you insert at line PM44?

A.
```javascript
WinJS.xhr({ url: e.target.value })
.then(function(result) {
  if(result.status === 200) {
    PrinterNearMe.style.backgroundColor = "green";
  }
  else if(result.status === 200) {
    PrinterNearMe.style.backgroundColor = "yellow";
  }},
  function(error) {
    PrinterNearMe.style.backgroundColor = "red";
  });
```

B.
```javascript
WinJS.xhr({ url: e.target.value })
(function(result) {
  if(result.status === 210) {
    PrinterNearMe.style.backgroundColor = "green";
  }
})
(function(result) {
  if(result.status === 220) {
    PrinterNearMe.style.backgroundColor = "yellow";
  }
},
function(error) {
  PrinterNearMe.style.backgroundColor = "red";
});
```

C.
```javascript
WinJS.xhr({ url: e.target.value })
.then(function(result) {
  if(result.status === 210) {
    PrinterNearMe.style.backgroundColor = "green";
  }
  else if(result.status === 220) {
    PrinterNearMe.style.backgroundColor = "yellow";
  }
  else {
    PrinterNearMe.style.backgroundColor = "red";
  }},
  function(error) {
    PrinterNearMe.style.backgroundColor = "red";
  });
```

D.
```javascript
WinJS.xhr({ url: e.target.value })
.then(function(result) {
  if(result.status === 200) {
    PrinterNearMe.style.backgroundColor = "green";
  }
})
.then(function(result) {
  if(result.status === 200) {
    twoDiv.style.backgroundColor = "yellow";
  }
})
.done(function(result) {
  if(result.status === 200) {
    twoDiv.style.backgroundColor = "red";
  }
});
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

QUESTION 10

You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used in multiple geographic regions. The default.html file contains the following code segment:

```
<input type="text" placeholder="USA"/>
<br/>
<ul>
   <li>Currency:USD</li>
</ul>
```

The resources.resjson file contains the English (en-US) resources shown in the following code segment:

```
{
   "Country" : "USA",
   "ListElement1" : "Currency:USD"
}
```

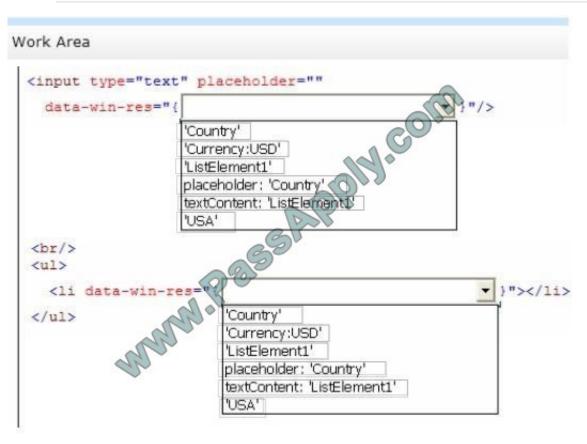The app must access string resources from the resources.resjson file. The data-win-res attribute must be configured in the default.html file to globalize the app.
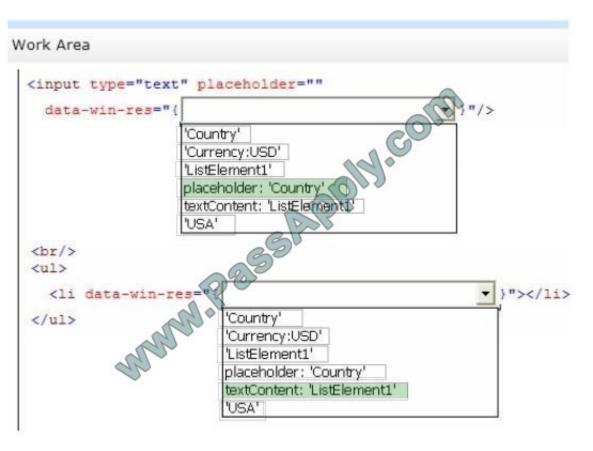
You need to modify the code segment to ensure that the app can be localized with minimum effort.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

Hot Area:

Work Area   12 / 16

```
<input type="text" placeholder=""
    data-win-res="{                                    ▼ }"/>
                    'Country'
                    'Currency:USD'
                    'ListElement1'
                    placeholder: 'Country'
                    textContent: 'ListElement1'
                    'USA'

<br/>
<ul>
    <li data-win-res="{                                ▼ }"></li>
</ul>
                    'Country'
                    'Currency:USD'
                    'ListElement1'
                    placeholder: 'Country'
                    textContent: 'ListElement1'
                    'USA'
```

Correct Answer:

Work Area

```
<input type="text" placeholder=""
    data-win-res="{                                    ▼ }"/>
                    'Country'
                    'Currency:USD'
                    'ListElement1'
                    placeholder: 'Country'
                    textContent: 'ListElement1'
                    'USA'

<br/>
<ul>
    <li data-win-res="{                                ▼ }"></li>
</ul>
                    'Country'
                    'Currency:USD'
                    'ListElement1'
                    placeholder: 'Country'
                    textContent: 'ListElement1'
                    'USA'
```
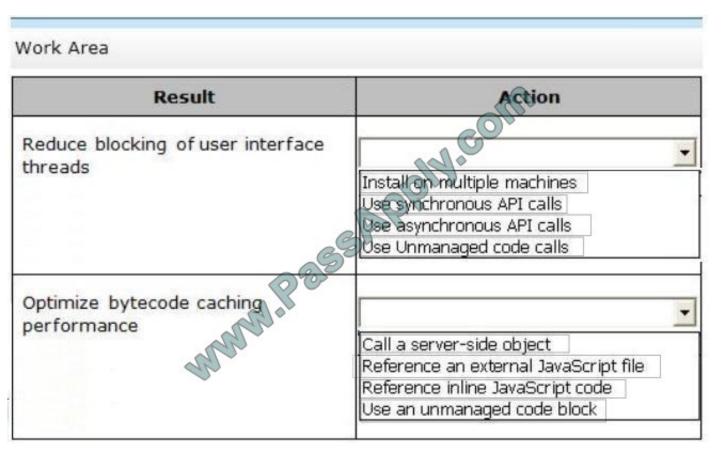
QUESTION 11

You are designing a testing strategy for a Windows Store app by using HTML5, JavaScript, and CSS3.

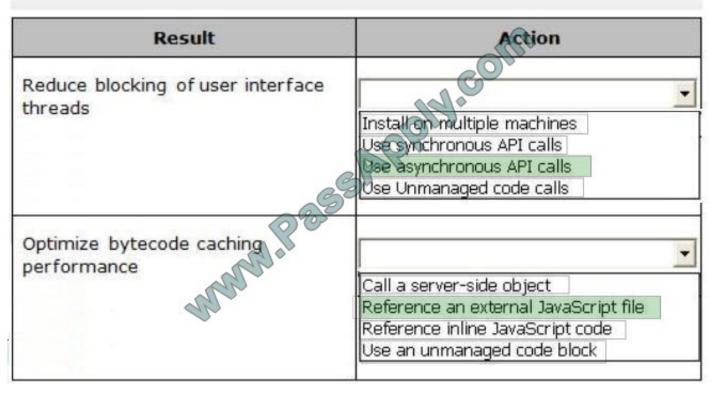You need to use testing strategies that validate for the best performance.

Which testing strategies should you select? (To answer, select the correct action from each drop-down list in the answer area.)

Hot Area:

Work Area

Result	Action
Reduce blocking of user interface threads	▼
	Install on multiple machines
	Use synchronous API calls
	Use asynchronous API calls
	Use Unmanaged code calls
Optimize bytecode caching performance	▼
	Call a server-side object
	Reference an external JavaScript file
	Reference inline JavaScript code
	Use an unmanaged code block

Correct Answer:

Work Area

Result	Action
Reduce blocking of user interface threads	▼ Install on multiple machines Use synchronous API calls Use asynchronous API calls Use Unmanaged code calls
Optimize bytecode caching performance	▼ Call a server-side object Reference an external JavaScript file Reference inline JavaScript code Use an unmanaged code block

QUESTION 12

You are developing a Windows Store app.

You need to implement in-app purchases.

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	15 / 16
Initialize the license information for the app.		
Configure the in-app offers in the app manifest.		
Submit the app to the Windows Store.		
Add the license key to the app.config file.		
Add the in-app offer code to the app.		

Correct Answer:

	Answer Area
Initialize the license information for the app.	Configure the in-app offers in the app manifest.
	Submit the app to the Windows Store.
	Add the in-app offer code to the app.
Add the license key to the app.config file.	

To Read the Whole Q&As, please purchase the Complete Version from Our website.

Try our product !

100% Guaranteed Success
100% Money Back Guarantee
365 Days Free Update
Instant Download After Purchase
24x7 Customer Support
Average 99.9% Success Rate
More than 800,000 Satisfied Customers Worldwide
Multi-Platform capabilities - Windows, Mac, Android, iPhone, iPod, iPad, Kindle

We provide exam PDF and VCE of Cisco, Microsoft, IBM, CompTIA, Oracle and other IT Certifications.
You can view Vendor list of All Certification Exams offered:

https://www.passapply.com/allproducts

Need Help

Please provide as much detail as possible so we can best assist you.
To update a previously submitted ticket:

Any charges made through this site will appear as Global Simulators Limited.
All trademarks are the property of their respective owners.
Copyright © passapply, All Rights Reserved.