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Advanced Windows Store App Development using HTML5 and JavaScript Exam: 70-482



Product Description Exam Number/Code: 70-482

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QUESTION 101 You are developing a Windows Store app that uses Windows Push Notification Services (WNS). The app includes the following code:

```
01 var notifications = Windows.UI.Notifications;  
02 var startDate = new Date();  
03  
04 var uri = new Windows.Foundation.Uri(pollUrl);  
05
```

The app must poll a notification service once a day and update the app tile with new content. You need to initiate polling. Which code segment should you insert at line 05?

- A.

```
var recurrence = notifications.PeriodicUpdateRecurrence.day;  
notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);
```
- B.

```
var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);
```
- C.

```
var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);
```
- D.

```
var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);
```

A. Option AB. Option BC. Option CD. Option D Answer: C QUESTION 102 Drag and Drop Question You are developing a Windows Store app. The app must meet the following requirements:- Be available for a time-limited free trial.- Prompt the user to buy the full version when the trial expires. You need to ensure that the requirements are met. 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.)



Set the trial period for the app while submitting the app to the Windows Store.

Create a WindowsMarketProxy.xml file and add it to the solution.

In the app code, add a method to prompt the user to buy the app if the IsTrial property is true and the trial period has elapsed.

Answer:

Set the trial period for the app while submitting the app to the Windows Store.	In the app code, retrieve the LicenseInformation object of the app.
Create a WindowsMarketProxy.xml file and add it to the solution.	Set the trial period for the app while submitting the app to the Windows Store.
In the app code, add a method to prompt the user to buy the app if the IsTrial property is true and the trial period has elapsed.	

QUESTION 103 Drag and Drop Question 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.

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

Answer:

Initialize the license information for the app.	Add the in-app offer code to the app.
Configure the in-app offers in the app manifest.	Configure the in-app offers in the app manifest.
Add the license key to the app.config file.	
Add the in-app offer code to the app.	

QUESTION 104 Drag and Drop Question You are developing a Windows Store game that requires access to a Bluetooth-enabled human interface device (HID). You need to implement access to the HID device. Which code elements should you include? To answer, drag the appropriate code or markup segments to the correct targets. Each code or 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.

<DeviceCapability Name="bluetooth.humaninterfacedevice">
<DeviceCapability Name="bluetooth.rfcomm">
<DeviceCapability Name="humaninterfacedevice">
DeviceInformation.currentDevice
DeviceInformation.findAllAsync
HidDevice.IsEnabled

Statement	Code or Markup
The Declare step requires the following XML markup segment:	
The Discover step requires an enumeration that uses the following method:	

Answer:

<DeviceCapability Name="bluetooth.humaninterfacedevice">
<DeviceCapability Name="bluetooth.rfcomm">
<DeviceCapability Name="humaninterfacedevice">
DeviceInformation.currentDevice
DeviceInformation.findAllAsync
HidDevice.IsEnabled

Statement	Code or Markup
The Declare step requires the following XML markup segment:	<DeviceCapability Name="humaninterfacedevice">
The Discover step requires an enumeration that uses the following method:	DeviceInformation.findAllAsync

QUESTION 105 You are developing a Windows Store app that creates and prints personal ID badges. When the badge is completed, the app will display an image of the badge. Users must be able to print completed ID badges. The app must adhere to printing guidelines for Windows Store apps. You need to implement the printing strategy. What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer. A. Unregister the default Print contract. Call

the window.print() function to print directly from the app.B. Register for the Print contract. Call the window.printQ function to print the page.C. Register for the Print contract.Add an in-app Print button that invokes the Devices charm below the badge image. D. Unregister the default Print contract. Add an in-app Print button that invokes the Devices charm below the badge image.
Answer: C QUESTION 106Hotspot QuestionYou are developing a Windows Store app.You have the following requirements.- Ensure that the app complies with the Windows Store requirements before deploying the app to the Windows Store.- Minimize the number of components that you must install from the Windows Store Software Development Kit (SDK).You need to install the SDK components.Which features should you install? To answer, select or clear the appropriate check boxes in the answer area. **Select the features**



Answer: **Select the features you want to install**



QUESTION 107Hotspot QuestionYou 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.)



QUESTION 108 You are developing a Windows Store app that will allow users to take photos by using the built-in device camera. The app will immediately open the photo for editing. You need to programmatically specify the location from which to open the most recent photo taken by the app. What is the best option to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer. A. KnownFolders.pictureslibrary B. SkyDrive.Pictures C. KnownFolders.savedPictures D. KnownFolders.cameraRoll

Answer: D QUESTION 109 Hotspot Question You are developing a Windows Store app. The app contains the following HTML markup segment:

```
<video id="videoplayer" style="width: 627px; height: 305px;" src="/Movie1.mp4" controls=""></video>
<div id="messageDiv"></div>
```

The app must stream video to available devices by using the Play to feature. You need to

implement the Play to contract for the app. How should you complete the relevant code? To answer, select the appropriate code segments from the lists in the answer area.

```
var pt = Windows.Media.PlayTo.
    PlayToConnection connection;
    PlayToConnection.state;
    PlayToManager.defaultSourceSelection = true;
    PlayToManager.getForCurrentView();

pt.addEventListener("sourceRequested", sourceRequestHandler, false);

function sourceRequestHandler(e) {
    getElementById("videoplayer").
        msPlayToConnection();
        msPlayToSource();
        PlayToConnectionState();
        IPlayToReceiver();

    } catch (ex) {
        id("messageDiv").innerHTML += "An error occurred";
    }
}
```

Answer:

```
var pt = Windows.Media.PlayTo.
    PlayToConnection connection;
    PlayToConnection.state;
    PlayToManager.defaultSourceSelection = true;
    PlayToManager.getForCurrentView();

pt.addEventListener("sourceRequested", sourceRequestHandler, false);

function sourceRequestHandler(e) {
    getElementById("videoplayer").
        msPlayToConnection();
        msPlayToSource();
        PlayToConnectionState();
        IPlayToReceiver();

    } catch (ex) {
        id("messageDiv").innerHTML += "An error occurred";
    }
}
```

QUESTION 110 Drag and Drop Question You develop a Windows Store app. You need to implement a testing strategy for the app. Which actions should you perform? To answer, drag the appropriate actions to the correct targets. Each answer 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.

	Answer Area
Create and run coded UI tests	Requirement
Create and run unit tests	Test classes in the business
Run the Windows App Certification Kit	Manually verify presentation layer functionality
Visually inspect app results	Automatically verify presentation layer functionality

Answer:

	Answer Area	
	Requirement	Action
Create and run coded UI tests	Test classes in the business	Create and run unit tests
Create and run unit tests	Manually verify presentation layer functionality	Visually inspect app results
Run the Windows App Certification Kit	Automatically verify presentation layer functionality	Create and run coded UI tests
Visually inspect app results		

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