



Microsoft

Exam 70-481

Essentials of Developing Windows Store Apps using HTML5 and JavaScript

Version: 7.0

[Total Questions: 116]

Topic break down

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Topic 1, Southbridge Videos

Background

Southbridge Video rents and sells video games, movies, and other multimedia content. The company is currently expanding its operations. Southbridge video is developing a Windows Store news reader and social media app. Users will be able to view and interact with news stories that are related to the video game, entertainment, and related industries.

Southbridge Video employees will also use the app to manage sales leads, order fulfillment, and customer-service related activities.

Business Requirements

The app has the following requirements.

Email

Users must be able to email news items to their contacts.

Navigation

- ✍ Easy navigation access must be available to move to the next and previous pages.
- ✍ Users searching for specific news items must be able to navigate directly to an item from the search results pane.

News items

- ✍ When a user selects a news item on newsPage.html, the news item should be displayed in the newsItem.html page.
- ✍ The app must periodically retrieve new news items on the newsPage.html page.
- ✍ The app must allow the user to save annotated news.
- ✍ The app must display a short title for each news item.

Search capabilities

- ✍ The app must allow users to search within available news items to locate articles of interest.
- ✍ The app must provide search suggestions for users.

Authentication

- ✍ Employees must be able to view the sales leads, order fulfillment, and customer-service related pages.
- ✍ Authenticated users must be able to save news items to read at a later time.
- ✍ Authenticated users must be able to add and save handwritten notes to the news items.
- ✍ The app must allow users to choose whether their credentials will be saved after they first log in. User credentials must be saved by default.

Technical Requirements

Email

- ✍ When a user clicks the To button to email news items, only contacts that have email addresses should be displayed.
- ✍ When multiple contacts are selected, the email addresses must be displayed in the

To text box as a semi-colon-delimited string.

News items

The app must periodically retrieve new items from a web service. The app must display a progress indicator while retrieving new items.

The news feed service must respond to all requests within 15 seconds. The app must not throw an error if the service does not respond within the allotted time.

Titles for news items must not overflow into other elements on the page.

Authenticated users must be able to add handwritten notes to the news items by using a stylus or the mouse. The app must support saving annotations along with the news item. The app must cancel the navigation from newsItem.html to newsPage.html if there are unsaved changes in the annotations area.

Search capabilities

The app must retrieve a list of phrases from the news service and provide them as search suggestions to users.

Authentication

- ✍ Users connected to the corporate network must authenticate against an Active Directory server.
- ✍ Users outside of the corporate network must authenticate by using forms-based authentication.
- ✍ User credentials must not be transmitted in plain text.

Application Structure

Relevant portions of the app files are shown below. (Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

emailPage.html

```
EH01 <body>
EH02 ...
EH03 <div>
EH04   <buttonid="BtnTo">To</button>
EH05   <inputtype="text" id="To"/>
EH06   ...
EH07 </div>
EH08 </body>
```

emailPage.js

```
EJ01 function chooseContact(eventObject) {
EJ02   var picker = Windows.ApplicationModel.Contacts.ContactPicker();
EJ03
EJ04   picker.pickSingleContactAsync().then(function (contact) {
EJ05     });
EJ06 }
```

getCredential.js

```
GC01 function launchCredPicker() {
GC02   try {
GC03     var options = new Windows.Security.Credentials.UI.CredentialPickerOptions();
GC04
```

getCredential.js

```
GC01 function launchCredPicker() {
GC02   try {
GC03     var options = new Windows.Security.Credentials.UI.CredentialPickerOptions();
GC04
GC05     Windows.Security.Credentials.UI.CredentialPicker.pickAsync(options)
GC06       .then(function (results) {
GC07         ...
GC08       });
GC09   catch (err) {
GC10     WinJS.log && WinJS.log("Error message: " + err.message, "sample", "error");
GC11   }
GC12 }
```

newsItem.html

```
NI01 <body>
NI02 ...
NI03 <div>
NI04   <canvasid="inkCanvas"></canvas>
NI05   <div>
NI06     <buttonid="draw">Draw</button>
NI07     <buttonid="select">Select</button>
NI08     <buttonid="erase">Erase</button>
NI09   </div>
NI10 </div>
```

newsItem.js

```
NJ01 function isInkInput(evt)
NJ02 {
NJ03
NJ04 }
NJ05
NJ06 function drawStrokes() {
NJ07
NJ08   strokeColor = "black";
NJ09   strokeWidth = 2;
NJ10 }
NJ11
NJ12 function selectStrokes() {
NJ13
NJ14   strokeColor = "red";
NJ15   strokeWidth = 1;
NJ15 }
```

newsPage.html

```
NH01 <body>
NH02 ...
NH03 <divclass="newsitemtemplate" data-win-control="WinJS.Binding.Template">
NH04   <imgclass="news-item-image" src="#" data-win-bind="src: backgroundImage; alt:
title" />
NH05   <divclass="news-item-info">
NH06
NH07     <h4class="news-item-description" data-win-bind="textContent: description"></h4>
NH09   </div>
NH10 </div>
NH11 </body>
```

newsPage.js

```
NP01 var nav = WinJS.Navigation;
NP02 ItemInvoked: function (eventObject) {
NP03   var item = data.items.getAt(eventObject.detail.itemIndex);
NP04
NP05   }
NP06 },
NP07
NP08   function provideSuggestions(queryText, suggestionRequest) {
NP09     var suggestionList = getSuggestions();
NP10     var query = queryText.toLowerCase();
NP11
NP12   }
NP13 }
NP14 }
NP15 }
NP16
NP17 function OnActivated(e) {
NP18   var detail = e.detail;
NP19
NP20   WinJS.Navigation.navigate("/html/NewsItem.html",id);
NP21 }
NP22 }
```

Question No : 1 - (Topic 1)

You need to implement the code to meet the requirements for handling changes in the annotation area of the newsItem.html page.

Which event handler should you add to newsItem.js?

- A.

```
WinJS.Navigation.addEventListener("beforenavigate", onbeforeNavigate);
function onbeforeNavigate(eventObject) {
    if (hasChanges) {
        eventObject.detail.setPromise(WinJS.Promise.wrap(true));
    }
    else {
        eventObject.detail.setPromise(WinJS.Promise.wrap(false));
    }
}
```
- B.

```
WinJS.Navigation.addEventListener("navigating", onNavigating);
function onNavigating(eventObject) {
    if (hasChanges) {
        eventObject.detail.setPromise(WinJS.Promise.wrap(true));
    }
    else {
        eventObject.detail.setPromise(WinJS.Promise.wrap(false));
    }
}
```
- C.

```
WinJS.Navigation.addEventListener("beforenavigate", onbeforeNavigate);
function onbeforeNavigate(eventObject) {
    eventObject.detail = null;
}
```
- D.

```
WinJS.Navigation.addEventListener("navigating", onNavigating);
function onNavigating(eventObject) {
    eventObject.detail = null;
}
```

- A. Option A
B. Option B
C. Option C
D. Option D

Answer: A

Question No : 2 - (Topic 1)

You need to implement the code to retrieve news items according to the requirements.

Which code segment should you add to newsPage.js?

- A.

```
function fetchDailyNews(){
  WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
  .then(function progress(result) {
    progressDiv.innerText = result.readyState;},
    function complete(result) {
      ...
    });
}
```
- B.

```
function fetchDailyNews(){
  WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
  .then(function progress(result) {
    progressDiv.innerText = result.readyState;
  })
  .then(function complete(result) {
    ...
  });
}
```
- C.

```
function fetchDailyNews(){
  WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
  .done(function progress(result) {
    progressDiv.innerText = result.readyState;
  });
}
```
- D.

```
function fetchDailyNews(){
  WinJS.xhr({ url: "http://www.southridgevideo.com/feed" })
  .done(function complete(result) {
    ...
  }, null,
  function progress(result) {
    progressDiv.innerText = result.readyState;
  });
}
```

- A. Option A
 B. Option B
 C. Option C
 D. Option D

Answer: D

Question No : 3 - (Topic 1)

You need to ensure that the app displays only contacts that meet the requirements.

Which code segment should you insert at line EJ03?

- A.

```
picker.selectionMode =  
Windows.ApplicationModel.Contacts.ContactSelectionMode.fields;
```
- B.

```
picker.selectionMode =  
Windows.ApplicationModel.Contacts.ContactSelectionMode.contacts;
```
- C.

```
picker.desiredFields.append(Windows.ApplicationModel.Contacts.ContactField  
("Email", string));
```
- D.

```
picker.desiredFields.append  
(Windows.ApplicationModel.Contacts.KnownContactField.email);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: D

Question No : 4 - (Topic 1)

You need to implement the requirements for sending news items to multiple contacts.

Which code segment should you use to replace the code in line EJ04?

- A.

```
var toEmail = "";
picker.pickSingleContactsAsync().then(function (contact) {
  contact.emails.forEach(function (email) {
    toEmail = toEmail.concat(email.value, ";");
  });
});
document.querySelector("#To").innerText = toEmail;
```
- B.

```
var toEmail = "";
picker.pickMultipleContactsAsync().then(function (contact) {
  contact.emails.forEach(function (email) {
    toEmail = toEmail.concat(email.value, ";");
  });
});
document.querySelector("#To").innerText = toEmail;
```
- C.

```
var toEmail = "";
picker.pickSingleContactsAsync().then(function (contacts) {
  contacts.forEach(function (contact) {
    toEmail = toEmail.concat(contact.emails[0].value, ";");
  });
});
document.querySelector("#To").innerText = toEmail;
```
- D.

```
var toEmail = "";
picker.pickMultipleContactsAsync().then(function (contacts) {
  contacts.forEach(function (contact) {
    toEmail = toEmail.concat(contact.emails[0].value, ";");
  });
});
document.querySelector("#To").innerText = toEmail;
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: D

Question No : 5 - (Topic 1)

You add an element with an ID of MyFlexbox to newsPage.html.

You need to ensure that the layout for MyFlexbox meets the requirements.

Which layout should you choose?

- A.

```
#MyFlexbox {  
  display: -ms-flexbox;  
  background: gray;  
  border: blue;  
  -ms-flex-wrap: wrap;  
}
```
- B.

```
#MyFlexbox {  
  display: -ms-inline-grid;  
  background: gray;  
  border: blue;  
  -ms-grid-columns: auto;  
}
```
- C.

```
#MyFlexbox {  
  display: -ms-grid;  
  background: gray;  
  border: blue;  
  -ms-grid-columns: auto;  
}
```
- D.

```
#MyFlexbox {  
  display: -ms-flexbox;  
  background: gray;  
  border: blue;  
  -ms-flex-align: stretch;  
}
```

- A. Option A
B. Option B
C. Option C
D. Option D

Answer: A

Question No : 6 - (Topic 1)

You need to implement the code to meet the requirements regarding the display of the newsPage.html page.

Which HTML element should you insert at line NH06?

- A. `<h2 class ="news-item-title win-type-ellipses" data-win-bind="textContent: title"></ h2>`
- B. `<h2 class="news-item-title win-type-large" data-win-bind="textContent: title"></h2>`
- C. `<h2 class="news-item-titlewin-type-xx-large" data-win-bind="textContent: title"></ h2>`
- D. `<h2 class="news-item-title win-type-x-large" data-win-bind="textContent: title"></ h2>`

Answer: A

Question No : 7 - (Topic 1)

You need to ensure that the layout for newsPage.html meets the requirements.

Which layout should you choose?

- A.

```
#MyFlexbox {  
  display: -ms-grid;  
  background: gray;  
  border: blue;  
  -ms-grid-columns: auto;  
}
```
- B.

```
#MyFlexbox {  
  display: -ms-flexbox;  
  background: gray;  
  border: blue;  
  -ms-flex-wrap: wrap;  
}
```
- C.

```
#MyFlexbox{  
  display: -ms-flexbox;  
  background: gray;  
  border: blue;  
  -ms-flex-align:stretch;  
}
```
- D.

```
#MyFlexbox {  
  display: -ms-inline-grid;  
  background: gray;  
  border: blue;  
  -ms-grid-columns: auto;  
}
```

- A. Option A
B. Option B
C. Option C

D. Option D

Answer: B

Question No : 8 - (Topic 1)

You need to ensure that the requirements for capturing user input on the newsletter.html page are met.

Which code segments should you use? (Each correct answer presents part of the solution. Choose all that apply.)

- A. `InkManager.mode = Windows.UI.Input.Inking.InkManipulationMode.selecting;`
- B. `InkManager.mode = Windows.UI.Input.Inking.InkRecognitionTarget.selected;`
- C. `InkManager.mode = Windows.UI.Input.Inking.InkManipulationMode.inking;`
- D. `InkManager.mode = Windows.UI.Input.Inking.InkRecognitionTarget.all;`

Answer: A,B

Question No : 9 - (Topic 1)

You need to configure the CredentialPicker object to meet the requirements.

Which code segment should you insert at line GC04?

- A. `options.callerSavesCredential = false;`
- B. `options.CredentialSaveOption.unselected;`
- C. `options.CredentialSaveOption.selected;`
- D. `options.callerSavesCredential = true;`
- E. `options.CredentialSaveOption.hidden;`

Answer: C

Question No : 10 - (Topic 1)

You need to ensure that the navigation requirements for displaying news items are met.

Which code segment should you insert at line NP04?

- A. `nav.navigate("/html/newsPage.html");`
- B. `nav.navigate("/html/newsItem.html", {item: item});`
- C. `nav.forward("/html/newsItem.html");`
- D. `nav.forward("/html/newsPage.html", {item: item});`

Answer: B

Question No : 11 - (Topic 1)

You need to ensure that employees are authenticated across public networks according to the requirements.

Which code segment should you insert at line GC04?

- A. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.negotiate;`
- B. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.basic;`
- C. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.digest;`
- D. `option.authenticationProtocol =
Windows.Security.Credentials.UI.AuthenticationProtocol.custom;`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: C

Question No : 12 - (Topic 1)

You need to implement the code to meet the requirements for displaying content from search results.

Which code segment should you insert at line NP19?

- A.

```
if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.search) {  
    var id = FindNewsId(detail.arguments);  
}
```
- B.

```
if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.search) {  
    var id = FindNewsId(detail.queryText);  
}
```
- C.

```
if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {  
    var id = FindNewsId(detail.queryText);  
}
```
- D.

```
if (detail.kind === Windows.ApplicationModel.Activation.ActivationKind.launch) {  
    var id = FindNewsId(detail.arguments);  
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: B

Question No : 13 - (Topic 1)

You need to ensure that the user can annotate news items according to the requirements.

Which code segment should you insert at line NJ03?

- A.

```
return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.button ===  
1));
```
- B.

```
return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.button ===  
0));
```
- C.

```
return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.type === 0));
```
- D.

```
return (pointerDeviceType === "Pen" || (pointerDeviceType === "Mouse" && evt.type === 1));
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: B

Question No : 14 - (Topic 1)

You need to ensure that the navigation requirements for displaying news items are met.

Which code segment should you insert at line NP04?

- A. Windows.Devices.Enumeration
- B. Windows.Devices.Input
- C. Windows.Media.Devices
- D. Windows.UI.Input

Answer: D

Question No : 15 - (Topic 1)

You need to implement the code to meet the search requirements.

Which code segment should you insert at line NP11?

- A.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {  
    if (suggestionList[i] === query) {  
        suggestionRequest.searchSuggestionCollection.appendQuerySuggestion  
        (suggestionList[i]);  
    }  
}
```
- B.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {  
    if (suggestionList[i] === query) {  
        suggestionRequest.searchSuggestionCollection.appendResultSuggestion  
        (suggestionList[i]);  
    }  
}
```
- C.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {  
    if (suggestionList[i].substr(0, query.length).toLowerCase() === query) {  
        suggestionRequest.searchSuggestionCollection.appendResultSuggestion  
        (suggestionList[i]);  
    }  
}
```
- D.

```
for (var i = 0, len = suggestionList.length; i < len; i++) {  
    if (suggestionList[i].substr(0, query.length).toLowerCase() === query) {  
        suggestionRequest.searchSuggestionCollection.appendQuerySuggestion  
        (suggestionList[i]);  
    }  
}
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: D

Topic 2, Windows Store app

Background

You are developing a Windows Store app by using HTML5, JavaScript, and CSS3. The app will be used to access details about products that your company sells.

Business Requirements

The app must do all of the following:

- ✍ Be available to customers in many different countries.
- ✍ Display a list of product categories.
- ✍ Display the products for a selected category.
- ✍ Display details of a selected product.
- ✍ Display images of each product one at a time in a vertical presentation.
- ✍ Provide a link to an about section in the Settings pane.
- ✍ Update product data on a daily basis.
- ✍ Allow the user to view the last selected product while the app is offline.
- ✍ Be deployed in the Windows Store.

Technical Requirements

General

- ✍ When the user restarts the app, the app must start in the state it was in when it was last used.
- ✍ App settings controls must be 346 pixels wide.
- ✍ The app must optimize bandwidth use and performance.

Security

- ✍ The app must use an enterprise certificate.
- ✍ The user must provide valid credentials to access the app.
- ✍ After user authentication, the app must use stored credentials.
- ✍ User accounts will be validated against a pre-existing enterprise service.

App Architecture

- ✍ Service calls must be separated from the user interface.
- ✍ The app must follow the MVC design pattern.
- ✍ Service classes can be written in C++, C#, VB, or JavaScript.
- ✍ The app must communicate with pre-existing enterprise services.

Application Structure

Relevant portions of the app files are shown below. (Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

default.js

```

DF01 (function () {
DF02   "use strict";
DF03   WinJS.Application.onactivated = function (eventObject) {
DF04     if (eventObject.detail.kind ===
Windows.ApplicationModel.Activation.ActivationKind.launch) {
DF05       ...
DF06       WinJS.UI.processAll();
DF07
DF08       WinJS.Application.onsettings = loadSettings;
DF09     }
DF10   };
DF11
DF12   function loadSettings(e){
DF13
DF14     WinJS.UI.SettingsFlyout.populateSettings(e);
DF15   }
DF16
DF17   WinJS.Application.start();
DF18})();

```

credentialManager.js

```

CM01 (function () {
CM02   "use strict";
CM03
CM04   WinJS.Namespace.define("credentialManager", {
CM05     saveCredentials: function (applicationID, userName, password) {
CM06
CM07     },
CM08     ...
CM09     getStoredCredentialsFull: function (applicationID, userName) {
CM10       var credential = undefined;
CM11
CM12       try {
CM13
CM14       }
CM15       catch (e) {
CM16       }
CM17
CM18       return credential;
CM19     },
CM20     ...
CM21   });
CM22 })();

```

about.html

```
AB01 <!DOCTYPE html>
AB02 <html>
AB03   <head>
AB04     <title>About</title>
AB05   </head>
AB06   <body>
AB07     <div id="about">
AB08       <div class="win-header">
AB09         <div class="win-label">About</div>
AB10       </div>
AB11       <div class="win-content">
AB12         ...
AB13       </div>
AB14     </div>
AB15   </body>
AB16 </html>
```

Question No : 16 - (Topic 2)

You need to ensure that the about.html page is displayed according to the requirements.

Which attribute should you add to the DIV element in line AB07?

- A. data-win-control="WinJS.UI.ApplicationSettings.SettingsLayout"
- B. data-win-control="WinJS.UI.SettingsLayout"
- C. data-win-control="WinJS.UI.ApplicationSettings.SettingsPane"
- D. data-win-control="WinJS.UI.SettingsPane"

Answer: B

Question No : 17 - (Topic 2)

You need to implement the saveCredentials method.

Which code segment should you insert at line CM06?

- A.

```
var passwordVault = new Windows.Security.Credentials.PasswordVault();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
passwordVault.save(credential);
```
- B.

```
var credentialPicker = new Windows.Security.Credentials.UI.CredentialPicker();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
credentialPicker.store(credential);
```
- C.

```
var credentialPicker = new Windows.Security.Credentials.UI.CredentialPicker();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
credentialPicker.save(credential)
```
- D.

```
var passwordVault = new Windows.Security.Credentials.PasswordVault();
var credential =
    new Windows.Security.Credentials.PasswordCredential(applicationID, userName,
password);
passwordVault.add(credential);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: A

Question No : 18 - (Topic 2)

You are designing the architecture for the app.

You need to ensure that the logical design fulfills the design pattern requirements.

Which type of object should you create?

- A. C# class library
- B. Windows Runtime components
- C. A single JavaScript file
- D. A separate JavaScript file for each page that contains a single enterprise service provider implementation

Answer: B

Question No : 19 - (Topic 2)

You need to ensure that the JavaScript object that is defined in the credentialManager.js file can be consumed by other Windows Store apps that are written in different programming languages.

How should you rewrite the code?

- A. As a WinJS.Class object
- B. As an ASP.NET server control
- C. As a Windows Runtime component
- D. As an XAML control

Answer: C

Question No : 20 - (Topic 2)

You need to ensure that the settings for the About page meet the business requirements.

Which attribute should you add to the DIV element in line AB07?

- A. data-win-options="{width:'narrow'}"
- B. data-win-options="{width:'346'}"
- C. data-win-options="{size:'narrow'}"
- D. data-win-options={size:'346'}"

Answer: A

Question No : 21 - (Topic 2)

You need to ensure that the about.html page is displayed according to the requirements.

Which attribute should you add to the DIV element in line AB07?

- A. data-win-control="WinJS.UI.GridLayout"
- B. data-win-control="WinJS.UI.AppBarn
- C. data-win-control="WinJS.UI.ListLayout"
- D. data-win-control="WinJS.UI.SettingsFlyout"

Answer: B

Question No : 22 - (Topic 2)

You are preparing to deploy the app.

You need to ensure that the app meets the deployment requirements.

Which tool should you use to validate the app?

- A. Windows App Cert Kit
- B. System Center Configuration Manager**
- C. Microsoft Deployment Toolkit
- D. SelfCert

Answer: A

Question No : 23 - (Topic 2)

You need to ensure that the about page is displayed.

Which code segment should you insert at line DF13?

- A. `e.detail.commands = { "about": { href: "/Settings/about.html", title: "About" } };`
- B. `e.detail.applicationcommands = { "about": { target: "/Settings/about.html", title: "About" } };`
- C. `e.detail.applicationcommands = { "about": { href: "/Settings/about.html", title: "About" } };`
- D. `e.detail.commands = { "about": { target: "/Settings/about.html", title: "About" } };`

- A. Option A
- B. Option B**
- C. Option C
- D. Option D

Answer: C

Question No : 24 - (Topic 2)

You need to implement the `getStoredCredentialsFull` method.

Which code segment should you insert at line CM13?

- A.

```
credential = credentialStore.retrieve(applicationID, userName);  
var credentialStore = new Windows.Security.Credentials.PasswordVault();
```
- B.

```
credential = credentialStore.pickAsync(applicationID, userName);  
var credentialStore = new Windows.Security.Credentials.UI.CredentialPicker();
```
- C.

```
var credentialStore = new Windows.Security.Credentials.PasswordVault();  
credential = credentialStore.retrieve(applicationID, userName);
```
- D.

```
var credentialStore = new Windows.Security.Credentials.UI.CredentialPicker();  
credential = credentialStore.pickAsync(applicationID, userName);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: C

Question No : 25 DRAG DROP - (Topic 2)

You need to ensure that product images are displayed according to the requirements.

Which attributes should you use? (To answer, drag the appropriate attributes to the correct locations in the answer area. Each attribute 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.)

XXXXXXXXXXXXXXXXXXXX

```
data-win-control="WinJS.UI.Flyout"
```

```
data-win-control="WinJS.UI.FlipView"
```

```
data-win-control="WinJS.UI.ScrollView"
```

```
data-win-options="{ scroll: 'vertical' }">
```

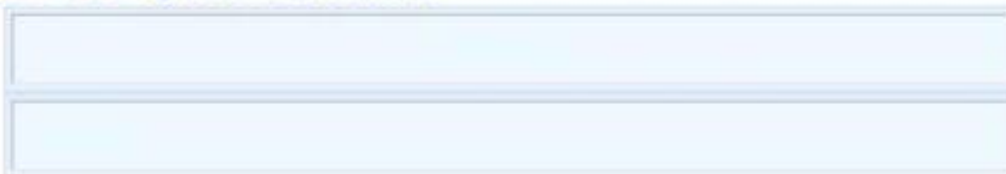
```
data-win-options="{ orientation: 'vertical' }">
```

```
data-win-options="{ scroll: 'horizontal' }">
```

```
data-win-options="{ orientation: 'horizontal' }">
```

XXXXXXXXXXXXXXXXXXXX

```
<div id="photoContainer"
```



```
</div>
```

Answer:

```
data-win-control="WinJS.UI.Flyout"
```

```
data-win-control="WinJS.UI.FlipView"
```

```
data-win-control="WinJS.UI.ScrollView"
```

```
data-win-options="{ scroll: 'vertical' }">
```

```
data-win-options="{ orientation: 'vertical' }">
```

```
data-win-options="{ scroll: 'horizontal' }">
```

```
data-win-options="{ orientation: 'horizontal' }">
```

```
<div id="photoContainer"
```

```
data-win-control="WinJS.UI.FlipView"
```

```
data-win-options="{ orientation: 'vertical' }">
```

```
</div>
```

Explanation:

```
<div id="photoContainer"
```

```
data-win-control="WinJS.UI.FlipView"
```

```
data-win-options="{ orientation: 'vertical' }">
```

```
</div>
```

C:\Users\Kamran\Desktop\image.jpg

Question No : 26 DRAG DROP - (Topic 2)

You need to ensure that the product details are displayed.

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.)

A screenshot of a drag-and-drop interface. On the left, there is a list of four actions in yellow boxes: "Iterate through the product details.", "Bind the model to the view.", "Instantiate the model with product details.", and "Retrieve product details from the web service." On the right, there is an empty answer area with a header bar and a dotted line indicating where to drop the items.

Answer:

A screenshot of the same drag-and-drop interface. The three actions "Bind the model to the view.", "Instantiate the model with product details.", and "Iterate through the product details." are highlighted with a red dashed border, indicating they are the correct sequence. The other two actions are highlighted with a green dashed border.

Explanation:

Box 1: Bind the model to the view.

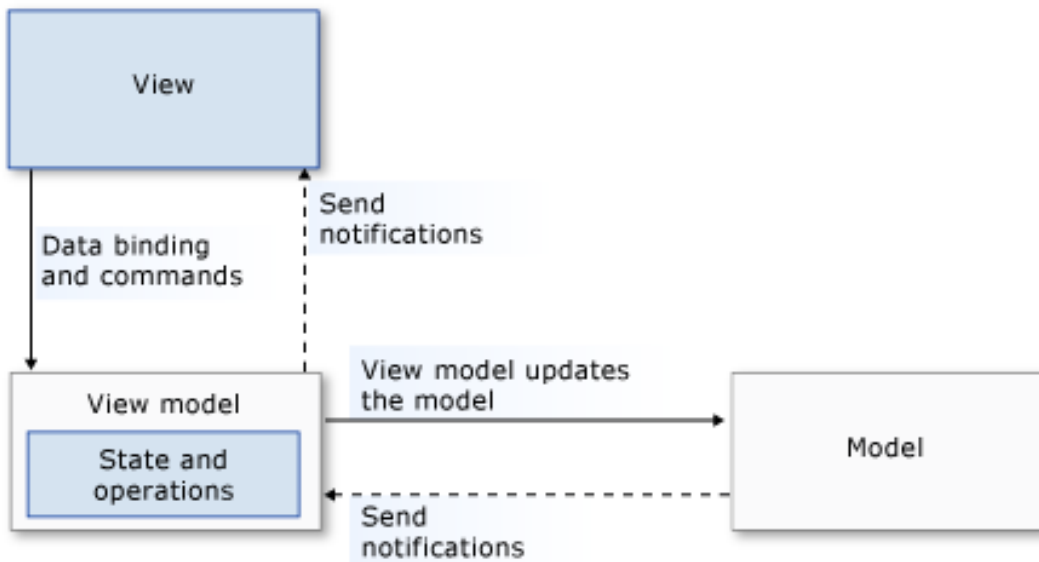
Box 2: Instantiate the model with product details.

View models connect to the app's underlying model by calling instance methods.

Box 3: Iterate through the product details.

Note:

* Here are the relationships between a view, a view model and a model.



* MVVM is an architectural pattern. It is a specialization of the presentation model pattern that was introduced by Martin Fowler. It is also related to the model-view-controller pattern (MVC) and the model view presenter (MVP) pattern that you may already know.

An app that uses MVVM separates business logic, UI, and presentation behavior.

/ Models represent the state and operations of business objects that your app manipulates.

For example, Hilo reads and modifies image files, so it makes sense that data types for image files and operations on image files are part of Hilo's model.

/ Views contain UI elements, and they include any code that implements the app's user experience. A view defines the structure, layout, and appearance of what the user sees on the screen. Grids, pages, buttons, and text boxes are examples of the elements that view objects manage.

View models encapsulate the app's state, actions, and operations. A view model serves as the decoupling layer between the model and the view. It provides the data in a format that the view can consume and updates the model so that the view does not need to interact with the model. View models respond to commands and trigger events. They also act as data sources for any data that views display. View models are built specifically to support a view. You can think of a view model as the app, minus the UI. In Windows Store apps, you can declaratively bind views to their corresponding view models.

Question No : 27 - (Topic 2)

You need to ensure that the about.html page is displayed.

Which code segment should you insert at line DF13?

- A.

```
e.detail.commandsrequested += { "about": { target: "/Settings/about.html", title: "About" } };
```
- B.

```
e.detail.applicationcommands = { "about": { href: "/Settings/about.html", title: "About" } };
```
- C.

```
e.detail.applicationcommands = { "about": { src: "/Settings/about.html", title: "About" } };
```
- D.

```
e.detail.commandsrequested += { "about": { href: "/Settings/about.html", title: "About" } };
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

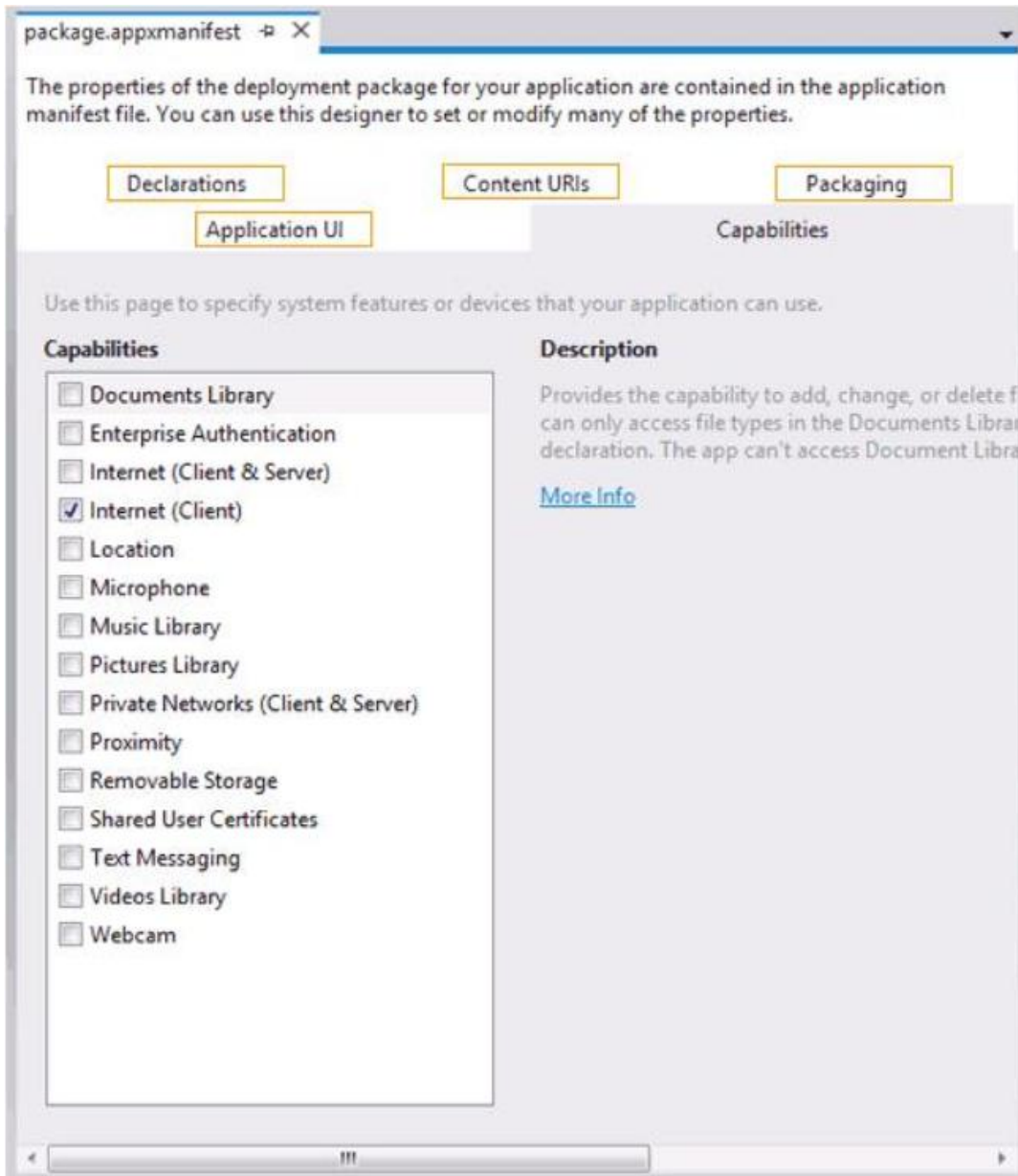
Answer: B

Question No : 28 HOTSPOT - (Topic 2)

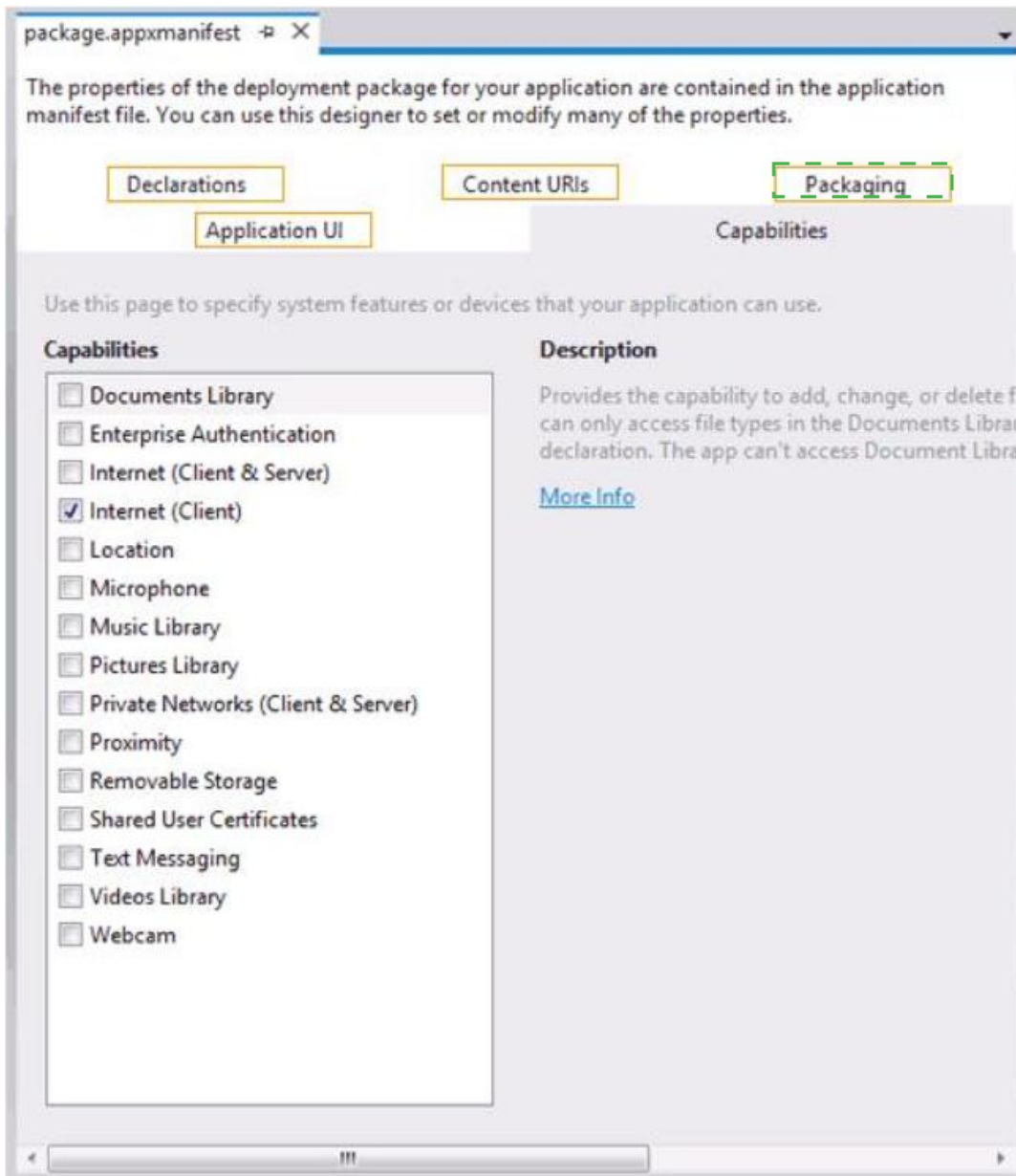
You are preparing to deploy the app.

You need to prepare the app according to the technical specifications.

Which tab in Visual Studio should you use? (To answer, select the correct tab in the answer area.)



Answer:



Topic 3, Tailspin Toys

Background

You are developing a Windows Store app for Tailspin Toys. The app will allow customers to interact with toys online and to order toys.

Business Requirements

User Interface

- ✍* The user interface must display toy categories, toys in each category, and product details about the toys. The product details must include the toy name, description, and one or more photos in different views. The toy categories must be distinct, and each toy must belong to only one category at a time.
- ✍* The display of toy categories must remain at the top of the screen at all times.
- ✍* The display of all product details must be arranged in a grid.
- ✍* The user interface must allow the user to zoom images of toys, with a maximum

zoom factor of five.

- ✍ When inventory changes, the app must raise a toast notification with a brief sound alert. The toast notification must remain on the screen for five seconds.
- ✍ The area that displays the details of a single toy has the following requirements:
- ✍ It must be one-third of the size of the area of the toy detail grid.
- ✍ It must be on the left.

Settings

- ✍ All settings must use the Settings charm.
- ✍ The app must provide help and information.

Behavior

- ✍ The app must restore user toy selection during an unexpected app termination.
- ✍ The app state must be restored when the app is activated after termination.

Technical Requirements

General

- ✍ App calls must initialize the TailspinArtUpdater object in response to a Process Lifetime Management (PLM) notification.
- ✍ The app includes a library named ToyInventory, which will be used to access the toy inventory system. The library includes a method named DisplayInventory().
- ✍ Any compiler-generated metadata produced from this library must be consumable by JavaScript, C ++, and C# Windows Store apps.

The app must include an HTML5 control that has the following requirements:

- ✍ It must use a GetToyInventory event to display app settings.
- ✍ It must have a relative path of html/ToyInventory.html.
- ✍ It must be invoked by using a link named Show Inventory, which displays in-context access to settings.

Styling

The styling details of the app must be located in the default CSS file.

Help and information

- ✍ The app will call a function named LoadHelpContent to load help content from tailspintoys.html.
- ✍ The app will display the help content by using the SettingsFlyout control.

Application Structure

Relevant portions of the app files are shown below. (Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.)

updateLayout.js

```

UL01 var ui = WinJS.UI; updateLayout: function (element, viewState) {
UL02   var listView = element.querySelector(".groupeditemslist").winControl;
UL03   if (viewState === appViewState.snapped) {
UL04     ui.setOptions(listView, {
UL05       itemDataSource: data.groups.dataSource,
UL06       groupDataSource: null,
UL07       layout: new ui.ListLayout()
UL08     });
UL09   }
UL10   else {
UL11     var groupDataSource =
UL12       data.items.createGrouped(this.groupKeySelector, this.groupDataSelector);
UL13     ui.setOptions(listView, {
UL14       itemDataSource: data.items.dataSource,
UL15
UL16     });
UL17   }
UL18 }

```

showToast.js

```

ST01 function showToast()
ST02 {
ST03   var notifications = Windows.UI.Notifications;
ST04   var notificationManager = notifications.ToastNotificationManager;
ST05   var template = notifications.toastTemplateType.toastImageAndText01;
ST06   var toastXml =
      notificationManager.getTemplateContent(notifications.ToastTemplateType
[template]);
ST07   var images = toastXml.getElementsByTagName("image");
ST08   images[0].setAttribute("src", "images/ToyInventoryChange.png");
ST09   var textNodes = toastXml.getElementsByTagName("text");
ST10   textNodes.appendChild(toastXml.createTextNode("Toy Inventory Changed"));
ST11
ST12
ST13 }

```

showHelp.js

```

SH01 function showHelp() {
SH02
SH03
SH04   LoadHelpContent();
SH05
SH06
SH07 }

```

default.js

```

DF01 var app = WinJS.Application;
DF02
DF03 if (eventObject.detail.kind === Windows.ApplicationModel.Activation.ActivationKin
d.launch) {
DF04   if (eventObject.detail.previousExecutionState !==
DF05     Windows.ApplicationModel.Activation.ApplicationExecutionState.terminated) {
DF06     TailspinArtUpdater.Initialize();
DF07   }
DF08   else {
DF09     TailspinArtUpdater.Restore();
DF10   }
DF11   WinJS.UI.processAll();
DF12 }
DF13 }

```

Question No : 29 - (Topic 3)

You need to implement the event that will provide access to app settings.

Which code segment should you use?

- A.

```
function GetToyInventory() {
  WinJS.Application.onsettings = function (e) {
    e.detail.applicationcommands = {
      "ToyInventoryDiv": { title: "Show Inventory", href: "/html/
ToyInventory.html" }
    };
    WinJS.UI.SettingsFlyout.populateSettings(e);
  }
}
```
- B.

```
function GetToyInventory() {
  WinJS.UI.SettingsFlyout.showSettings("Show Inventory", "/html/ToyInventory.html");
}
```
- C.

```
function GetToyInventory() {
  WinJS.Application.onsettings = function (e) {
    WinJS.UI.SettingsFlyout.populateSettings(e.applicationcommands = {
      "ToyInventoryDiv": { title: "Show Inventory", href: "/html/
ToyInventory.html" }
    });
  };
}
```
- D.

```
function GetToyInventory() {
  WinJS.UI.SettingsFlyout.show("Show Inventory", "/html/ToyInventory.html");
}
```

- A. Option A
 B. Option B
 C. Option C
 D. Option D

Answer: D

Question No : 30 DRAG DROP - (Topic 3)

You need to handle the state of the app upon reactivation to meet the requirements.

Which four 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.)

Check the **detail.kind** object of the event arguments.

Get the previous state of the app and update.

Check the **detail.previousExecutionState** object of the event arguments.

Handle the WinJS.Application.onActivated event.

Check the **detail.state** object of the event arguments.

Answer:

Handle the WinJS.Application.onActivated event.

Get the previous state of the app and update.

Check the **detail.previousExecutionState** object of the event arguments.

Check the **detail.kind** object of the event arguments.

Question No : 31 - (Topic 3)

You need to ensure that the app maintains information according to the requirements.

Which event handlers should you implement? (Each correct answer presents part of the solution. Choose all that apply.)

- A. loaded
- B. activated
- C. onsettings
- D. oncheckpoint

Answer: B,D

Question No : 32 - (Topic 3)

You need to ensure that the compiler-generated metadata for the ToyInventory library meets the requirements.

Which compiler and associated switch should you use?

- A. Use the MIDL.exe compiler with the /win64 switch.
- B. Use the MIDLRT.exe compiler with the /winmd switch.
- C. Use the MIDLRT.exe compiler with the /winrt switch
- D. Use the MDMERGE.exe compiler.with the /v switch.

Answer: C

Question No : 33 - (Topic 3)

You need to ensure that the app meets the business requirements for user interface design.

Which code segment should you insert at line UL15?

- A. `layout: new ui.GridLayout({ groupHeaderPosition: "left" })`
- B. `layout: new ui.GridLayout({ groupHeaderPosition: "top" })`
- C. `layout: new ui.GridLayout(ui. ListLayout{ groupHeaderPosition: "left" })`
- D. `layout: new ui.GridLayout(ui. listLayout{ groupHeaderPosition: "top" })`

Answer: C

Question No : 34 - (Topic 3)

You need to handle inventory changes according to the requirements.

Which code segment should you insert at line ST12?

- A. `notificationManager.createToastNotifier().getScheduledToastNotifications(toastXml);`
- B. `var toast = new notifications.ToastNotification(toastXml);
notificationManager.createToastNotifier().show(toast);`
- C. `var toast = new notifications.ToastNotification(toastXml);
notificationManager.createToastNotifier().getScheduledToastNotifications(toast);`
- D. `notificationManager.createToastNotifier().show(toastXml);`

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: B

Question No : 35 - (Topic 3)

You need to ensure that the app meets the business requirements for user interface design.

Which code segment should you insert at line UL15?

- A. `layout: new ui.ListLayout (ui.GridLayout{ horizontal: "false" })`
- B. `layout: new ui.GridLayout({ groupHeaderPosition: "top" })`
- C. `layout: new ui.ListLayout({ horizontal: "false" })`
- D. `layout: new ui.GridLayout(ui. ListLayout{ groupHeaderPosition: "top" })`

Answer: B

Question No : 36 - (Topic 3)

You need to ensure that the app presents notifications according to the requirements.

Which code segment should you insert at line ST11?

- A.

```
var duration = toastXml.getElementsByTagName("duration");  
duration[0].setAttribute("toast", toastContent.ToastDuration.long);
```
- B.

```
var duration = toastXml.getElementsByTagName("toast");  
duration[1].setAttribute("duration", toastContent.ToastDuration.short);
```
- C.

```
var duration = toastXml.getElementsByTagName("toast");  
duration[0].setAttribute("duration", toastContent.ToastDuration.short);
```
- D.

```
var duration = toastXml.getElementsByTagName("duration");  
duration[1].setAttribute("toast", toastContent.ToastDuration.long);
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: C

Question No : 37 - (Topic 3)

You need to implement the business requirement for the layout of the user interface.

Which navigation design patterns should you implement? (Each answer presents part of the solution. Choose all that apply)

- A. Use the Detail pages hierarchical system design pattern to display toys that belong to a category.
- B. Use the Flat system design pattern to navigate the different toy categories.
- C. Use the Hub pages hierarchical system design pattern to navigate the different toy categories.
- D. Use the Section pages hierarchical system design pattern to display toys that belong to a category.

Answer: A,C

Topic 4, Automotive Manufacturer

Background

You are developing an app for an automotive manufacturer. The app will display information about the vehicle, the vehicle owner's manual, and the maintenance schedule. The app will be available to install from the Windows Store.

Business Requirements

The app must meet the following business requirements:

- ✍ Display the company logo on the Main screen. Owner's Manual screen, and Service Record screen of the app.
- ✍ Allow users to store their vehicle information to identify the correct information to display within the app.
- ✍ Prominently display a stock image of the user's vehicle on the Main screen at the full height of the app.
- ✍ Send notifications by using tile updates when a scheduled maintenance is approaching or past due.
- ✍ Insert service data in the appropriate locations, and update the Service Record screen with data received from a cloud service.
- ✍ Display related media within the app.

Technical Requirements

The app must meet the following technical requirements.

User Experience

- ✍ The app user interface must follow Microsoft design guidelines.
- ✍ The user must be able to insert or update service records.
- ✍ The user must be able to filter service records by date or service type.
- ✍ The user must be able to navigate between various parts of the app including but not limited to the Main screen, Service Record screen, and Owner's Manual screen.
- ✍ The user cannot switch between categories by using the Back button.
- ✍ The data from the cloud service must automatically populate the Service Record screen.
- ✍ The Main screen must have a dark background. All other screens must have a light background with contrasting colored text.
- ✍ All multimedia must provide a full-screen mode that can be activated by the end user.
- ✍ All media items must start when the user interacts with them and stop immediately when a video ends.
- ✍ The app must accept and display tile messages and notification messages from the cloud service.
- ✍ The navigational icons must not be displayed if the content of the screen does not require such display.
- ✍ Any page of the owner's manual must be able to be pinned to the Windows Start screen.
- ✍ When the app is pinned to the Windows Start screen all live tile sizes must be available to the users.

- ✍ When a specific app page is pinned to the Windows Start screen, the page tile cannot be wider or taller than the dimensions of a wide tile.
- ✍ Short names and display names must not be displayed on square tiles.

Development

- ✍ The app must use Microsoft Visual Studio preconfigured templates with built-in data structures.
- ✍ External notifications must be delivered by using Windows Push Notification Services (WNS).
- ✍ The app must be able to receive push notifications from a Windows Azure Mobile Services endpoint.
- ✍ Each HTML file must be supported by similarly named JavaScript and CSS files (for example, myFile.html, myFile.js, myFile.css).

File: main.html

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
MH01 <!DOCTYPE html>
MH02 <html>
MH03 <head>
MH04 ...
MH05 <div class="section3" data-win-control="WinJS.UI.HubSection" data-win-
options="{ isHeaderStatic: true }"
MH06 data-win-res="{ winControl: { 'header': 'Section3' } }">
MH07 <div class="top-image-row">
MH08 <video id="playMedia" style="position: relative;" poster="/images/
blank1.jpg"></video>
MH09 </div>
MH10 <div class="sub-image-row">
MH11 
MH12 
MH13 
MH14 </div>
MH15 <div class="win-type-medium" data-win-res="{ textContent:
'DescriptionText' }"></div>
MH16 <div class="win-type-small">
MH17 <span data-win-res="{ textContent: 'Section3Description' }"></span>
MH18 </div>
MH19 </div>
MH20 ...
MH21 </html>
```

File: main.js

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.


```

MJ01 (function () {
MJ02     "use strict";
MJ03     ...
MJ04 });
MJ05 }) ();
MJ06 function playMedia(e) {
MJ07     return function () {
MJ08         var vid = WinJS.Utilities.query("#playMedia")[0];
MJ09         switch(e)
MJ10         {
MJ11             case 1:
MJ12                 src = "media/movie1.mp4";
MJ13                 break;
MJ14             case 2:
MJ15                 src = "media/movie2.mp4";
MJ16                 break;
MJ17             default:
MJ18                 src = "media/movie3.mp4";
MJ19         }
MJ20         vid.src = src;
MJ21         vid.play();
MJ22     };
MJ23 }

```

File: manual.html

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```

OH01 <!DOCTYPE html>
OH02 <html>
OH03 <head>
OH04     <meta charset="utf-8" />
OH05     <title>manual</title>
OH06     <link href="//Microsoft.WinJS.2.0/css/ui-dark.css" rel="stylesheet" />
OH07     <script src="//Microsoft.WinJS.2.0/js/base.js"></script>
OH08     <script src="//Microsoft.WinJS.2.0/js/ui.js"></script>
OH09     <link href="manual.css" rel="stylesheet" />
OH10     <script src="manual.js"></script>
OH11 </head>
OH12 <body>
OH13     <div class="manual fragment">
OH14         <header aria-label="Header content" role="banner">
OH15             <button data-win-control="WinJS.UI.BackButton"></button>
OH16             <h1 class="titlearea win-type-ellipsis">
OH17                 <span class="pagetitle">Owner's Manual</span>
OH18             </h1>
OH19         </header>
OH20         <section aria-label="Main content" role="main">
OH21             <p>Owner's Manual Content</p>
OH22         </section>
OH23         <div id="appBar" data-win-control="WinJS.UI.AppBar" data-win-options="">
OH24             <button data-win-control="WinJS.UI.AppBarCommand"
OH25                 data-win-options="{id:'cmdPin',label:'Pin To Start',icon:'pin',
OH26                 section:'global',tooltip:''}"></button>
OH27         </div>
OH28 </body>
</html>

```

File: manual.js

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
OJ01 (function () {
OJ02     "use strict";
OJ03     WinJS.UI.Pages.define("/pages/manual/manual.html", {
OJ04         ready: function (element, options) {
OJ05             document.getElementById("cmdPin").addEventListener
OJ06             ("click", pinSecondaryTile, false);
OJ07             var navState = {
OJ08                 backStack: WinJS.Navigation.history.backStack.slice(0),
OJ09                 forwardStack: WinJS.Navigation.history.forwardStack.slice(0),
OJ10                 current: WinJS.Navigation.history.current
OJ11             };
OJ12             WinJS.Navigation.history = navState;
OJ13         },
OJ14         unload: function () {
OJ15         },
OJ16         updateLayout: function (element) {
OJ17         }
OJ18     });

OJ19     function pinSecondaryTile() {
OJ20         var SecondaryTileId = "SecondaryTile.Logo";
OJ21         var square70x70Logo =
OJ22             new Windows.Foundation.Uri("ms-appx:///Images/square70x70Tile-sdk.png");
OJ23         var square150x150Logo =
OJ24             new Windows.Foundation.Uri("ms-appx:///Images/square150x150Tile-sdk.png");
OJ25         var wide310x150Logo =
OJ26             new Windows.Foundation.Uri("ms-appx:///Images/wide310x150Tile-sdk.png");
OJ27         var square30x30Logo =
OJ28             new Windows.Foundation.Uri("ms-appx:///Images/square30x30Tile-sdk.png");
OJ29         var var1 = new Date();
OJ30         var newTileActivationArguments = SecondaryTileId + " WasPinnedAt=" + var1;
OJ31         var tile = new Windows.UI.StartScreen.SecondaryTile(SecondaryTileId, "Owner's
Manual",
OJ32             newTileActivationArguments,
OJ33             square150x150Logo,
OJ34             Windows.UI.StartScreen.TileSize.Square150x150);
OJ35         tile.visualElements.wide310x150Logo = wide310x150Logo;
OJ36         tile.visualElements.square30x30Logo = square30x30Logo;
OJ37         tile.visualElements.foregroundText =
OJ38             Windows.UI.StartScreen.ForegroundText.dark;
OJ39         tile.requestCreateForSelectionAsync({ x: 0, y: 0, width: 640, height: 400 },
OJ40             Windows.UI.Popups.Placement.below);
OJ41     }
OJ42 }());
```

File: service.html

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
SH01 <!DOCTYPE html>
SH02 <html>
SH03 <head>
SH04     ...
SH05 </head>
SH06 <body>
SH07
SH08 </body>
SH09 </html>
```

File: service.js

Relevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```

SJ01 (function () {
SJ02     "use strict";
SJ03     WinJS.UI.Pages.define("/pages/service/service.html", {
SJ04         ready: function (element, options) {
SJ05             var buttonSave = document.getElementById("btnAddServiceRecord");
SJ06             var client = new WindowsAzure.MobileServiceClient(
SJ07                 "https://cardataservice17.azure-mobile.net/", "myPrivateKey"
SJ08             );
SJ09             ...
SJ10         });

SJ11     function updateTile() {
SJ12         var Notification = Notification;
SJ13         var square310x310Xml = Notification.TileUpdateManager.getTemplateContent
            (Notification.TileTemplateType.tileSquare310x310Text05);
SJ14         square310x310Xml.getElementsByTagName("text")[0].setAttribute("id", "1");
SJ15         square310x310Xml.getElementsByTagName("text")[0].appendChild
            (square310x310Xml.createTextNode("My Alert"));
SJ16         var wide310x150Xml = Notification.TileUpdateManager.getTemplateContent
            (Notification.TileTemplateType.tileWide310x150Text03);
SJ17         var tileTextAttributes = wide310x150Xml.getElementsByTagName("text");
SJ18         tileTextAttributes[0].appendChild(wide310x150Xml.createTextNode("My Alert"));
SJ19         var square150x150Xml = Notification.TileUpdateManager.getTemplateContent
            (Notification.TileTemplateType.tileSquare150x150Text04);
SJ20         var squareTileTextAttributes = square150x150Xml.getElementsByTagName("text");
SJ21         squareTileTextAttributes[0].appendChild(square150x150Xml.createTextNode
            ("My Alert"));
SJ22         var node =
            square310x310Xml.importNode(square150x150Xml.getElementsByTagName("binding")
                .item(0), true);
SJ23         square310x310Xml.getElementsByTagName("visual").item(0).appendChild(node);
SJ24         node =
            square310x310Xml.importNode(wide310x150Xml.getElementsByTagName("binding")
                .item(0), true);
SJ25         square310x310Xml.getElementsByTagName("visual").item(0).appendChild(node);
SJ26         var appNotification = new Notification.TileNotification(square310x310Xml);
SJ27     }
SJ28 }
SJ29 }) ();

```

Question No : 38 DRAG DROP - (Topic 4)

You need to configure the app to receive push notifications.

Which four 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.

	Answer Area
<p>On the Capabilities tab of the app manifest, select the Private Networks (Client & Server) check box.</p>	
<p>Authenticate the Windows Azure Mobile Services with the client secret and Package security identifier (SID) provided by Windows Push Notification Service (WNS).</p>	
<p>Register the app name in the Windows Dev Center.</p>	
<p>On the Capabilities tab of the app manifest, select the Enterprise Authentication check box.</p>	
<p>Associate the app with the Windows Store.</p>	
<p>Establish the channel between the PushNotificationChannelManager and the WNS Service.</p>	

Answer:

	Answer Area
On the Capabilities tab of the app manifest, select the Private Networks (Client & Server) check box.	Register the app name in the Windows Dev Center.
Authenticate the Windows Azure Mobile Services with the client secret and Package security identifier (SID) provided by Windows Push Notification Service (WNS).	On the Capabilities tab of the app manifest, select the Enterprise Authentication check box.
Register the app name in the Windows Dev Center.	Authenticate the Windows Azure Mobile Services with the client secret and Package security identifier (SID) provided by Windows Push Notification Service (WNS).
On the Capabilities tab of the app manifest, select the Enterprise Authentication check box.	On the Capabilities tab of the app manifest, select the Private Networks (Client & Server) check box.
Associate the app with the Windows Store.	
Establish the channel between the PushNotificationChannelManager and the WNS Service.	

Question No : 39 - (Topic 4)

You need to implement the navigation between screen categories.

What should you do?

- A. Place one link for each category on every screen and use an <href> tag to go to the category screens.
- B. Implement category navigation controls on the nav bar on every screen.
- C. Place one button for each category on every screen and use the WinJS.navigate command to go to the category screens.
- D. Implement category navigation controls on the app bar on every screen.






Answer: B

Question No : 40 HOTSPOT - (Topic 4)

You need to begin the project development.






Which project template should you choose? To answer, select the appropriate project template type in the answer area.

Answer Area

	Blank App	JavaScript
	Grid App	JavaScript
	Split App	JavaScript
	Hub App	JavaScript
	Navigation App	JavaScript






Answer:

Answer Area

	Blank App	JavaScript
	Grid App	JavaScript
	Split App	JavaScript
	Hub App	JavaScript
	Navigation App	JavaScript

Explanation:

Answer Area

	Blank App	JavaScript
	Grid App	JavaScript
	Split App	JavaScript
	Hub App	JavaScript
	Navigation App	JavaScript

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Microsoft Exams List

70-246 Dump PDF VCE	70-485 Dump PDF VCE	70-742 Dump PDF VCE	98-366 Dump PDF VCE
70-247 Dump PDF VCE	70-486 Dump PDF VCE	70-743 Dump PDF VCE	98-367 Dump PDF VCE
70-331 Dump PDF VCE	70-487 Dump PDF VCE	70-744 Dump PDF VCE	98-368 Dump PDF VCE
70-332 Dump PDF VCE	70-488 Dump PDF VCE	70-761 Dump PDF VCE	98-369 Dump PDF VCE
70-333 Dump PDF VCE	70-489 Dump PDF VCE	70-762 Dump PDF VCE	98-372 Dump PDF VCE
70-334 Dump PDF VCE	70-490 Dump PDF VCE	70-765 Dump PDF VCE	98-373 Dump PDF VCE
70-339 Dump PDF VCE	70-491 Dump PDF VCE	70-768 Dump PDF VCE	98-374 Dump PDF VCE
70-341 Dump PDF VCE	70-492 Dump PDF VCE	70-980 Dump PDF VCE	98-375 Dump PDF VCE
70-342 Dump PDF VCE	70-494 Dump PDF VCE	70-981 Dump PDF VCE	98-379 Dump PDF VCE
70-345 Dump PDF VCE	70-496 Dump PDF VCE	70-982 Dump PDF VCE	MB2-700 Dump PDF VCE
70-346 Dump PDF VCE	70-497 Dump PDF VCE	74-343 Dump PDF VCE	MB2-701 Dump PDF VCE
70-347 Dump PDF VCE	70-498 Dump PDF VCE	74-344 Dump PDF VCE	MB2-702 Dump PDF VCE
70-348 Dump PDF VCE	70-499 Dump PDF VCE	74-409 Dump PDF VCE	MB2-703 Dump PDF VCE
70-354 Dump PDF VCE	70-517 Dump PDF VCE	74-678 Dump PDF VCE	MB2-704 Dump PDF VCE
70-383 Dump PDF VCE	70-532 Dump PDF VCE	74-697 Dump PDF VCE	MB2-707 Dump PDF VCE
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70-385 Dump PDF VCE	70-534 Dump PDF VCE	77-427 Dump PDF VCE	MB2-711 Dump PDF VCE
70-410 Dump PDF VCE	70-640 Dump PDF VCE	77-600 Dump PDF VCE	MB2-712 Dump PDF VCE
70-411 Dump PDF VCE	70-642 Dump PDF VCE	77-601 Dump PDF VCE	MB2-713 Dump PDF VCE
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70-470 Dump PDF VCE	70-695 Dump PDF VCE	77-891 Dump PDF VCE	MB6-884 Dump PDF VCE
70-473 Dump PDF VCE	70-696 Dump PDF VCE	98-349 Dump PDF VCE	MB6-885 Dump PDF VCE
70-480 Dump PDF VCE	70-697 Dump PDF VCE	98-361 Dump PDF VCE	MB6-886 Dump PDF VCE
70-481 Dump PDF VCE	70-698 Dump PDF VCE	98-362 Dump PDF VCE	MB6-889 Dump PDF VCE
70-482 Dump PDF VCE	70-734 Dump PDF VCE	98-363 Dump PDF VCE	MB6-890 Dump PDF VCE
70-483 Dump PDF VCE	70-740 Dump PDF VCE	98-364 Dump PDF VCE	MB6-892 Dump PDF VCE
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