



Microsoft

Exam 70-482

**Advanced Windows Store App Development using HTML5 and
JavaScript**

Version: 8.0

[Total Questions: 175]

Topic break down

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Topic 1, Scenario 1

Application Information

You are developing two Windows Store apps by using JavaScript: a Personal Trainer app and a Client app. The apps will allow personal fitness trainers to interact with their remote clients.

Business Requirements- Personal Trainer Application

The Personal Trainer app must allow trainers to perform the following tasks:

- ✍ Create and store video and audio recordings of workout routines.
- ✍ View the profile and workout recordings for only one client at any time.

Business Requirements- Client Application

The Client app must allow clients to perform the following tasks:

- ✍ Browse a list of the trainer's workout recordings.
- ✍ Record workouts by using the built-in webcam.
- ✍ Play, pause, restart, and stop workout recordings.
- ✍ If the capability is supported, allow the client's webcam to pan as the client moves around the room.
- ✍ Upload workout recordings for trainer review.
- ✍ Update their individual profiles to indicate workouts completed, calories burned, and current weight.

The Client app must validate that the client's subscription is valid.

Technical Requirements- General

The Personal Trainer and Client apps must meet the following technical requirements:

- ✍ Connect to the Internet.
- ✍ Store workout recordings in the cloud.
- ✍ Enable retrieval of workout recordings by using a custom URL.
- ✍ Encapsulate the video player in a custom control.
- ✍ Identify the maximum zoom of the user's webcam in millimeters.
- ✍ Store client profiles in XML files in the trainers' Documents folders to allow for disconnected editing.
- ✍ Synchronize the XML files with cloud storage by using a background task when the Internet is available.
- ✍ Send trainer workout videos to cloud storage by using a background task when the trainer's device is idle. Indicate the status of the upload operation each time the trainer starts the app. Suspend the background task when the Internet is not available.
- ✍ Separate business and complex logic into WinMD components. The solution debugging settings must include the WinMD components.

Technical Requirements- Hardware Requirements

The Personal Trainer and Client apps must support the following hardware requirements:

- ✍ Windows 8
- ✍ Webcam, microphone, and speakers
- ✍ Internet connection

While testing the apps, you identify the following issues:

- ✍ When you start the app for the first time, the system displays this warning message: "This app needs permission to use your camera, which you can change in the app's settings."
- ✍ When you run the loadClientProfile() method in the clientData.js file, you receive an "Access Denied" exception.
- ✍ The findCamera() method in the video.js file throws an exception on some devices.
- ✍ The recordVideo() method in the video.js file throws an exception when the device does not support tilting.

clientData.js

```
CD01 function loadClientProfile() {
CD02   var fop = new Windows.Storage.Pickers.FileOpenPicker();
CD03   fop.viewMode = Windows.Storage.Pickers.PickerViewMode.thumbnail;
CD04
CD05   fop.fileTypeFilter.replaceAll([".xml"]);
CD06
CD07   (function (file) {
CD08     if (file) {
CD09       display(file);
CD10     }
CD11     else {
CD12       processError(file);
CD13     }
CD14   });
CD15 }
CD16
CD17 function saveClientProfile() {
CD18   var sp = new Windows.Storage.Pickers.FileSavePicker();
CD19   sp.defaultFileExtension = ".xml";
CD20   sp.suggestedFileName = "New Client";
CD21
CD22
CD23   sp.pickSaveFileAsync().then(
CD24     function (file) {
CD25       if (file) {
CD26         displaySaved(file);
CD27       }
CD28       else {
CD29         processError(file);
CD30       }
CD31     });
CD32 }
```

video.js

```
VD01 function recordVideo() {
VD02   var device = new Windows.Media.Capture.MediaCapture();
VD03   var videoDev = device.videoDeviceController;
VD04   var canTilt = videoDev.tilt.capabilities.supported;
VD05
VD06
VD07   ...
VD08 }
VD09
VD10 var cameraID;
VD11
VD12 function findCamera() {
VD13   var deviceInfo = Windows.Devices.Enumeration.DeviceInformation;
VD14   deviceInfo.findAllAsync(Windows.Devices.Enumeration.DeviceClass.videoCapture).then
(function (devices) {
VD15     cameraID = devices[0].id;
VD16   }, errorHandler);
VD17 }
VD18
```

background.js

```
BG01 function registerBackgroundTask(condition) {
BG02   var builder = new Windows.ApplicationModel.Background.BackgroundTaskBuilder();
BG03   builder.name = "videoLoader";
BG04   builder.taskEntryPoint = "background.js";
BG05   builder.setTrigger(
BG06     Windows.ApplicationModel.Background.SystemTrigger(
BG07
BG08     ));
BG09
BG10   ...
BG11 }
BG12
BG13 function unregisterBackgroundTask() {
BG14
BG15   var i = tasks.hasCurrent;
BG16   while (i) {
BG17     var task = tasks.current.value;
BG18     if (task.name === "videoLoader") {
BG19       task.unregister(true);
BG20     }
BG21     i = tasks.moveNext();
BG22   }
BG23 }
```

Question No : 1 - (Topic 1)

You need to validate whether the additional video recording functionality for the Client app is supported.

Which code segment should you insert at line VD05?

- A. `var canFocus = videoDev.getEeviceProperty("focus");`
- B. `var car.Zoom = videoDev.getEeviceProperty ("zoom") ;`
- C. `var canPan = videoDev.pan.capabilities.supported;`
- D. `var canPan = mediaCaptureSettings.pan.capabilities .supported;`

Answer: C

Question No : 2 - (Topic 1)

You need to separate the business and complex logic into components.

Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. In the JavaScript code, register the handler for the extension/mime-type.
- B. In the package.appxmanifest file, create an Extensions section and register the component .dll file.
- C. In Windows Explorer, drag the component .dll file to the project bin directory.
- D. In Microsoft Visual Studio Solution Explorer, right-click the References folder and then click Scope to This.

Answer: A,B

Explanation: A: In Microsoft Internet Explorer 4.0 and later, MIME type determination occurs in URL monikers through the FindMimeFromData method. Determining the MIME type allows URL monikers and other components to find and launch the correct object server or application to handle the associated conten

B:

* An application that registers a background task needs to declare the feature in the application manifest as an extension, as well as the events that will trigger the task. If you forget these steps, the registration will fail. There is no <Extensions> section in the application manifest of the Microsoft Visual Studio standard template by default, so you need to insert it

as a child of the Application tag.

* You can implement Windows RunTime components for your apps, but you must register those components with the operating system for them to run correctly. To register a Windows RunTime component, you must put the registration information in the WinMD files and in the app manifest. If a project implements a Windows RunTime component, the build output of the project will contain a WinMD file. Visual Studio extracts the Windows RunTime registration information from the WinMD file and generates the appropriate

Extensions elements in the app manifest.

The system supports two forms of servers: .dll servers (in-process) and .exe servers (out-of-process). These servers require similar but different registration information that must be copied into the app manifest. Visual Studio supports generating manifest only for .dll servers, and the DLLServer extension is required to register .dll servers. The following values in the app manifest are taken from the WinMD files to construct the DLLServer

Extension:

DllPath

ActivatableClassId

ThreadingModel

ActivatableClass (ActivatableClassId attribute)

Here's an example of the output XML:

```
<extension category="Microsoft.Windows.ActivatableClass">
<dllServer>
<dllPath>Fabrikam.dll</dllPath>
<activatableClass activatableClassId="Fabrikam.MyClass" threadingModel="sta" />
</dllServer>
</extension>
```

Question No : 3 - (Topic 1)

You need to handle the exception error in the clientData.js file.

What should you do?

- A. Modify the display function to handle the error.
- B. Insert a try statement immediately after line CD07 and a catch block immediately before line CD14. Handle the error in the catch block.
- C. Modify the processError function to handle the error.
- D. Insert a try statement immediately after line CD01 and a catch block immediately before line CD15. Handle the error in the catch block.

Answer: A

Question No : 4 - (Topic 1)

You need to complete the code to start the background task.

Which code segment should you insert at line BG07?

- A. `Windows.ApplicationModel.Background.SystemTriggerType.connectedStateChange, true`
- B. `Windows.ApplicationModel.Background.SystemTriggerType.networkStateChange, false`
- C. `Windows.ApplicationModel.Background.SystemTriggerType.sessionConnected, true`
- D. `Windows.ApplicationModel.Background.SystemTriggerType.internetAvailable, false`

Answer: D

Question No : 5 - (Topic 1)

You need to attach the background task.

Which code segment should you insert at line BG09?

- A. `var task = builder.setTrigger(this);`
- B. `var task = builder.setTrigger();`
- C. `var task = builder.register ();`
- D. `var task = builder.register (this);`

Answer: C

Question No : 6 - (Topic 1)

You need to validate whether the additional video recording functionality for the Client app is supported.

Which code segment should you insert at line VD05?

- A. `var canPan = mediaCaptureSettings.pan.capabilities.supported;`
- B. `var canPan = videoDev.pan.capabilities.supported;`
- C. `var canTilt = videoDev.getDeviceProperty("tilt");`
- D. `var canTilt = videoDev.getDeviceProperty("tilt supported");`

Answer: B

Question No : 7 - (Topic 1)

You need to set the default storage location for the client profiles.

Which code segment should you insert at line CD04?

- A. `fop.defaultFolder = Windows.Storage.Pickers.PickerLocationId.documentsLibrary;`
- B. `fop.defaultFolder = environment.getFolderPath(environment.specialFolder.applicationData);`
- C. `fop.suggestedStartLocation = "%AppData%";`
- D. `fop.suggestedStartLocation = Windows.Storage.Pickers.PickerLocationId.documentsLibrary;`

Answer: A

Question No : 8 - (Topic 1)

You need to attach the background task.

Which code segment should you insert at line BG09?

- A. `var task = builder.register();`
- B. `var task = Windows.ApplicationModel.Background.BackgroundTaskBuilder.insert(builder);`
- C. `var task: = Windows.ApplicationModel.Background.BackgroundTaskBuilder.insert(builder, this);`
- D. `var task = builder.setTrigger ();`

Answer: A

Question No : 9 - (Topic 1)

You need to enable debugging on the Personal Trainer app.

Which JavaScript project properties should you set? (Each correct answer presents part of

the solution Choose all that apply.)

- A. Set Allow Local Network Loopback to No.
- B. Set Debugger Type to Script Only.
- C. Set Debugger Type to Managed Only.
- D. Set Debugger to launch to Local Machine.

Answer: B,D

Explanation: B: Choose one of these debuggers from the Debugger Type list:

* Script Only

Debug JavaScript code in your app. Managed code and native code are ignored.

Etc.

D: Choose one of these options from the Debugger to launch list:

Local Machine

Simulator

Remote Machine

Question No : 10 - (Topic 1)

You need to debug the error that is displayed in the warning message.

What should you do?

- A. In the package.appxmanifest file, set the Webcam property in the Capabilities list.
- B. Insert the following code segment at line VD18:

```
var dialog = new Windows.Media.Capture.CameraCaptureUI( );  
dialog.photoSettings.enableCamera( );
```
- C. In the package.appxmanifest file, add Camera Settings to the available declarations.
- D. Insert the following code segment at line VD18:

```
var dialog = new Windows.Media.Capture.CameraCaptureUT( );  
dialog.videoSettings.enableCamera ( );
```

Answer: A

Question No : 11 - (Topic 1)

You need to prevent the device-specific tilting exception.

What should you do in the video.js file?

- A. Insert a try statement immediately after line VD01 and a catch block immediately before line VD08. Handle the VideoNotFound exception.
- B. Evaluate the canTilt variable. If true, bypass the code that tilts the camera.
- C. Evaluate the canTilt variable. If false, bypass the code that tilts the camera.
- D. Insert a try statement immediately after line VD01 and a catch block immediately before line VD08. Handle the MediaNotFound exception.

Answer: C

Question No : 12 - (Topic 1)

You need to retrieve the background task collection for the iteration loop.

Which code segment should you insert at line BG14?

- A.

```
var tasks =  
Windows.ApplicationModel.Background.BackgroundTaskRegistration.allTasks.first();
```
- B.

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskRegistration.allTasks  
();
```
- C.

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskRegistration.first();
```
- D.

```
var tasks = Windows.ApplicationModel.Background.BackgroundTaskBuilder.allTasks.first  
();
```

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

Answer: A

Question No : 13 - (Topic 1)

You need to ensure that client profiles can be saved in the required file format.

Which code segment should you insert at line CD21?

- A. fop.suggestedSaveFile = "*.txt";
- B. sp.fileTypeChoices.insert("Client Files", [".txt"]);
- C. sp.fileTypeChoices = new fileTypeItem("Client Files", [".xml"]);
- D. sp.fileTypeChoices.insert("Client Files", ".xml");

Answer: D

Question No : 14 - (Topic 1)

You need to identify the required camera specifications.

Which code segment should you insert at line VD06?

- A. var maxZoom = videoDev.zoom.capabilities.max;
- B. var cameraType = videoDev.extendedZoomProperties("cameraType");
- C. var cameraZoom = videoDev.zoom;
- D. var minZoom = mediaCaptureSettings.min.millimeters;

Answer: A

Question No : 15 - (Topic 1)

You need to prevent the exception that is being thrown by the findCamera() method.

What should you do?

- A. Check the devices collection for multiple devices.
- B. Place a try block immediately after line VD12 and a catch block immediately before line VD17. In the catch block, display the message property of the exception object to the user.
- C. In line VD10, set the cameraID variable to null.
- D. Check the devices collection for null before setting the cameraID variable.

Answer: D

Question No : 16 - (Topic 1)

You need to enable trainers to select client profiles.

Which code segment should you insert at line CD06?

- A. `fop.pickMultipleFileAsync (). then(`
- B. `fop.pickFileAsync (). then (`
- C. `fop.pickSingleFileAsync () .then{`
- D. `fop.pickSingleFile ().then (`

Answer: C

Topic 2, Scenario 2

Background

You are developing a Windows Store app by using JavaScript. The app is named Getting Around. The app will use geo-location to provide location-aware assistance to people who are traveling. Users will record audio information about locations.

Full and trial versions of the app will be available from the Windows Store. The feature name of the full version will be gettingAround. The trial version will be valid for 30 days.

Business Requirements

The Getting Around app must meet the following business requirements:

- ✍ Track the user's current location in accordance with the Windows Certification guidelines for devices and sensors.
- ✍ Notify the user about upcoming obstacles.
- ✍ Ensure that the user can play, pause, and stop audio recordings.
- ✍ Ensure that the user can listen to recordings on Digital Living Network Alliance (DLNA)-compatible headphones.

Technical Requirements

The Getting Around app must meet the following technical requirements:

- ✍ Connect to the Internet.
- ✍ Use the device's sensors to detect the user's location.
- ✍ Every 15 minutes, poll an obstacles database that is stored in the cloud.
- ✍ Send messages about upcoming obstacles to the lock screen of the user's device as soon as an obstacle is detected.
- ✍ Enable the user to save the most recently recorded location information on the device by using a DataCompositeValue object.
- ✍ Enable retrieval of audio recordings from a cloud server.
- ✍ Headphones, when connected, must use the Play To technology. The PlayTo control that is used for streaming is named aplayer and is in the HTML file that is used by the player.js file.

To assist with diagnostics and monitoring, the app must do the following:

- ✍ Place an audit log that will track touch events on the user's device.
- ✍ Store the audit log in the user's localSettings object.
- ✍ Ensure that the audit log can be sent by email to the support desk if the user is having problems.

The app must support the following hardware requirements:

- ✍ Windows 8
- ✍ Microphone and speakers
- ✍ Internet connection
- ✍ DLNA-compatible hearing device (optional)

While testing the app, you establish the following:

- ✍ The app fails to detect the location on some devices.
- ✍ When connectivity is lost, access to the obstacle data is not available.

background.js

```
BG01 function requestLockScreen() {
BG02   var background = new Windows.ApplicationModel.Background;
BG03   background.BackgroundExecutionManager.requestAccessAsync().then(
BG04     function (result) {
BG05
BG06       ...
BG07     }, errorHandler);
BG08 }
BG09
BG10 function registerTask() {
BG11   var builder = new Windows.ApplicationModel.Background.BackgroundTaskBuilder();
BG12   builder.name = "obstacles";
BG13   builder.taskEntryPoint = "obstacles.js";
BG14
BG15   builder.setTrigger(trigger);
BG16   ...
BG17 }
```

location.js

```
LO01 var latitude;
LO02 var longitude;
LO03 var location;
LO04
LO05 function trackLocation() {
LO06     location = new Windows.Devices.Geolocation.Geolocator();
LO07     if (location)
LO08         location.addEventListener("positionchanged", positionChanged);
LO09 }
LO10
LO11 function positionChanged(position) {
LO12     latitude = position.position.coordinate.latitude;
LO13     longitude = position.position.coordinate.longitude;
LO14     saveLocation();
LO15 }
LO16
LO17 function getLocation() {
LO18     try {
LO19         Windows.Devices.Geolocation.Geolocator().getGeopositionAsync().done
LO20         (function (position) {
LO21             if (position) {
LO22                 latitude = position.coordinate.latitude;
LO23                 longitude = position.coordinate.longitude;
LO24             }, errorHandler);
LO25         } catch (ex) {
LO26             errorHandler(ex);
LO27         }
LO28     }
LO29
LO30 function stopTracking() {
LO31     if (location)
LO32
LO33 }
LO34
LO35 function saveLocation() {
LO36
LO37 }
```

player.js

```
PL01 function playAudioFile(ndx) {
PL02   try {
PL03     var musicLibrary = Windows.Storage.KnownFolders.musicLibrary;
PL04     musicLibrary.getFilesAsync().then(
PL05       function (resultLibrary) {
PL06         if (resultLibrary.length > 0) {
PL07           document.getElementById("aplayer").src = URL.createObjectURL(resultLibrary
[ndx]);
PL08           document.getElementById("aplayer").play();
PL09         }
PL10       });
PL11   } catch (ex) {
PL12     handleError(ex);
PL13   }
PL14 }
PL15
PL16
PL17 function sourceRequestHandler(e) {
PL18   try {
PL19     var sr = e.sourceRequest;
PL20     var controller;
PL21
PL22     try {
PL23
PL24     } catch (ex) {
PL25       handleError(ex);
PL26     }
PL27
PL28   } catch (ex) {
PL29     handleError(ex);
PL30   }
PL31 }
```

Question No : 17 - (Topic 2)

You need to resolve the issue of unavailable obstacle data.

What should you do?

- A. Store the obstacle data in cloud storage.
- B. Download the obstacles database when the app is installed, and update the database when the app is updated.
- C. Store the obstacle data in indexedDB storage.
- D. Store the obstacle data in the sessionStorage object.

Answer: C

Question No : 18 - (Topic 2)

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.BackgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)`
- B. `if (result == background.BackgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)`
- C. `if (result != background.backgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)`
- D. `if (result != background.backgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)`

Answer: A

Question No : 19 - (Topic 2)

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.backgroundAccessStatus.denied)`
- B. `if (result == background.backgroundAccessStatus.allowedWithAlwaysOnRealTimeConnectivity)`
- C. `if (result == background.backgroundAccessStatus.allowedMayUseActiveRealTimeConnectivity)`
- D. `if (result == background.backgroundAccessStatus.unspecified)`

Answer: B

Question No : 20 - (Topic 2)

You need to implement the audit log.

Which object should you use?

- A. `Windows.Storage.ApplicationData.current.localSettings`

- B. Windows.Storage.ApplicationData.current.roamingFolder
- C. Windows.Storage.ApplicationData.current.temporaryFolder
- D. Windows.Storage.AppllcationData.current.temporarySettings

Answer: A

Question No : 21 - (Topic 2)

You need to find out whether the app is still in trial mode.

Which property should you check in the app startup code?

- A. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.isActive
- B. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.isTrial
- C. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.expiration.late
- D. Windows.ApplicationModel.Store.CurrentApp.licenseInformation.productLicenses

Answer: C

Question No : 22 - (Topic 2)

You need to retrieve and register a DLNA-compatible device.

Which code segment should you insert at line PL16?

- A. `var player = Windows.Media=Devices.AudioDeviceController ();`
- B. `var player = Windows.Media.Devices.DLNADeviceController ();`
- C. `var player = Windows-Media,PlayTo.PlayToManager.getForCurrentView();`
`player.addsventListener("sourcerequested", sourceRequestHandler, false);`
- D. `var player = Windows.Media.PlayTo.PlayToManager.showPlayToUI ();`
`player-addEventListener("sourcerequested", sourceRequestHandler, false);`

Answer: C

Question No : 23 - (Topic 2)

You need to handle the location-detection problem.

What should you do?

- A. Insert a try statement immediately after line LO05 and a catch block immediately before line LO09. Handle the exception in the catch block.
- B. Insert an else statement immediately before line LO09. In the else statement, display a notification that the device does not support location.
- C. At line LO08, change the positionchanged argument to statuschanged.
- D. At line LO06, change the Geolocator class to locator.

Answer: B

Question No : 24 - (Topic 2)

You need to turn off tracking.

Which code segment should you insert at line L032?

- A. `location.removeEventListener("statuschanged", statusChanged);`
- B. `location.removeEventListener.all() ;`
- C. `location.endTracking () ;`
- D. `location.removeEventListener("positior.changed", positionChanged);`

Answer: D

Question No : 25 - (Topic 2)

You need to implement the audit log.

What should you do?

- A. When the user moves the device, create a Windows Event Log entry.
- B. When the user moves the device, create a custom log file entry.
- C. When the user touches a button, create a Windows Event Log entry.
- D. When the user touches a button, create a custom log file entry.

Answer: D

Question No : 26 - (Topic 2)

You need to find out whether the user has purchased the app.

Which code segment should you insert in the default.js file?

- A.

```
var currentApp = Windows.ApplicationModel.Store.LicenseInformation;  
if (currentApp.productLicenses.hasKey("localSettings"))  
    ...
```
- B.

```
var currentApp = Windows.ApplicationModel.Store.CurrentApp;  
var licenseInformation = currentApp.licenseInformation;  
if (licenseInformation.productLicenses.lookup("localSettings").isActive)  
    ...
```
- C.

```
var currentApp = Windows.ApplicationModel.Store.CurrentApp;  
var licenseInformation = currentApp.licenseInformation;  
if (licenseInformation.productLicenses.lookup("gettingAround").isActive)  
    ...
```
- D.

```
var currentApp = Windows.ApplicationModel.Store.LicenseInformation;  
if (currentApp.productLicenses.hasKey("gettingAround"))  
    ...
```

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

Answer: C

Question No : 27 - (Topic 2)

You need to implement the database polling.

Which code segment should you insert at line BG14?

- A. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(1230, false) ;`
- B. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(15, false);`
- C. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger (900, true);`
- D. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(20, true);`

Answer: A

Question No : 28 - (Topic 2)

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.

Answer: B

Question No : 29 - (Topic 2)

You need to enable the user to save coordinates as specified in the requirements.

Which code segment should you insert at line L036?

- A.

```
var coordinates = new Windows.Storage.ApplicationDataCompositeValue();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = coordinates;
```
- B.

```
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = latitude + longitude;
```
- C.

```
var coordinates = new Windows.Storage.ApplicationDataCompositeValue();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container = localSettings.createContainer ("locationContainer");
container.value = coordinates;
```
- D.

```
var coordinates = new Windows.Storage.ApplicationDataContainer();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = coordinates;
```

- A. Option A
- B. Option B

- C. Option C
- D. Option D

Answer: A

Question No : 30 - (Topic 2)

You need to assign the audio stream to the controller declared at line PL20 according to the requirements.

Which code segment should you insert at line PL27?

- A. `sr.stream = controller.stream;`
- B. `sr.setSource(controller.stream);`
- C. `sr.setSource(controller);`
- D. `sr.setController(controller);`

Answer: C

Question No : 31 - (Topic 2)

You need to implement the database polling.

Which code segment should you insert at line BG14?

- A. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(15, false);`
- B. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(600, false);`
- C. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(900, true);`
- D. `var trigger = new Windows.ApplicationModel.Background.TimeTrigger(10, true);`

Answer: A

Question No : 32 - (Topic 2)

You need to specify the media to be streamed to DLNA-compatible devices.

Which code segment should you insert at line PL21?

- A. `controller = document.getElementById("aplayer").msPlayToSource;`
- B. `controller = document.getElementById("mediaplayer").msPlayToPrimary;`
- C. `controller = document.getElementById("aplayer").msGetPointerCapture;`
- D. `controller = document.getElementById ("mediaplayer") .msRealTime;`

Answer: A

Topic 3, Scenario 3

Background





A. Datum Corporation manufactures electronic measuring equipment that is sold worldwide. The equipment requires periodic inspection and calibration by a team of inspectors. The equipment supports near field communication (NFC).

Inspectors currently receive daily email messages that list the locations they must visit that day and the equipment they must inspect, calibrate, or update. To request schedule changes, inspectors must call, fax, or email a support center.




A. Datum plans to develop a Windows Store app that connects to a scheduling application hosted in Windows Azure. The app will allow inspectors to view client information, equipment information, and other documentation. Inspectors will use the app to report inspection results back to the company's Windows Azure application.

Business Requirements

Inspectors must be able to use the app to perform the following equipment-related tasks:

-  Gather information about each piece of equipment during inspections.
-  Update equipment software and firmware during inspections.
-  Identify missing and outdated equipment.
-  Submit orders for replacement equipment to the customer support team.

The app must support the following scheduling requirements:

-  When an inspector signs in to the app, daily schedule and task information must automatically download to the inspector's Windows device. The information must include client locations, equipment inventory at each location, and equipment settings. The files contain sensitive and proprietary information.
-  Inspectors must be able to request a list of other clients within a specified search distance who might require equipment inspection.
-  Inspectors must be able to refuse a task and remove it from their schedule.

Technical Requirements

File Download, Storage, and Security

-  When an inspector connects the app to a piece of equipment, the current

equipment software, firmware, drivers, and updates must be copied to the inspector's Microsoft SkyDrive folder.

- ✍ Inspectors must be able to search for equipment software and firmware updates stored in their SkyDrive folders.
- ✍ Downloaded files must be enrolled in selective wipe and made unavailable eight hours after download.
- ✍ The app must use background tasks to download files to the users' devices.
- ✍ All content files downloaded for the inspector's use must be available for searching in the app.
- ✍ All data transferred by the app between the Windows devices and the Windows Azure application must be secured and encrypted.

Equipment Interface and Connections

- ✍ While the app is connected to a piece of equipment, inspectors must be able to simultaneously display the app and the content of their SkyDrive folders.
- ✍ The user interface must include a slide control that allows the inspector to specify a search range for nearby clients.
- ✍ Inspectors must connect the app to any piece of equipment by using a tap connection.

File - Geofencing.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.

```
GF01 public async void OnGeofenceStateChanged(GeofenceMonitor sender, object e)
GF02 {
GF03 var reports = sender.ReadReports();
GF04 await Dispatcher.RunAsync(CoreDispatcherPriority.Normal, () =>
GF05 {
GF06     foreach (GeofenceStateChangeReport report in reports)
GF07     {
GF08         GeofenceState state = report.NewState;
GF09         Geofence geofence = report.Geofence;
GF10         if (state == GeofenceState.Removed)
GF11         {
GF12             GeofenceMonitor.Current.Geofences.Remove(geofence);
GF13         }
GF14         else if (state == GeofenceState.Entered)
GF15         {
GF16         }
GF17         else if (state == GeofenceState.Exited)
GF18         {
GF19         }
GF20     }
GF21 });
GF22 }
```

File - ProtectFile.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.


```

PF01 var appRootFolder = Windows.Storage.ApplicationData.current;
PF02 var enterpriseIdentity = "ADatum.com";
PF03
PF04 function addNewFolderButtonClick() {
PF05     var folderName = document.getElementById("folderName");
PF06     appRootFolder.createFolderAsync(folderName).then(
PF07         function (folder) {
PF08             var status = addItemProtected(folder, enterpriseIdentity);
PF09         });
PF10 }

PF11 function addItemProtected(item, enterpriseId) {
PF12
PF13     (itemPath, enterpriseId).then(
PF14         function (itemProtectionStatus) {
PF15             return itemProtectionStatus;
PF16         });
PF17 }

PF18 function readFile(file) {
PF19     try {
PF20         file.openReadAsync().then(
PF21             function (fileStream) {
PF22                 return fileStream;
PF23             });
PF24     }
PF25     catch (e) {
PF26     }
PF27     if (e.message == "Access Denied") {
PF28         Windows.Security.EnterpriseData.FileRevocationManager.
PF29             getStatusAsync(file).then(
PF30             function (itemProtectionStatus) {
PF31                 if (itemProtectionStatus ==
PF32                     Windows.Security.EnterpriseData.FileProtectionStatus.revoked)
PF33                 {
PF34                     item.deleteAsync().then(function () { return null; });
PF35                 }
PF36             });
PF37     }

```

File - BackgroundTask.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.

```

BT01 (function () {
BT02     "use strict";
BT03     var page = WinJS.UI.Pages.define("/html/backgroundtask.html", {
BT04         ready: function (element, options) {
BT05             document.getElementById("registerBackgroundTaskButton").
BT06                 addEventListener("click", registerBackgroundTask, false);
BT07             document.getElementById("unregisterBackgroundTaskButton").
BT08                 addEventListener("click", unregisterBackgroundTask, false);
BT09             BackgroundTask.updateUI();
BT10         }
BT11     });
BT12     function registerBackgroundTask() {
BT13         BackgroundTask.registerBackgroundTask
BT14             (BackgroundTask.BackgroundTaskEntryPoint,
BT15             BackgroundTask.BackgroundTaskName,
BT16             new Windows.ApplicationModel.Background.SystemTrigger
BT17             (Windows.ApplicationModel.Background.
BT18             SystemTriggerType.timeZoneChange, false), null);
BT19         BackgroundTask.updateUI();
BT20     }
BT21     function unregisterBackgroundTask() {
BT22
BT23         BackgroundTask.updateUI();
BT24     }
BT25 }) ();
BT26
BT27 var BackgroundTask = {
BT28     "updateUI": function () {
BT29         try {
BT30             var registerButton =
BT31                 document.getElementById("registerBackgroundTaskButton");
BT32             var unregisterButton =
BT33                 document.getElementById("unregisterBackgroundTaskButton");
BT34             var taskProgress =
BT35                 document.getElementById("BackgroundTaskProgress");
BT36             var taskStatus = document.getElementById("BackgroundTaskStatus");
BT37
BT38             registerButton && (registerButton.disabled =
BT39                 BackgroundTask.BackgroundTaskRegistered);
BT40             unregisterButton && (unregisterButton.disabled =
BT41                 !BackgroundTask.BackgroundTaskRegistered);
BT42             taskProgress && (taskProgress.innerText =
BT43                 BackgroundTask.BackgroundTaskProgress);
BT44             taskStatus && (taskStatus.innerText =
BT45                 BackgroundTask.getBackgroundTaskStatus
BT46                 (BackgroundTask.BackgroundTaskName));
BT47         } catch (ex) {
BT48         }
BT49     }
BT50 };

```

Question No : 33 - (Topic 3)

You need to ensure that drivers can be updated,

What should you do?

- A. Implement support for Microsoft DirectDraw Surface files.
- B. Connect to the Documents library.
- C. Create a custom driver to connect files to the app.
- D. Implement the FileOpenPicker control.

Answer: A

Question No : 34 - (Topic 3)

You need to ensure that drivers can be updated,

What should you do?

- A. Connect to SkyDrive.
- B. Implement the StorageLibrary class.
- C. Implement the OpenFileDialog class.
- D. Implement the FileSavePicker control.

Answer: A

Question No : 35 - (Topic 3)

You need to implement the secondary schedule functionality for inspectors.

Which two actions should you perform? Each correct answer presents part of the solution.

- A. Specify the maximum distance of nearby equipment.
- B. Ascertain the proximity of the nearest piece of client-owned equipment.
- C. Define a geofence by using the location capabilities of the device.
- D. Browse through the client database to find all clients with the same postal code.

Answer: A,C

Explanation: * From scenario, the secondary scheduling requirement is:

Inspectors must be able to request a list of other clients within a specified search distance who might require equipment inspection.

* Geofence

/ A geo-fence is a virtual perimeter for a real-world geographic areas. A geo-fence could be dynamically generated—as in a radius around a store or point location.

/ Geofence class

Contains the information to define a geofence, an area of interest, to monitor.

Question No : 36 - (Topic 3)

You need to enable the loading of the daily schedule when the inspector launches the application.

Which class should you use?

- A. BackgroundTaskBuilder
- B. BackgroundExecutionManager
- C. BackgroundTaskDeferral
- D. SystemCondition

Answer: B

Reference: <http://msdn.microsoft.com/en-us/library/windows/apps/windows.applicationmodel.background.backgroundexecutionmanager.requestaccessasync.aspx>

Question No : 37 - (Topic 3)

You need to implement the storage policy for secure documents.

Which code segment should you insert at line PF12?

- A. `Windows.Security.EnterpriseData.FileRevocationManager.protectAsync`
- B. `Windows.Security.EnterpriseData.FileRevocationManager.revoke`
- C. `Windows.Security.EnterpriseData.FileRevocationManager.copyProtectAsyync`
- D. `Windows.Security.EnterpriseData.FileRevocationManager.getStatusAsync`

Answer: A

Question No : 38 - (Topic 3)

You need to implement the file storage solution for equipment drivers and updates.

What should you do?

- A. Map the inspector's Documents folder as the default file storage location.
- B. Map the inspector's SkyDrive folder as the default file storage location.
- C. Map a KnownFolder as the local default file storage location.
- D. Use the Live Connect REST API to map a default file storage location.

Answer: B

Question No : 39 - (Topic 3)

You need to ensure that inspectors can manage tasks that are assigned to them.

Which code segment should you insert at line BT22?

- A. `BackgroundTask.unregisterBackgroundTasks (BackgroundTask.BackgroundTaskName) ;`
- B. `BackgroundTask.unregisterBackgroundTasks (sender.BackgroundTaskName) ;`
- C. `BackgroundTask.unregisterBackgroundTasks (e.BackgroundTaskName) ;`
- D. `BackgroundTask.unregisterBackgroundTasks (BackgroundTask.TaskName) ;`

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

Answer: A

Question No : 40 HOTSPOT - (Topic 3)

You need to enable the connection to the equipment.

Which app capability should you declare? To answer, select the appropriate check box in the dialog box in the answer area.

Answer Area

Capabilities:

- Enterprise Authentication
- Internet (Client)
- Internet (Client & Server)
- Location
- Microphone
- Music Library
- Pictures Library
- Private Networks (Client & Server)
- Proximity
- Removable Storage
- Shared User Certificates
- Videos Library
- Webcam

Answer:

Answer Area

Capabilities:

- Enterprise Authentication
- Internet (Client)
- Internet (Client & Server)
- Location
- Microphone
- Music Library
- Pictures Library
- Private Networks (Client & Server)
- Proximity
- Removable Storage
- Shared User Certificates
- Videos Library
- Webcam

Explanation:

Answer Area

Capabilities:

- Enterprise Authentication
- Internet (Client)
- Internet (Client & Server)
- Location
- Microphone
- Music Library
- Pictures Library
- Private Networks (Client & Server)
- Proximity
- Removable Storage
- Shared User Certificates
- Videos Library
- Webcam

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

Question No : 41 - (Topic 3)

You need to implement the activities that must occur when an inspector signs in.

What is the best approach to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. Create a task entry point that uses a BackgroundTaskBuilder object.
- B. Create a new instance of the Windows Store app.
- C. Create a new thread by using the System.Thread class.
- D. Create an AJAX ScriptManager object.

Answer: A

Question No : 42 - (Topic 3)

You need to enable the loading of the daily schedule when the inspector launches the application.

Which class should you use?

- A. BackgroundExecutionManager
- B. BackgroundWorkCost
- C. PushNotificationTrigger
- D. BackgroundTaskBuilder

Answer: A

Question No : 43 - (Topic 3)

You need to implement the file security policy.

What should you do?

- A. Implement the Windows.Security.Cryptography.CryptographicBuffer class.
- B. Add a certificate server to the network.
- C. Use SSL for all file transfers.
- D. Implement a Secure object by using the WinJS.System class.

Answer: A

Question No : 44 - (Topic 3)

You need to implement the Search features for the app.

What should you do?

- A. Add the app content to the Windows index.

- B. Map a KnownFolder property for the search files location.
- C. Modify the NeighboringFileQuery property.
- D. Implement a default Bing Search control.

Answer: A

Topic 4, Scenario 4

Application Information

You are developing a Windows Store app by using JavaScript. The app is named Print Near Me. The app will allow mobile users to find printers in their local area that subscribe to the Print Near Me network.

The Print Near Me app collects status data from subscribed networks, coordinates this data with the status of printers that are listed in the central Print Near Me service, and displays the closest locations that meet a user's printing requirements. The locations are identified by pinpoints on a map. The app uses a Printer Survey background task to populate the map.

The Print Here feature communicates with the central Print Near Me web server and nearby printers, and generates custom printer interfaces based on the available printers. The printer interfaces require complex calculations that involve repeated communications between the app and the central web server, and may result in high memory usage.

Printer providers may indicate whether a subscribed printer is available to the network or unavailable at any time.

Business Requirements

You have the following business requirements:

- ✍ Printer providers must have the option to approve users for each printer through instant messaging or email.
- ✍ When a user launches the Print Near Me app, the Printer Survey task must initiate communication between the app and the central web server to populate the map.
- ✍ Map pinpoints must be displayed as follows:
 - ✍ If the printer is available and does not require permission to print, display a green pinpoint.
 - ✍ If the printer is available and requires permission to print, display a yellow pinpoint.
 - ✍ If there is a printer or network status error, display a red pinpoint.
- ✍ Users must be able to initiate printing to a nearby printer by clicking or tapping the printer's pinpoint and then clicking Print Here.

Technical Requirements

You have the following technical requirements:

- ✍ The Print Here feature must run in a background process.
- ✍ The Printer Support feature must log and dispatch error messages.

- ✍ Log error messages locally.
- ✍ When the network is available, synchronize data with the central Print Near Me web server.
- ✍ Background task events must be logged locally.
- ✍ The printer interface calculations must use the Printer Survey task for communication to all sources.
- ✍ The Printer Survey task must push data to the app when the app is available.

Testing Requirements

You have the following testing requirements:

- ✍ Simulate user interactions in the app as part of the tests.
- ✍ Test the app performance on a variety of devices that have different capabilities, such as processing speed and screen resolution.
- ✍ Generate a file on each device for analysis in Microsoft Visual Studio. (Devices will not have Visual Studio installed.)
- ✍ Identify the app components that are called most frequently and that use the most CPU resources.
- ✍ Ensure that the app detects the location of all printers and consistently reports loss of connection.

printNearMe.js

```

PM01 (
PM02  function () {"use strict";
PM03
PM04     var page = WinJS.UI.Pages.define("/html/scenario2.html", {
PM05     ready: function (element, options) {
PM06     document.getElementById("PrintNearMe")
PM07     .addEventListener("click", PrintNearMeButtonHandler, false);
PM08     document.getElementById("PrintNearMePinPointControl")
PM09     .addEventListener("click", GetPrinterSurvey, false);
PM10
PM11     registerForPrintContract();registerBackgroundTask();
PM12
PM13     }
PM14     });
PM15
PM16  function registerForPrintContract() {
PM17
PM18  }
PM19
PM20  function PrintNearMeButtonHandler() {
PM21
PM22  }
PM23
PM24  function onPrintTaskRequested(printEvent) {
PM25     printEvent.request.createPrintTask("Print Near Me", function (args) {
PM26     args.setSource(MSApp.getHtmlPrintDocumentSource(document));
PM27     });
PM28  }
PM29
PM30  function registerBackgroundTask(taskEntryPoint, taskName, trigger, condition) {
PM31
PM32     PrintNearMeBackground.name = taskName;
PM33     PrintNearMeBackground.taskEntryPoint = taskEntryPoint;
PM34
PM35     var task = PrintNearMeBackground.register();
PM36     var printnearme_events = Windows.Storage.ApplicationData.current;
PM37     var printnearme_eventslog = printnearme_events.roamingSettings;
PM38
PM39     var printnearme_eventslog.values.add(taskName);
PM40  }
PM41  function GetPrinterSurvey () {
PM42     var pointid = e.target;
PM43     var PrinterNearMe = document.getElementById("Printerpinpoint"+ pointid);
PM44
PM45  }
PM46  })
PM47 ();

```

printerSurvey.js

```

PS01 (function () {
PS02   ...
PS03   "use strict";
PS04   var page = WinJS.UI.Pages.define("/html/printersurvey.html", {
PS05     ready: function (element, options) {
PS06       document.getElementById("xhrRemote").addEventListener
PS07       ("click", xhrRemote, false);
PS08       document.getElementById("xhrLocal").addEventListener
PS09       ("click", xhrLocal, false);
PS10     }
PS11   });
PS12   function xhrRemote() {
PS13     PrintNearMeCall("http://
rss.printnearme.contoso.com/3032127.xml", printnearme_errhandler);
PS14   }
PS15   function xhrLocal() {
PS16     PrintNearMeCall("survey.xml", printnearme_errhandler);
PS17   }
PS18   function PrintNearMeCall(url, callback) {
PS19     WinJS.log && WinJS.log("", "sample", "status");
PS20     document.getElementById("response").innerHTML = "";
PS21     callback(result.responseXML, result.status);
PS22   }
PS23   function (result) {
PS24     callback(null, result.status);
PS25   }
PS26   };
PS27   function printnearme_errhandler(xml, statusCode) {
PS28     if (xml) {
PS29       var items = xml.querySelectorAll("rss > channel > item");
PS30       if (items) {
PS31         var /*@override*/ length = Math.min(10, items.length);
PS32         for (var i = 0; i < length; i++) {
PS33           var link = document.createElement("a");
PS34           var newLine = document.createElement("br");
PS35           link.setAttribute("href", items[i].querySelector("link").textContent);
PS36           link.innerText = (i + 1) + " " + items[i].querySelector
PS37           ("title").textContent;
PS38           document.getElementById("response").appendChild(link);
PS39           document.getElementById("response").appendChild(newLine);
PS40         }
PS41       } else {
PS42         WinJS.log && WinJS.log("No printers are available", "sample", "status");
PS43       }
PS44     } else {
PS45       WinJS.log && WinJS.log(
PS46       "Unable to find printers. Status code: " + statusCode, "sample", "error");
PS47     }
PS48   }
PS49   }
PS50   }
PS51   }
PS52   }
PS53   }
PS54   }

```

printDriver.js

```

PD01 onmessage = function (event) {
PD02
PD03   function GeneratePrintDriver()
PD04   {
PD05     ...
PD06   }
PD07 }

```

Question No : 45 - (Topic 4)

You need to implement the required event logging.

Which code segment should you insert at line PM38?

- A.

```
var printnearme_eventsdir = printnearme_events.localStorage;  
printnearme_events.onDataChanged = ondatachanged;
```
- B.

```
var printnearme_eventsdir = printnearme_events.roamingFolder;  
printnearme_events.onDataChanged = ondatachanged;
```
- C.

```
var printnearme_eventsdir = printnearme_events.localData;  
printnearme_events.signalDataChanged (ondatachanged)
```
- D.

```
var printnearme_eventsdir = printnearme_events.temporaryFolder;  
printnearme_events.signalDataChanged (ondatachanged)
```

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

Answer: B

Question No : 46 - (Topic 4)

You need to implement the Print Here Mature.

Which code segment should you insert at line PM21?

- A. `Windows.Graphics.Printing.PrintManager.showPrintUIAsync();`
- B. `var printTask = printEvent.request.createPrintTask("PrintNearMe", function (args) {
 args.setSource(MSApp.getHtmlPrintDocumentSource(document));
});
printTask.createPrintTask();`
- C. `Windows.Graphics.Printing.PrintManager.showPrintUI();`
- D. `var printTask = printEvent.request.createPrintTask("PrintNearMe", function (args) {
 args.setSource(MSApp.createDataPackageFromSelection (document));
});
printTask.createPrintTask();`

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

Answer: A

Question No : 47 - (Topic 4)

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?

- A. `var PrinterSurvey = new Windows.ApplicationModel.Background.SystemTrigger();
PrintNearMeBackground.trigger = PrinterSurvey;`
- B. `var PrinterSurvey = new Windows.ApplicationModel.Background.PushNotificationTrigger
();
PrintNearMeBackground.trigger = PrinterSurvey;`
- C. `var PrinterSurvey = new Windows.ApplicationModel.Background.SystemTrigger();
PrintNearMeBackground.setTrigger(PrinterSurvey);`
- D. `var PrinterSurvey = new Windows.ApplicationModel.Background.PushNotificationTrigger
();
PrintNearMeBackground.setTrigger(PrinterSurvey);`

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

Answer: A

Question No : 48 - (Topic 4)

You need to implement the Printer Support error logging.

Which code segment should you insert at line PS18?

- A.

```
if (window.console && window.console.warn) {
    var originalWarn = window.console.warn;
    window.console.warn = function (msg) {
        window.dispatchEvent("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```
- B.

```
if (window.console && window.console.error) {
    var originalWarn = window.console.error;
    window.console.warn = function (msg) {
        window.dispatchEvent("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```
- C.

```
if (window.console && window.console.warn) {
    var originalWarn = window.console.warn;
    window.console.warn = function (msg) {
        window.msWriteProfilerMark("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```
- D.

```
if (window.console && window.console.error) {
    var originalWarn = window.console.error;
    window.console.warn = function (msg) {
        window.msWriteProfilerMark("Printer config issue: " + msg);
        originalWarn(msg);
    }
}
```

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

Answer: B

Question No : 49 - (Topic 4)

You need to generate the required test result files.

What should you do?

- A. Design tests to attach VSProfiler.exe to the Print Near Me app.
- B. Create a unit test project. Record interactions between the user and the Print Near Me app.
- C. Design tests to attach VSPerf.exe to the Print Near Me app.
- D. Create a coded UI test project. Record interactions between the user and the Print Near Me app.

Answer: C

Question No : 50 - (Topic 4)

You need to test connection reliability.

What should you do?

- A. Display the status of the tap gesture after the Start event. Test wireless connections by calling the ConnectAsync method.
- B. Display the status of the tap gesture after the Start event. Test wireless connections by calling the FindAllPeersAsync method.
- C. Display the status of the tap gesture after the TriggeredConnectionStateChanged event. Test wireless connections by calling the ConnectAsync method.
- D. Display the status of the tap gesture after the TriggeredConnectionStateChanged event. Test wireless connections by calling the FindAllPeersAsync method.

Answer: D

Question No : 51 - (Topic 4)

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

Which code segment should you insert at line PM44?

- A.

```
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.

```
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.

```
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.

```
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

Answer: C

Question No : 52 - (Topic 4)

You need to implement the Printer Survey error handling.

Which code segment should you insert at line PS08?

- A. `WinJS.Promise.onError(this).done(printnearme_errhandler);`
- B. `WinJS.Promise.done(this).then(printersurvey_errhandler);`
- C. `WinJS.Promise.onError(WinJS.Promise.onerror, printersurvey_errhandler);`
- D. `WinJS.Promise.addEventListener("error", printnearme_errhandler);`

Answer: D

Question No : 53 - (Topic 4)

You need to ensure that the custom printer interfaces and the Printer Survey task communicate correctly.

What should you do?

- A. Insert the following code segment at line PM10:
`self.importScripts("printDriver.js");`
- Insert the following code segment at line PD02:
`self.importScripts("printerSurvey.js");`
- B. Insert the following code segment at line PM10:
`var worker = new Worker("printDriver.js");`
- Insert the following code segment at line PD02:
`var worker = new Worker("printerSurvey.js");`
- C. Insert the following code segment at line PM10:
`self.importScripts("printDriver.js");`
- Insert the following code segment at line PD02:
`var worker = new Worker("printerSurvey.js");`
- D. Insert the following code segment at line PM10:
`var worker = new Worker("printDriver.js");`
- Insert the following code segment at line PD02:
`self.importScripts("printerSurvey.js");`

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

Answer: D

Question No : 54 - (Topic 4)

You need to ensure that the Printer Survey task populates the map pinpoints according to the requirements.

Which code segment should you insert at line PM31?

- A.

```
var PrintNearMeBackground =  
new Windows.ApplicationModel.Background.BackgroundExecutionManager();  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
        Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)  
    );
```
- B.

```
var PrintNearMeBackground =  
new Windows.ApplicationModel.Background.BackgroundExecutionManager();  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
        Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)  
    );
```
- C.

```
var PrintNearMeBackground =  
new Windows.ApplicationModel.Background.BackgroundTaskBuilder();  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
        Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)  
    );
```
- D.

```
var PrintNearMeBackground =  
new Windows.ApplicationModel.Background.BackgroundTaskBuilder();  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
        Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)  
    );
```

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

Answer: C

Question No : 55 - (Topic 4)

You need to ensure that the Printer Survey task meets the technical requirements.

Which code segment should you insert at line PS24?

- A. `var printersurvey = new WinJS.Promise;
printersurvey.theneach(queries).then(`
- B. `var printersurvey = new WinJS.Promise;
printersurvey.theneach(queries).done(`
- C. `var printersurvey = new WinJS.Promise;
printersurvey.join(queries).done(`
- D. `var printersurvey = new WinJS.Promise;
printersurvey.join(queries).then(`

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

Answer: C

Question No : 56 - (Topic 4)

You need to implement the Print Here command.

Which code segment should you insert at line PM17?

- A. `var printManager = Windows.ApplicationModel.Activation.ActivationKind.printTaskSettings();
printManager.ShowPrintUIAsync(onPrintTaskRequested);`
- B. `var printManager = Windows.ApplicationModel.Activation.ActivationKind.printTaskSettings();
printManager.onprinttaskrequested = onPrintTaskRequested;`
- C. `var printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();
printManager.onprinttaskrequested = onPrintTaskRequested;`
- D. `var printManager = Windows.Graphics.Printing.PrintManager.getForCurrentView();
printManager.ShowPrintUIAsync(onPrintTaskRequested);`

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

Answer: C

Question No : 57 HOTSPOT - (Topic 4)

You need to ensure that the Printer Survey task populates the map pinpoints according to the requirements.

What code should you insert at line PM31? (To answer, select the correct code segment from each dropdown list in the answer area.)

```
var PrintNearMeBackground =  
[Dropdown]  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
[Dropdown]  
);
```

```
var PrintNearMeBackground =  
[Dropdown]  
new Windows.ApplicationModel.Background.BackgroundExecutionBuilder();  
new Windows.ApplicationModel.Background.BackgroundExecutionManager();  
new Windows.ApplicationModel.Background.BackgroundTaskBuilder();  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
[Dropdown]  
    Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable)  
    Windows.ApplicationModel.Background.SystemConditionType.InternetSession)  
    Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)  
);
```

Answer:

```
var PrintNearMeBackground =
```

```
new Windows.ApplicationModel.Background.BackgroundExecutionBuilder();  
new Windows.ApplicationModel.Background.BackgroundExecutionManager();  
new Windows.ApplicationModel.Background.BackgroundTaskBuilder();  
PrintNearMeBackground.addCondition(  
    new Windows.ApplicationModel.Background.SystemCondition(  
        Windows.ApplicationModel.Background.SystemConditionType.InternetAvailable!  
        Windows.ApplicationModel.Background.SystemConditionType.InternetSession)  
        Windows.ApplicationModel.Background.SystemConditionType.SessionConnected)  
);
```

Topic 5, Mixed Questions

Question No : 58 - (Topic 5)

You develop a Windows Store app.

The app user interface is slow to load, and occasionally stops responding.

You need to increase the responsiveness of the user interface.

What should you implement?

- A. the Await operator
- B. Windows Runtime Metadata (WinMD) components
- C. promises
- D. the Web API of the Windows Library for JavaScript

Answer: B

Reference: <http://msdn.microsoft.com/en-us/magazine/jj651569.aspx>

Question No : 59 HOTSPOT - (Topic 5)

You are developing a Windows Store app in Microsoft Visual Studio.

You need to configure the app deployment options.

Where should you configure each deployment option? To answer, select the appropriate location from each list in the answer area.

Deployment option	Location
Upload screenshots	<input type="text"/>
Set age ratings	<input type="text"/>
Create app packages	<input type="text"/>
Upload app packages	<input type="text"/>
Set selling prices	<input type="text"/>

Deployment option	Location
Upload screenshots	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Set age ratings	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Create app packages	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Upload app packages	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Set selling prices	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center

Answer:

Deployment option	Location
Upload screenshots	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Set age ratings	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Create app packages	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Upload app packages	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center
Set selling prices	<input type="text"/> Microsoft Visual Studio only Windows Dev Center only Microsoft Visual Studio or command prompt Microsoft Visual Studio or Windows Dev Center

Question No : 60 - (Topic 5)

You are developing a Windows Store app by using JavaScript. The app persists a list of stocks in the app's settings. The stock list is identified by a key of stockList.

The app must allow users to remove their stock lists from the app's settings. The following function call removes the stockList setting:

```
deleteAppSetting("stockList") ;
```

You need to remove only stockList from the settings storage without disrupting other settings.

Which code segment should you use?

- C A.

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.sessionStorage;  
    localSettings.delete(setting);  
}
```
- C B.

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
    localSettings.values.clear(setting);  
}
```
- C C.

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
    localSettings.values.delete(setting);  
}
```
- C D.

```
function deleteAppSetting(setting) {  
    var localSettings = Windows.Storage.ApplicationData.current.localSettings;  
    localSettings.values.remove(setting);  
}
```

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

Answer: D

Question No : 61 - (Topic 5)

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 var polledUrl = "http://contoso.cloudapp.net/";  
04 var uri = new Windows.Foundation.Uri(polledUrl);  
05
```

You need to initiate polling.

Which code segment should you insert at line 05?

- A. `var recurrence = 1800;`
`notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);`
- B. `var recurrence = notifications.PeriodicUpdateRecurrence.halfHour;`
`notifications.TileUpdateManager.createTileUpdaterForApplication().startPeriodicUpdate(uri, startDate, recurrence);`
- C. `var recurrence = notifications.PeriodicUpdateRecurrence.halfHour;`
`notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);`
- D. `var recurrence = 1800;`
`notifications.TileUpdateManager.startPeriodicUpdate(uri, startDate, recurrence);`

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

Answer: B

Question No : 62 - (Topic 5)

You are developing a Windows Store app by using JavaScript.

The app will exchange small amounts of data with peerapps by using near field communication, The peerapps run on other computers within range.

You need to advertise the app by using proximity tapping.

Which function call or calls should you use?

- A. `Windows.Networking.Proximity.PeerFinder.broadcast(string)`
- B. `var peerInfo = new Windows.Networking.Proximity.PeerInformation();`
`peerInfo.displayName = displayNameTextBox.Text;`
`Windows.Networking.Proximity.PeerFinder.connectAsync(peerInfo);`
- C. `Windows.Networking.PushNotifications.PeerFinder.start()`
- D. `Windows.Networking.Proximity.PeerFinder.start()`

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

D. Option D

Answer: D

Reference: <http://msdn.microsoft.com/en-us/library/windows/apps/br241210.aspx>

Question No : 63 - (Topic 5)

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 No : 64 DRAG DROP - (Topic 5)

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.)

Name="internetClient" />	<Capabilities>
Name="bookmarksLibrary" />	<Capability Name="picturesLibrary" />
Name="networkConnectivity" />	<Capability Name="musicLibrary" />
Name="webcam" />	<Capability [redacted] />
Name="mediaStream" />	<DeviceCapability [redacted] />
	<DeviceCapability Name="proximity" />
	<DeviceCapability Name="location" />
	</Capabilities>

Answer:

Name="internetClient" />	<Capabilities>
Name="bookmarksLibrary" />	<Capability Name="picturesLibrary" />
Name="networkConnectivity" />	<Capability Name="musicLibrary" />
Name="webcam" />	<Capability Name="internetClient" />
Name="mediaStream" />	<DeviceCapability Name="webcam" />
	<DeviceCapability Name="proximity" />
	<DeviceCapability Name="location" />
	</Capabilities>

Question No : 65 DRAG DROP - (Topic 5)

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	
Requirement	Action
Test classes in the business layer	
Manually verify presentation layer functionality	
Automatically verify presentation layer functionality	

Create and run coded UI tests
Create and run unit tests
Run Performance Monitor
Run the Windows App Certification Kit
Visually inspect app results

Answer:

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

Question No : 66 HOTSPOT - (Topic 5)

You are developing a Windows Store app for an airline. The app will provide current flight status information.

The app will display the flight status on the lock screen if the user grants permission.

You have the following requirements:

- ✎ Display a dialog box that requests access to the lock screen.
- ✎ Display a message that indicates whether the user has granted access to the lock screen.

You need to ensure that the requirements are met.

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

Work Area

```
function requestAccess() {  
var Background = Windows.ApplicationModel. [dropdown]  
Background.BackgroundExecutionManager. [dropdown]  
.then(function (result) {  
  switch (result) {  
    case Background. [dropdown].denied:  
      myapp.displayStatus("denied access");  
      break;  
    case Background. [dropdown]  
      .allowedWithRealTimeConnectivity:  
      myapp.displayStatus("allowed access");  
      break;  
    ...  
  }  
}
```

Work Area

```
function requestAccess() {  
var Background = Windows.ApplicationModel. [dropdown]  
[dropdown]  
[dropdown]  
Background.BackgroundExecutionManager. [dropdown]  
[dropdown]  
.then(function (result) {  
  switch (result) {  
    case Background. [dropdown].denied:  
      [dropdown]  
      myapp.displayStatus("denied access");  
      break;  
    case Background. [dropdown]  
      [dropdown]  
      .allowedWithRealTimeConnectivity:  
      myapp.displayStatus("allowed access");  
      break;  
    ...  
  }  
}
```


Answer:

```

Work Area

function requestAccess() {
var Background = Windows.ApplicationModel.
Background.BackgroundExecutionManager.
.then(function (result) {
  switch (result) {
    case Background.
    case Background.
    .allowedWithRealTimeConnectivity:
    myapp.displayStatus("allowed access");
    break;
    ...
  }
}

```

Dropdown 1: Activation, Background, PackageID

Dropdown 2: bind(), getAccessStatus(), requestAccessAsync()

Dropdown 3: BackgroundAccessStatus, BackgroundTaskBuilder, PushNotificationTrigger

Dropdown 4: BackgroundAccessStatus, BackgroundTaskBuilder, PushNotificationTrigger

Question No : 67 - (Topic 5)

You develop a Windows Store app that allows users to share pictures with friends. You submit the app to the Windows Store.

You need to implement a privacy policy for the app.

Which three actions should you perform? Each correct answer presents part of the solution.

- A. Post the privacy policy to the Windows Dev Center.
- B. Post the privacy policy to your website.

- C. Display a link to the privacy policy in the Settings charm for the app.
- D. Display a link to the privacy policy in the app description section of the Windows Store.
- E. Display a link to the privacy policy in the app bar for the app.

Answer: B,C,D

Explanation: B: The privacy policy file needs to be hosted somewhere, and you have a few options, but they all have to be online:

1. Website 2. Azure website 3. Amazon Simple Storage Service (Amazon S3) 4. A cloud drive

* A link to your Privacy Policy if you have Internet Connection declared in your capabilities. Forgetting to do this is the most common certification blocker!

CD: Your app must have a privacy statement if it is network-capable

If your app has the technical ability to transmit data, you must maintain a privacy policy.

You must provide access to your privacy policy in the Description page of your app, as well as in the app's settings as displayed in the Windows Settings charm.

Question No : 68 - (Topic 5)

You are developing a Windows Store app that will access a device's webcam.

The app will use a custom control panel to enable camera modifications.

You need to specify that the app will use the custom control panel.

What should you do in the Visual Studio IDE?

- A. In the Extension Manager, set a reference to the Windows.Devices.Enumeration.winmd file.
- B. On the Capabilities tab of the Manifest Designer, select the Webcam check box.
- C. On the Declarations tab of the Manifest Designer, choose Camera Settings.
- D. In the Reference Manager, set a reference to the Windows.Devices.Sensors.winmd file.

Answer: C

Question No : 69 - (Topic 5)

You are developing a Windows Store app by using HTML5 and JavaScript. The app has HEADER, NAV, and SECTION elements. The SECTION element displays a list of records.

The app will allow users to sort records multiple times.

The app must meet the following requirements:

- ✍ Each time the user performs a sort, replace the content in the SECTION element with the sorted records.
- ✍ Animate the updated content by sliding the sorted records into the SECTION element.

You need to use the WinJS library to apply the animation to the SECTION element.

Which function should you use?

- A. enterPage()
- B. enterContent()
- C. createExpandAnimation ()
- D. createPeekAnimation ()

Answer: B

Question No : 70 - (Topic 5)

You are debugging a Windows Store app that another developer created by using HTML5 and JavaScript.

The default.js file contains the following code segment:

```
var playToManager = Windows.Media.PlayTo.PlayToManager.getForCurrentView();
playToManager.addEventListener("sourcerequested", playToSrcRequestHandler, false);

function playToSrcRequestHandler(eventIn) {
    eventIn.sourceRequest.setSource(video1.msPlayToSource);
    eventIn.sourceRequest.play();
}
```

The app has a screen that plays video files. The HTML5 video control on the screen has an ID of video1.

You need to identify the effect of firing the source requested event. What will occur when

the event fires?

- A. The app will prompt the user to select a local video file for viewing in the video1 control.
- B. The video will play in Windows Media Player on the host device.
- C. The application will prompt the user to select a target device for streaming the video by using the video1 control.
- D. The selected video file will play in the video1 control on the app screen.

Answer: D

Question No : 71 HOTSPOT - (Topic 5)

You have a Windows Store app. You are reviewing code that caches data.

The code includes the following segment. Line numbers are included for reference only.

```
01 function setLocalStorage(value) {  
02 var storage = window.localStorage;  
03 var value = document.getElementById('textToAdd').text;  
04 storage.name = 'John';  
05 storage.phone = ' 555-555-0100';  
06 storage.message = value;  
07 }
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Answer Area		
Yes	No	Statement
<input type="radio"/>	<input type="radio"/>	When the storage.message value changes, the value will be shared with all other Windows 8.x devices on which the user has installed the application.
<input type="radio"/>	<input type="radio"/>	You can determine whether storage.message has a value by using the condition <code>if(storage.message === undefined)</code> .
<input type="radio"/>	<input type="radio"/>	You can access the storage.message value after the application restarts.

Answer:

Answer Area		
Yes	No	Statement
<input type="radio"/>	<input checked="" type="radio"/>	When the storage.message value changes, the value will be shared with all other Windows 8.x devices on which the user has installed the application.
<input type="radio"/>	<input checked="" type="radio"/>	You can determine whether storage.message has a value by using the condition <code>if(storage.message === undefined)</code> .
<input checked="" type="radio"/>	<input type="radio"/>	You can access the storage.message value after the application restarts.

Explanation:

Answer Area		
Yes	No	Statement
<input type="radio"/>	<input checked="" type="radio"/>	When the storage.message value changes, the value will be shared with all other Windows 8.x devices on which the user has installed the application.
<input type="radio"/>	<input checked="" type="radio"/>	You can determine whether storage.message has a value by using the condition <code>if(storage.message === undefined)</code> .
<input checked="" type="radio"/>	<input type="radio"/>	You can access the storage.message value after the application restarts.

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

Question No : 72 DRAG DROP - (Topic 5)

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.fromIdAsync
HidDevice.isEnabled
    
```

Answer Area

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.fromIdAsync
HidDevice.isEnabled
    
```

Answer Area

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

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70-383 Dump PDF VCE	70-532 Dump PDF VCE	74-697 Dump PDF VCE	MB2-707 Dump PDF VCE
70-384 Dump PDF VCE	70-533 Dump PDF VCE	77-420 Dump PDF VCE	MB2-710 Dump PDF VCE
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
70-412 Dump PDF VCE	70-646 Dump PDF VCE	77-602 Dump PDF VCE	MB2-714 Dump PDF VCE
70-413 Dump PDF VCE	70-673 Dump PDF VCE	77-603 Dump PDF VCE	MB2-715 Dump PDF VCE
70-414 Dump PDF VCE	70-680 Dump PDF VCE	77-604 Dump PDF VCE	MB2-716 Dump PDF VCE
70-417 Dump PDF VCE	70-681 Dump PDF VCE	77-605 Dump PDF VCE	MB2-717 Dump PDF VCE
70-461 Dump PDF VCE	70-682 Dump PDF VCE	77-881 Dump PDF VCE	MB2-718 Dump PDF VCE
70-462 Dump PDF VCE	70-684 Dump PDF VCE	77-882 Dump PDF VCE	MB5-705 Dump PDF VCE
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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
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