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QUESTION 121 You are developing a Windows Store app. The app will access several web resources that use an OAuth 2.0 authentication provider. You need to recommend in which class to store user credentials so that users do not have to reenter their credentials when they access the web resources. Which class should you recommend? A.

Windows.Security.Credentials.PasswordVaultB. Windows.Security.Credentials.UI.CredentialPickerC.

windows.Security.Authentication.OnlineId.OnlineIdAuthenticatorD. windows.Security.Credentials.WebAccount Answer: A

Explanation: The task of storing and retrieving user credentials securely and allowing user credentials roam at no cost with the user's Microsoft account is simplified with the Credential Locker. Storing user credentials in the Credential Locker is a quick, two-step process.

1. Obtain a reference to the Credential Locker using the PasswordVault object from the Windows.Security.Credentials namespace. 2. Create a PasswordCredential object that contains an identifier for your app, the username and the password, and pass that to the PasswordVault.Add method to add the credential to the locker.

QUESTION 122 You are developing a Windows Store app that will display a toast notification. You need to ensure that when a toast notification is displayed, the first line of the notification is bold. Which template should you use? A. TileSquareText03B. ToastText01C. TileSquarePeekImageAndText01D.

ToastImageAndText02 Answer: D Explanation: ToastImageAndText02 A large image, one string of bold text on the first line, one

string of regular text wrapped across the second and third lines. QUESTION 123 You are developing a Windows Store app that will back up video files. The app will support videos up to 1 GB in size. If users lose their device, they must be able to restore the video files to a new device. You need to recommend a storage solution for the app. Which storage solution should you recommend? A.

Windows Azure blob storageB. SQLite for Windows RuntimeC. windows Azure Table StorageD. video library Answer: A

Explanation: Azure Blob storage is a service for storing large amounts of unstructured data that can be accessed from anywhere in the world via HTTP or HTTPS. A single blob can be hundreds of gigabytes in size, and a single storage account can contain up to 200 TB of blob, queue, and table data. Common uses of Blob storage include:- Serving images or documents directly to a browser-

Storing files for distributed access- Streaming video and audio- Performing secure backup and disaster recovery- Storing data for analysis by an on-premises or Azure-hosted service QUESTION 124 You are creating a Windows Store app. You need to create a gradient brush that is white in the top left corner to black in the bottom right corner. You have the following xaml markup. (Line numbers are included for reference only.)

```
01 <Application.Resources>
02
03     <LinearGradientBrush.GradientStops>
04
05     </LinearGradientBrush.GradientStops>
06 </LinearGradientBrush>
07 </Application.Resources>
```

Which XAML markup segments should you insert at lines 02 and 04? (To answer, drag the appropriate XAML markup segment to the correct locations in the answer area. Each XAML 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.)

XAML Markup	Answer Area
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="0,0" EndPoint="100,100"></pre>	Line 02: <input type="text" value="XAML markup"/>
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="100,100" EndPoint="0,0"></pre>	Line 04: <input type="text" value="XAML markup"/>
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0"></pre>	
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0"></pre>	
<pre><GradientStop Offset="0" Color="White" /> <GradientStop Offset="1" Color="Black" /></pre>	
<pre><GradientStop Offset="0" Color="Black" /> <GradientStop Offset="1" Color="White" /></pre>	
<pre><GradientStop Offset="0" Color="Black" /> <GradientStop Offset="100" Color="White" /></pre>	
<pre><GradientStop Offset="100" Color="Black" /> <GradientStop Offset="0" Color="White" /></pre>	

Answer:

XAML Markup	Answer Area
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="0,0" EndPoint="100,100"></pre>	Line 02: <input type="text" value='<LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0">'/>
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="100,100" EndPoint="0,0"></pre>	Line 04: <input type="text" value='<GradientStop Offset="0" Color="Black" /> <GradientStop Offset="1" Color="White" />'/>
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0"></pre>	
<pre><LinearGradientBrush x:Name="myGradient" StartPoint="1,1" EndPoint="0,0"></pre>	
<pre><GradientStop Offset="0" Color="White" /> <GradientStop Offset="1" Color="Black" /></pre>	
<pre><GradientStop Offset="0" Color="Black" /> <GradientStop Offset="1" Color="White" /></pre>	
<pre><GradientStop Offset="0" Color="Black" /> <GradientStop Offset="100" Color="White" /></pre>	
<pre><GradientStop Offset="100" Color="Black" /> <GradientStop Offset="0" Color="White" /></pre>	

QUESTION 125 You are developing a Windows Store game. The game allows for interactive online play between users. The game authenticates users by using the credentials of a third-party site that provides OAuth2 authentication. You need to implement authentication that uses an implicit grant authorization. How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.)

```
IsAuthenticated =  
ProcessOAuthResponse(AuthenticationResult.ResponseData);  
  
using(HttpClient client = newHttpClient())  
{  
    varResponse = await  
    Client.GetStringAsync(RequestUrl);  
    IsAuthenticated = ProcessOAuthResponse(Response);  
}  
  
var RequestUrl = new Uri(string.Format(  
    "https://localhost/oauth?grant={0}&ru={1}",  
    "authorization_code", ResponseUrl));  
  
varRequestUrl = newUri(string.Format(  
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",  
    "<CLIENT_ID>", "code", ResponseUrl));  
  
var RequestUrl = new Uri(string.Format(  
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",  
    "<CLIENT_ID>", "token", ResponseUrl));
```

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Answer Area

```
private bool IsAuthenticated { get; set; }  
private async void AuthenticateUser()  
{  
    var ResponseUrl = new  
    Uri("https://localhost/success.html");  
  
    var AuthenticationResult = await  
    WebAuthenticationBroker.AuthenticateAsync(  
    WebAuthenticationOptions.None, RequestUrl, ResponseUrl);  
  
    if (AuthenticationResult.ResponseStatus ==  
    WebAuthenticationStatus.Success)  
    {  
  
  
    }  
    else { - }  
}
```

Answer:

```

IsAuthenticated =
    ProcessOAuthResponse (AuthenticationResult.ResponseData);

using (HttpClientClient = new HttpClient())
{
    var Response = await
    Client.GetStringAsync (RequestUrl);
    IsAuthenticated = ProcessOAuthResponse (Response);
}

var RequestUrl = new Uri (string.Format (
    "https://localhost/oauth?grant={0}&ru={1}",
    "authorization_code", ResponseUrl));

var RequestUrl = new Uri (string.Format (
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
    "<CLIENT_ID>", "code", ResponseUrl));

var RequestUrl = new Uri (string.Format (
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
    "<CLIENT_ID>", "token", ResponseUrl));
    
```

Answer Area

```

private bool IsAuthenticated { get; set; }
private async void AuthenticateUser ()
{
    var ResponseUrl = new
    Uri ("https://localhost/success.html");

    var RequestUrl = new Uri (string.Format (
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
    "<CLIENT_ID>", "code", ResponseUrl));

    var AuthenticationResult = await
    WebAuthenticationBroker.AuthenticateAsync (
    WebAuthenticationOptions.None, RequestUrl, ResponseUrl);

    if (AuthenticationResult.ResponseStatus ==
    WebAuthenticationStatus.Success)
    {
        IsAuthenticated =
        ProcessOAuthResponse (AuthenticationResult.ResponseData);
    }
    else { ... }
}
    
```

QUESTION 126 You are developing a Windows Store app. App.xaml contains the following XAML markup:

```

<Application.Resources>
    <Style x:Key="myStyle" TargetType="TextBlock">
        <Setter Property="Foreground" Value="Red"/></Setter>
    </Style>
</Application.Resources>

MainPage.Resources contains the following XAML markup:
<Page.Resources>
    <Style x:Key="myStyle" TargetType="TextBlock">
        <Setter Property="Foreground" Value="Blue"/></Setter>
    </Style>
</Page.Resources>
...
<TextBlock x:Name="textBlock1" Text="A simple text value" />
    
```

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

	Yes	No
There will be an error at runtime because of a style conflict.	<input type="radio"/>	<input type="radio"/>
The text of textBlock1 will be blue.	<input type="radio"/>	<input type="radio"/>
myStyle will apply to all of the text blocks in the app.	<input type="radio"/>	<input type="radio"/>

Answer:

Answer Area		Yes	No
There will be an error at runtime because of circular references in the style class.	<input type="radio"/>	<input checked="" type="radio"/>	
The text of textBlock1 will be blue.	<input checked="" type="radio"/>	<input type="radio"/>	
myStyle will apply to all of the text blocks in the app.	<input type="radio"/>	<input checked="" type="radio"/>	

QUESTION 127 You are developing a page for an app. The page uses the following XAML markup:

```
<Grid Margin="20" Width="auto">
  <Grid.ColumnDefinitions>
    <ColumnDefinition Width="**"/>
    <ColumnDefinition Width="2**"/>
    <ColumnDefinition Width="Auto"/>
    <ColumnDefinition Width="150"/>
  </Grid.ColumnDefinitions>
  <Grid.RowDefinitions>
    <RowDefinition/>
  </Grid.RowDefinitions>
  <Rectangle Grid.Column="0" Fill="Red"/>
  <Rectangle Grid.Column="1" Fill="Blue" />
  <Rectangle x:Name="rectangle3" Grid.Column="2" Fill="Green" Width="100"/>
  <Rectangle Grid.Column="3" Fill="Purple" Width="100"/>
</Grid>
<VisualStateManager.VisualStateGroups>
  <VisualStateGroup>
    <Storyboard>
      <VisualState x:Name="DefaultLayout">
        <Storyboard>
          </Storyboard>
        </VisualState>
      </Storyboard>
    <VisualState x:Name="Portrait">
      <Storyboard>
        <ObjectAnimationUsingKeyFrames
          Storyboard.TargetProperty="{Rectangle.Width}"
          <DiscreteObjectKeyFrame.Value>
            0
          </DiscreteObjectKeyFrame.Value>
        </DiscreteObjectKeyFrame>
      </Storyboard>
    </VisualState>
  </VisualStateGroup>
</VisualStateManager.VisualStateGroups>
```

The page uses the following code:

```
private void DynamicLayoutPage_SizeChanged(
object sender, SizeChangedEventArgs e)
{
  if (ApplicationView.GetForCurrentView().Orientation
  == ApplicationViewOrientation.Portrait)
  {
    VisualStateManager.GoToState(this, "Portrait",
  )
  }
  else
  {
    VisualStateManager.GoToState(this, "DefaultLayout",
  )
  }
}
```

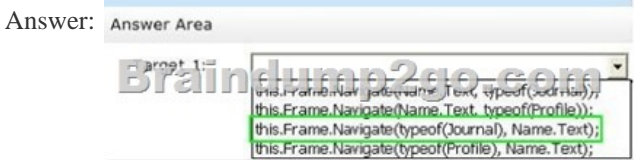
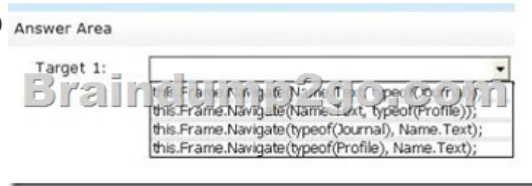
The grid takes the full width of the page and has no margins. For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Answer Area		Yes	No
If the display size of the app is 1,000 pixels wide by 500 pixels high, the purple rectangle is 100 pixels wide.	<input type="radio"/>	<input checked="" type="radio"/>	
If the display size of the app is 500 pixels wide by 1,000 pixels high, the green rectangle is 100 pixels wide.	<input type="radio"/>	<input type="radio"/>	
If the display size of the app is 790 pixels wide by 1,000 pixels high, the red rectangle is 200 pixels wide.	<input type="radio"/>	<input type="radio"/>	

Answer:

Answer Area		Yes	No
If the display size of the app is 1,000 pixels wide by 500 pixels high, the purple rectangle is 100 pixels wide.	<input checked="" type="radio"/>	<input type="radio"/>	
If the display size of the app is 500 pixels wide by 1,000 pixels high, the green rectangle is 100 pixels wide.	<input type="radio"/>	<input checked="" type="radio"/>	
If the display size of the app is 790 pixels wide by 1,000 pixels high, the red rectangle is 200 pixels wide.	<input checked="" type="radio"/>	<input type="radio"/>	

QUESTION 128 You are developing a Windows Store app. A page named Profile collects information about the user, including his or her name, in a control named Name. A page named Journal allows the user to make a journal entry. You need to pass the user's name to the Journal page when the user navigates from the Profile page to the Journal page. You have the following code: `protected NavigateToJournal() { Target 1 }` Which code snippet should you insert in Target 1 to complete the code? (To answer, select the correct code snippets from the dropdown list.)



QUESTION 129 You have been asked to implement an application in which the user can select one or more contacts. What code should you use to provide this option to the user? A. `while (true) { ContactPicker.PickSingleContactAsync(); }` B. `IReadOnlyList<Contact> contacts = await ContactPicker.PickMultipleContactsAsync();` C. `IReadOnlyList<ContactInformation> contacts = await contactPicker.PickMultipleContactsAsync();` D. `IReadOnlyList<ContactInformation> contacts = contactPicker.PickMultipleContactsAsync();` Answer: C

QUESTION 130 You are developing a Windows Store checkers game. Game pieces are moved by using manipulation events. Moving a game piece on top of another game piece captures the bottom piece. The captured piece must be identified and removed from the board. You need to identify when a game piece is captured. 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.)



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