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QUESTION 81 You have been asked to implement the UI of a Windows Store app. The application requirements make it essential for the app to be fast and fluid, and provide visual feedback to users for their actions at the same time. The designer of the user interface has recommended using animations. How should you implement animations while ensuring app requirements are met? A. Convince the designer that animations will make the UI complex and unintuitive. B. Use animations in the controls provided by the platform and in the animation library. C. Implement your own animations and add them to the UI. D. Build custom controls and add animations in them. Use these custom controls to build the UI. Answer: B

QUESTION 82 You have created an application that aggregates news feeds from multiple sources. You have been asked to ensure your application is accessible by users with disabilities and visual impairments. Which tests should be carried out to ensure the app is accessible? (Choose all that apply.) A. Run the Inspect tool on your application. B. Run the UI Accessibility Checker on your application. C. Let the Windows Store run all the relevant tests on accessibility. D. Test your app with only the keyboard. E. Install and test your app on as many PCs and devices as possible. Answer: AB

QUESTION 83 Your organization produces a number of Windows Store apps every year. Designers and developers are located in separate geographical locations. They have to collaborate on a number of apps for a particular client, ensuring that branding in the apps is consistent and that functionality, such as authentication, is uniform across all apps. As the lead developer, what are your recommendations to ensure consistency in the design and functionality of the apps for the client? (Choose all that apply.) A. There should be only one project shared between designers and developers. Code in this project can be modified based on the applications' requirements for the UI. B. Wherever possible, visual elements specific to the brand should be implemented in styles that are defined in resources in the app level. C. Components with similar functionality should be developed as custom controls. These controls should be used in the apps. D. There is no easy way to share code within apps and between designers and developers. No recommendations can be made. E. Use UX design resources provided by Microsoft for creating the conceptual design of the app. Answer: BCE

QUESTION 84 You have been asked to recommend an option for implementing logging in your app. The logging component should log events in an Extensible Markup Language (XML) file that resides in the local data store of the app and periodically uploads it to a remote web service. It should log events from the business layer as well as the data layer. Where should you implement the logging mechanism? A. Business layer B. Data layer C. Presentation layer D. As a separate component to maximize reuse Answer: D

QUESTION 85 Drag and Drop Question You are planning the architecture of a new Windows Store style e-commerce app. You need to maximize reusability by breaking app components into logical layers. To which logical layers should you assign the components? (To answer, drag the appropriate components to the correct layers in the answer area. Each component 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

Layer	Component
Presentation	
Business	
Data	

Answer:

The screenshot shows a list of components for a purchase application:

- XAML files for the user interface
- Database that stores information about a purchase
- User interaction that is tracked by capturing gestures
- Components that retrieve product information from the data store
- Workflow rules that establish how a purchase transaction notifies the distribution warehouse for shipping

Below the list is an "Answer Area" with a table:

Layer	Component
Presentation	XAML files for the user interface
Business	Workflow rules that establish how a purchase transaction notifies the distribution warehouse for shipping
Data	Components that retrieve product information from the data store

QUESTION 86 One of the requirements of the app you are implementing is to support contracts provided by the platform to exchange data between your app and the platform as well as with other apps. In which logical layer of your solution should you implement this feature?
 A. Presentation layer
 B. Data layer
 C. Business layer
 D. Application manifest
 Answer: C

QUESTION 87 You are developing a Windows Store app. You need to ensure that the app meets the requirements for Windows Store certification. Which requirement must be met?
 A. The app must not display ads on tiles.
 B. The app must support Internet communication.
 C. The app must have a short name and a long name.
 D. Ads that do not comply with the standard content policies must supply a content agreement.
 Answer: A

QUESTION 88 You are developing a Windows Store app. The app will use a model that is defined by using the following code:

```
public class Customer
{
    private string fName;
    private string lName;
    public Customer(string first, string last)
    {
        this.fName = first;
        this.lName = last;
    }
    public string FirstName
    {
        get { return fName; }
        set { fName = value; }
    }
    public string LastName
    {
        get { return lName; }
        set { lName = value; }
    }
}
```

You need to create a class to represent a collection of Customer objects. The class will be used for data binding. The solution must ensure that if changes are made to the objects of the class, a notification will be sent to the user interface (UI) controls to which the collection is bound. You have the following signature:
 public class CustomerList : Target 1 < Target 2 >
 Which elements should you include in Target 1 and Target 2 to complete the signature for the collection class? (To answer, drag the appropriate elements to the correct targets. Each element 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.)

The screenshot shows a drag-and-drop interface with the following elements:

- Elements:** Customer, CustomerCollection, HashTable, INotifyPropertyChanged, List, ObservableCollection
- Target 1:** Element
- Target 2:** Element

Answer:

The screenshot shows the correct answer configuration:

- Target 1:** ObservableCollection
- Target 2:** Customer

Explanation:- In C# and Visual Basic, the generic ObservableCollection<T> class is a good collection choice for data binding, because it implements the INotifyPropertyChanged and INotifyCollectionChanged interfaces. QUESTION 89A class named AccountViewModel includes a property named Name that will be bound to a control. The Name property will occasionally be updated programmatically. The updated values must be reflected in the bound control. You need to implement the interface so that the AccountViewModel class can inform WinRT when there is a new value to display. You have the following code:

```
class AccountViewModel
{
    public string Name
    {
        get ..
    }
    protected void OnPropertyChanged()
    {
        public event Target
    }
    private string _name;
}
```

Which code snippets should you insert in Target 1 and Target 2 to complete the code? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Answer Area

Target 1: [Dropdown menu with options: :IBindablePropertyChang... (selected), :INotifyPropertyChang..., :INotifyPropertyChang..., :INotifyPropertyChang...]

Target 2: [Dropdown menu with options: BindablePropertyChang... PropertyChang..., PropertyChang... Event-Handler PropertyChang..., NotifyPropertyChang... Event-Handler PropertyChang..., BindablePropertyChang... Event-Handler PropertyChang...]

Answer:

Answer Area

Target 1: [Dropdown menu with options: :IBindablePropertyChang... (selected), :INotifyPropertyChang... (selected), :INotifyPropertyChang..., :INotifyPropertyChang...]

Target 2: [Dropdown menu with options: BindablePropertyChang... Event-Handler PropertyChang... (selected), PropertyChang... Event-Handler PropertyChang... (selected), NotifyPropertyChang... Event-Handler PropertyChang..., BindablePropertyChang... Event-Handler PropertyChang...]

Explanation:- INotifyPropertyChangedThe INotifyPropertyChanged interface is used to notify clients, typically binding clients, that a property value has changed.- PropertyChangedEventHandlerExample:// This is a simple customer class that// implements the IPropertyChange interface.public class DemoCustomer : INotifyPropertyChanged{ // These fields hold the values for the public properties.private Guid idValue = Guid.NewGuid();private string customerNameValue = String.Empty;private string phoneNumberValue = String.Empty;public event PropertyChangedEventHandler PropertyChanged; // This method is called by the Set accessor of each property. // The CallerMemberName attribute that is applied to the optional propertyName // parameter causes the property name of the caller to be substituted as an argument. QUESTION 90You are developing a Windows Store app. The app includes the following event procedure: Void OnSettingsPaneOpened(SettingsPanessettingsPane, SettingsPaneCommandsRequestedEventArgs) You need to call the event procedure when the user opens the settings pane. Which three code segments should you use in sequence? (To answer, move the appropriate code segments to the answer area and arrange them in the correct order.)

Answer Area

sp = SettingsPane.GetForCurrentView();

sp = SettingsPane.Show();

sp.CommandsRequested = OnSettingsPaneOpened;

SettingsPane sp = new SettingsPane();

SettingsPane sp = null;

Answer:

	Answer Area
sp = SettingsPane.GetForCurrentView();	SettingsPane sp = null;
sp = SettingsPane.Show();	
sp.CommandsRequested += OnSettingsPaneOpened;	
SettingsPane sp = new SettingsPane();	
SettingsPane sp = null;	sp.CommandsRequested += OnSettingsPaneOpened;

Explanation:Box 1: SettingsPanesp = null;Box 2: sp = SettingsPane.GetForCurrentView();Box 3: sp.CommandsRequested += OnSettingsPaneOpened;Note:- The SettingsPane class is a static class that enables the app to control the Settings Charm pane. The app can add or remove commands, receive a notification when the user opens the pane, or open the pane programmatically.- The show method displays the Settings Charm pane to the user.- The GetForCurrentView method gets a SettingsPane object that is associated with the current app view (that is, with CoreWindow). Braindump2go Regular Updates of Microsoft 70-484 Preparation Materials Exam Dumps, with Accurate Answers, Keeps the Members One Step Ahead in the Real 70-484 Exam. Field Experts with more than 10 Years Experience in Certification Field work with us.

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