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



Product Description Exam Number/Code: 70-482

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QUESTION 161 Drag and Drop Question You are developing 3 Windows Store game. The game uses a JavaScript library named GetGame.js. The game interface will include two buttons. One button will start a new game and one button will cancel the game. You need to implement the button functionality. Develop the solution by arranging the code segments in the correct order. You will need all of the code segments.

```
doGame = null;
}
function handle_workersCancelGameButton(evt)
{
    if (doGame) {
        doGame.terminate();
        doGame = new Worker('GetGame.js');
    }
}
var doGame;
document.getElementById('workersStartGameButton').addEventListener('click', handle_workersStartGameButton, false);
document.getElementById('workersCancelGameButton').addEventListener('click', handle_workersCancelGameButton, false);
function handle_workersStartGameButton() {
doGame.onmessage = function(e) {
    if (e.data.isThisGame) {
        outputBox.innerHTML += e + " is a game."
    }
}
}
```

Answer:

```
doGame = null;
doGame = new Worker('GetGame.js');
function handle_workersStartGameButton() {
doGame.onmessage = function(e) {
    if (e.data.isThisGame) {
        outputBox.innerHTML += e + " is a game."
    }
}
}
var doGame;
document.getElementById('workersStartGameButton').addEventListener('click', handle_workersStartGameButton, false);
document.getElementById('workersCancelGameButton').addEventListener('click', handle_workersCancelGameButton, false);
function handle_workersStartGameButton() {
doGame.onmessage = function(e) {
    if (e.data.isThisGame) {
        outputBox.innerHTML += e + " is a game."
    }
}
}
```

QUESTION 162 Drag and Drop Question You are developing a custom control named Modal Dialog for a Windows Store app. The control must display product details when the user selects a product from a list. The product details are contained within a variable named selectedProduct. You need to correctly bind the product details to the source property of the Modal Dialog control. 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.)



Answer:



QUESTION 163 You are developing a Windows Store app by using JavaScript. The app will exchange small amounts of data with peer apps by using near field communication, The peer apps 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; PeerFinder.Start (peerInfo);
- C. Windows.Networking.PushNotifications.PeerFinder.start ()
- D. Windows.Networking.Proximity.PeerFinder.start ()

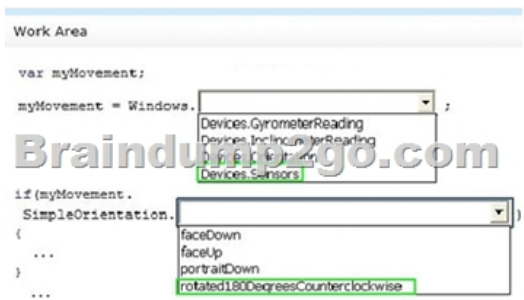
A. Option AB. Option BC. Option CD. Option D Answer: D Explanation:

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

QUESTION 164 Hotspot Question You are developing a Windows Store app for a handheld device. The app will modify the content when the user rotates the device to a Portrait Down orientation. You need to identify whether the device is in a Portrait Down orientation. How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)



Answer:

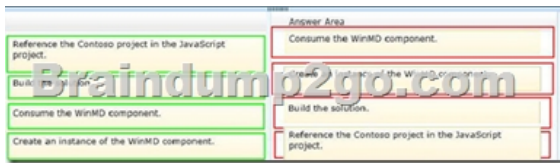


QUESTION 165 You are writing a Windows Store app by using JavaScript. You need to authenticate a cloud server as a source for Windows Push Notification Services (WNS). What should you do? (Each correct answer presents part of the solution. Choose all that

apply.) A. Create a code-signing certificate.B. Register the app with the Dashboard.C. Create the HTTPS authentication request.D. Obtain the identity values and credentials for the app. Answer: ABD QUESTION 166Drag and Drop QuestionA Microsoft Visual Studio solution contains a Windows Store app project that is written by using JavaScript code. You add a Windows Runtime Metadata file named Contoso.winmd to the solution. The WinMD component is written by using C# code.The Windows Store app must consume the WinMD component.You need to ensure that IntelliSense can identify the methods of the WinMD component as soon as possible.In which order should you perform the actions? To answer, move all actions from the list of actions to the answer area and arrange them in the correct order.



Answer:



QUESTION 167You are developing a Windows Store photography app by using JavaScript. The app includes the following code segment. (Line numbers are included for reference only.)

```

01 function captureImage() {
02     var captureUI = new Windows.Media.Capture.CameraCaptureUI();
03
04     captureUI.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.Photo).then(function (captureResult) {
05         // ...
06     });
07 }
08
09 // ...
10
11 // ...
12 }
    
```

You need to ensure that the app captures all pictures as landscape-oriented photos at the maximum resolution.Which code segment should you insert at line 03?

- A. `captureUI.photoSettings.allowCropping = false;`
`captureUI.photoSettings.croppedAspectRatio.height = 3;`
`captureUI.photoSettings.croppedAspectRatio.width = 4;`
`captureUI.photoSettings.croppedSizeInPixels.height = 600;`
`captureUI.photoSettings.croppedSizeInPixels.width = 800;`
`captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.Jpeg;`
- B. `captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.Jpeg;`
`captureUI.photoSettings.maxResolution =`
`Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;`
- C. `captureUI.photoSettings.allowCropping = true;`
`captureUI.photoSettings.maxResolution =`
`Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;`
- D. `captureUI.photoSettings.allowCropping = true;`
`captureUI.photoSettings.croppedAspectRatio.height = 3;`
`captureUI.photoSettings.croppedAspectRatio.width = 4;`
`captureUI.photoSettings.croppedSizeInPixels.height = 0;`
`captureUI.photoSettings.croppedSizeInPixels.width = 0;`
`captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.Jpeg;`
`captureUI.photoSettings.maxResolution =`
`Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;`

A. Option AB. Option BC. Option CD. Option D Answer: D QUESTION 168Hotspot QuestionYou are developing a Windows Store app.The app triggers a background task at specific intervals. The background task must display an on-screen message when the triggering event occurs.You need to complete the development of the background task.How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)



Answer:

```

Work Area
public class BackgroundTaskHandler : IBackgroundTaskManager
public override class BackgroundTaskHandler
public sealed class BackgroundTaskHandler : IBackgroundTask

    XmlDocument toastInfo = ToastNotificationManager.
        GetTemplateContent(ToastTemplateType.ToastText02);
    XmlNodeList stringElements =
        ToastNotificationManager.GetTemplateContent(ToastTemplateType.ToastText02).
        GetElementsByTagName("string");
    (toastInfo.CreateTextNode("The Trigger Has Fired"));

    ToastNotification toast = new ToastNotification(stringElements);
    ToastNotification toast = new ToastNotification(toastInfo);
    ToastNotificationManager.CreateToastNotifier().Show(toast);

    ToastNotification().Show(toast);
    ToastNotificationManager.CreateToastNotifier().Push(toast);
    ToastNotificationManager.CreateToastNotifier().Show(toast);
    
```

QUESTION 169 Drag and Drop Question You are developing a Windows Store app. The app uses hardware devices that are attached to the computer. The app must meet the following requirements:- Display a list of currently available hardware devices when the app launches.- Detect when a hardware device is connected to or removed from the computer. Develop the solution by selecting and arranging the required code segments in the correct order. You may not need all of the code segments.

```

Code segments
myWatcher.start();

myWatcher = Windows.Devices.Enumeration.DeviceInformation.createWatcher();

} catch (e) {
    document.getElementById("statusMessage").innerHTML = "Failed to stop watcher: " + e.message;
}

}

function stopDeviceWatcher() {
    try {
        myWatcher.stop();
    } catch (e) {
        document.getElementById("statusMessage").innerHTML = "Failed to create watcher, error: " + e.message;
    }
}

function startDeviceWatch() {
    try {
        output.innerHTML = "";
    }

myWatcher.addEventListener("added", onDeviceAdded);
myWatcher.addEventListener("stopped", onDeviceStopped);
}

function stopDeviceWatcher() {
    try {
        myWatcher.dispose();
    }
    
```

Answer:

Code segments	Answer Area
myWatcher.start();	function startDeviceWatch() { try { output.innerHTML = "";
myWatcher = Windows.Devices.Enumeration.DeviceInformation.createWatcher();	myWatcher.addEventListener("added", onDeviceAdded); myWatcher.addEventListener("stopped", onDeviceStopped);
} catch (e) { document.getElementById("statusMessage").innerHTML = "Failed to stop watcher: " + e.message; }	} catch (e) { document.getElementById("statusMessage").innerHTML = "Failed to create watcher, error: " + e.message; }
function stopDeviceWatcher() { try { myWatcher.stop(); } catch (e) { document.getElementById("statusMessage").innerHTML = "Failed to create watcher, error: " + e.message; }	try { myWatcher.stop();
function startDeviceWatch() { try { output.innerHTML = "";	myWatcher = Windows.Devices.Enumeration.DeviceInformation.createWatcher();
myWatcher.addEventListener("added", onDeviceAdded); myWatcher.addEventListener("stopped", onDeviceStopped);	myWatcher.start();
function stopDeviceWatcher() { try { myWatcher.dispose();	

QUESTION 170 You are developing a Windows Store app that includes a JavaScript class named Plane. The Plane class includes the following JavaScript code. Line numbers are included for reference only.

```
01  
02 function (make, model) {  
03   this.make = make;  
04   this.model = model;  
05 },  
06 {  
07   ...  
08 }  
09 }  
10  
11  
12 }  
13 },  
14 {  
15   numberOfSeats : 200  
16 }  
17 );  
18 var myPlane = new MyFactory.plane('Manufacturer', 'Model');  
19 myPlane.takeOff();
```

You need to complete the implementation of the Plane class. Which two code segments should you use? Each correct answer presents part of the solution.

- A. Insert the following code segment at line 01:
WinJS.Class.define plane({
- B. Insert the following code segment at line 01:
plane: WinJS.Class.define({
- C. Insert the following code segment at line 07:
takeOff: function () {
- D. Insert the following code segment at line 07:
function takeOff () {
- E. Insert the following code segment at line 01:
Class plane: WinJS.define({

A. Option AB. Option BC. Option CD. Option DE. Option E Answer: CE Braindump2go New Released 70-482 Dumps PDF are Now For Free Download, 182 Latest Questions, Download It Right Now and Pass Your Exam 100%:

**Advanced Windows Store App
JavaScript Exam: 70-482**



Product Description

Exam Number/Code: 70-482

*Advanced Windows Store App JavaScript Exam, is a certification exam for developers preparing for the exam. In the 70-482 exam, you will be asked to write code for the Windows Store App. Others Microsoft Certification Exams

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