

[2016 Feb-Latest]

2016 February NEW Updated 70-481 Exam Questions RELEASED Today!Exam Code: 70-481Exam Name: Essentials of Developing Windows Store Apps Using HTML5 and JavaScriptCertification Provider: MicrosoftCorresponding Certifications: MCSD, MCSD: Windows Store Apps 2016 NEW 70-481 Exam Topics: 1.Design Windows Store apps2.Develop Windows Store apps3.Create the user interface4.Program user interaction5.Manage security and data ATTENTION: 2016 NEW ADDED 70-481 Exam Questions are the most IMPORTANT! QUESTION 111You are developing a Windows Store app by using JavaScript. The app will be used to retrieve data from a web service.The app must retrieve the current date and time in UTC format from the web service by using the URL <http://www.treyresearch.net/> GetDateTimeInUTC.asmx. Errors must be handled.You must ensure that data is retrieved successfully.Which code segment should you use?

A WinJS.xhr({ url: "http://www.treyresearch.net/GetDateTimeInUTC.ashx" })
.done(function complete(result){
...
});

B WinJS.xhr({ type: "POST", url: "http://www.treyresearch.net/GetDateTimeInUTC.ashx" })
.done(function complete(result){
...
});
function error(result){
...
});

C WinJS.xhr({ url: "http://www.treyresearch.net/GetDateTimeInUTC.ashx" })
.done(function complete(result){
...
});

D WinJS.xhr({ url: "http://www.treyresearch.net/GetDateTimeInUTC.ashx" })
.done(function complete(result){
...
});
function error(result){
...
});

- A. Option AB. Option BC. Option CD. Option D Answer: D QUESTION 112Drag and Drop QuestionYou are developing a Windows Store alarm clock app. When an alarm is triggered, the app must present a toast notification that plays a repeating audio alert until dismissed. You need to ensure that the repeating audio alert is played. How should you define the toast notification? (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.)

```
audio.setAttribute("loop", "true");
audio.setAttribute("repeat", "true");
toast.setAttribute("duration", "long");
toast.setAttribute("duration", "extended");

function buildToast()
{
    var toast = Windows.UI.Notifications.ToastNotificationManager.createToastNotifier().createToast();
    var toastContent = toast.content;
    toastContent.text = "Hello World";
    toastContent.localName = "MyFirstToast";
    toastContent.duration = Windows.UI.Notifications.ToastDuration.Long;
    toastContent.image = "ms-appx:///Assets/Icon.png";
    toastContent.actions = [
        {
            title: "Open App"
        }
    ];
    toastContent.data = [
        {
            key: "AppUri",
            value: "ms-appx://MyFirstApp/Default.html"
        }
    ];
    toastContent.buttons = [
        {
            title: "Open App"
        }
    ];
}

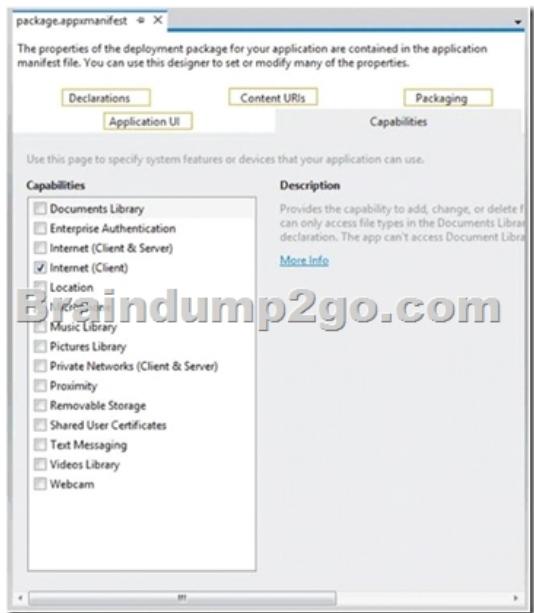
var audio = xml.createElement("audio");
audio.setAttribute("src", "ms-winsoundevent:Notification");
toast.appendChild(audio);
return toast;
}
```

Answer:

```
audio.setAttribute("loop", "true");
audio.setAttribute("repeat", "true");
toast.setAttribute("duration", "long");
toast.setAttribute("duration", "extended");

function buildToast() {
    var toast = document.createElement("toast");
    var audio = document.createElement("audio");
    var tmpl = Windows.UI.Notifications.ToastNotificationManager.getTemplateContent(tmpl);
    var toast = xml.selectSingleNode("//toast");
    toast.setAttribute("duration", "long");
    var audio = xml.createElement("audio");
    audio.setAttribute("src", "ms-winsoundevent:Notification.Looping.Alarm");
    audio.setAttribute("loop", "true");
    toast.appendChild(audio);
    return toast;
}
```

QUESTION 113Hotspot Question You are developing a Windows Store app. The app must use toast notifications to alert users when the app is operating in the background. You need to configure the app to support toast notifications. Which tab in Visual Studio should you use? (To answer, select the appropriate tab in the answer area.)



Answer:



QUESTION 114You are developing a Windows Store app by using HTML5 and JavaScript. You need to list all the keyboard, stylus, mouse, and touch input devices that are connected to the local computer system. Which Windows library should you use? A. Windows.UI.InputB. Windows.Media.DevicesC. Windows.Devices.EnumerationD. Windows.Devices.Input Answer: D

QUESTION 115You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used to monitor road traffic conditions. The app must support live tile notifications, in accordance with the following requirements:- Update the tile every five minutes when the app is in the running state. - Update the tile once in the morning and once in the evening when the app is in the suspended state.- Implement updates to tiles to optimize the power and resource consumption when the app is suspended or not otherwise running. You need to implement delivery notifications to ensure that the requirements are met. How should you use delivery notifications? A. Use the Periodic delivery notification when the app is running, and use the Scheduled delivery notification when the app is suspended.B. Use the Push delivery notification when the app is running, and use the Local delivery notification when the app is suspended.C. Use the Local delivery notification when the app is running, and use the Push delivery notification when the app is suspended.D. Use the Scheduled delivery notification when the app is running, and use the Push delivery notification when the app is suspended. Answer: C

QUESTION 116Hotspot Question You are developing a Windows Store

app by using HTML5 and JavaScript. The app defines the following objects:- InkManager is an object to process and manipulate the ink-related data from the stylus.- InkContext is an object to hold the surface context. - CurrentPenId is an object to restrict input processing to one stroke at a time. The app must support the following requirements:- Support the use of a stylus input device.- Begin capturing input when the stylus first touches the screen.- Render stylus movements in real time. You need to ensure that the requirements are met. Which code segments should you use? (To answer, select the correct option from each drop-down list in the answer area.)

Work Area

```
function onStylusDown(evt) {
    var current=evt.currentPoint;

    inkContext.beginPath();
    inkContext.stroke();
    inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.moveTo(current.x,current.y);
    inkContext.moveTo(current.x,current.y);

    inkContext.beginPath();
    inkContext.stroke();
    inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.moveTo(current.x,current.y);
    inkContext.moveTo(current.x,current.y);

    inkManager._processPointerDown(current);
}

function onStylusMove(evt) {
    if(evt.pointerId==currentPenId) {
        var current=evt.currentPoint;

        inkContext.beginPath();
        inkContext.stroke();
        inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.moveTo(current.x,current.y);
        inkContext.moveTo(current.x,current.y);

        inkContext.beginPath();
        inkContext.stroke();
        inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.moveTo(current.x,current.y);
        inkContext.moveTo(current.x,current.y);

        inkManager._processPointerUpdate(current);
    }
}
```

Answer:

Work Area

```
function onStylusDown(evt) {
    var current=evt.currentPoint;

    inkContext.beginPath();
    inkContext.stroke();
    inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.moveTo(current.x,current.y);
    inkContext.moveTo(current.x,current.y);

    inkContext.beginPath();
    inkContext.stroke();
    inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
    inkManager.moveTo(current.x,current.y);
    inkContext.moveTo(current.x,current.y);

    inkManager._processPointerDown(current);
}

function onStylusMove(evt) {
    if(evt.pointerId==currentPenId) {
        var current=evt.currentPoint;

        inkContext.beginPath();
        inkContext.stroke();
        inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.moveTo(current.x,current.y);
        inkContext.moveTo(current.x,current.y);

        inkContext.beginPath();
        inkContext.stroke();
        inkContext.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.lineTo(current.rawPosition.x,current.rawPosition.y);
        inkManager.moveTo(current.x,current.y);
        inkContext.moveTo(current.x,current.y);

        inkManager._processPointerUpdate(current);
    }
}
```

QUESTION 117 Drag and Drop question 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.)



Answer:



QUESTION 118 You are creating a Windows Store app for a retail business. You must enumerate the available human interface devices (HIDs) on the client computer. You need to use the Windows.Devices.HumanInterfaceDevice namespace to detect the available devices. What types of devices can you detect?

- A. an internal camera device
- B. a remote networked 3D printer
- C. a wireless router
- D. a Bluetooth-enabled joystick that uses a native Windows 8.1 device driver

Answer: A Explanation:

<http://msdn.microsoft.com/en-US/library/windows/apps/windows.devices.humaninterfacedevice.aspx> QUESTION 119 You are developing a line-of-business Windows Store app that will interact with a magnetic stripe reader. Your company distributes the magnetic stripe reader to an end user. You need to activate the magnetic stripe reader. Which method should you use?

A. RetrieveStatisticsAsync
B. CheckHealthAsync
C. FromIdAsync
D. GetSupportedProfiles

Answer: A Explanation:

<http://msdn.microsoft.com/en-us/library/windows/apps/dn297993.aspx> QUESTION 120 You are developing a Windows Store app that will access a device's webcam. All necessary device capabilities have been declared in the app manifest. The app must not throw an error if the user has declined or revoked permission to the webcam. You need to identify whether the app has permission to use the webcam. What should you do?

- A. Using the CameraCaptureUI class, test for the value returned by the CaptureFileAsync method.
- B. Using the CameraCaptureUI class, test for the value returned by the videoSettings property.
- C. Using the MediaCapture class, test for the value returned by the async method.
- D. Using the MediaCapture class, test for the value returned by the MediaCaptureSettings property.

Answer: C Explanation:
<http://msdn.microsoft.com/en-us/data/windows.media.capture.mediacapture> QUESTION 121 You are developing a Windows Store app by using HTML5. The app will be optimized for accessibility. The app must meet the following accessibility requirements:- Provide support for navigating all user interface elements. - Provide support for invoking default functionality on the user interface. - Provide support for use of a computer keyboard. You need to ensure that the app meets the accessibility requirements. Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Set the tabIndex attribute for interactive elements. Dynamically manage the tabIndex attribute for composite elements.
- B. Set the aria-live attribute of user interface elements to polite for important content that changes dynamically.
- C. Ensure that visible text has a minimum luminosity contrast ratio of 1:1 against the background.
- D. Implement event handlers for invoking default functionality.

Answer: AB
QUESTION 122 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 2016 February NEW 70-481 Exam Questions & NEW

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