

[2016 Feb-UpdatedNew Updated 70-484 VCE from Braindump2go Guarantee 100% 70-484 Exam Pass

2016 NEW Updated 70-484 Exam Questions RELEASED Today! Exam Code: 70-484 Exam Name: Essentials of Developing Windows Store Apps Using C# Certification Provider: Microsoft Corresponding Certifications: MCSD, MCSD: Windows Store Apps 2016 70-484 new exam topics: 1.Design Windows Store apps 2.Develop Windows Store apps 3.Create the user interface 4.Program the user interaction 5.Manage security and data ATTENTION: 2016 70-484 NEW Questions are the most IMPORTANT! QUESTION 151 You are developing a Windows Store app that requires data to be downloaded from a remote server. The server enables secure connections from browsers and other clients only with the user-agent present in the request header. The data is a string never exceeding 1 KB. What is the best way to implement this requirement in your app? A. Use Windows sockets over TCP to create and send requests to the server. B. Create a request, encrypt it, and send it to the server using Windows sockets over TCP. C. Use an HttpClient with its user-agent set in its DefaultRequestHeaders property and a URL with [https:// prefix](https://prefix). D. Use a StreamWebSocket to send the request to a URL with the [https:// prefix](https://prefix). Answer: C QUESTION 152 A Windows Store app requires data to be downloaded from a remote server and displayed as content. The app has to be responsive while content is being downloaded. The server can send various types of messages with varying sizes on a connection that is prone to timeouts. It uses HTTP response headers to provide the meta information on the payload contained in the response. How will you implement this requirement in your app? (Choose all that apply.) A. Use the HttpClientOption of the HttpClient class set to ResponseHeadersRead, read the headers, and then decide whether the expected content type is present in the payload. B. Use the MaxResponseContentBufferSize in the HttpClient object to set a maximum size on the buffer while reading the payload. C. Use sockets over TCP for an always-on connection. This will allow your app to parse every response from the server and use the ones that are required. D. Set a timeout value to control the time your app needs to wait before the request times out. E. Use MessageWebSockets to receive data from the server. Parse the data in the MessageReceived handler and use it in your app. Answer: ABD QUESTION 153 A popular multi-player game available in other platforms is being ported to Windows 8. You are asked to implement the features that will enable the app to exchange various kinds of data with a high-performance gaming server. Which options will you use to implement this requirement in the app? (Choose all that apply.) A. Use the HttpClient with a long timeout to download all data after authentication. B. Use sockets over TCP with data encrypted by your app. C. Use HttpClient to authenticate the user over SSL using a URL with an [https:// prefix](https://prefix). D. Use a MessageWebSocket to exchange player moves and scores with the server. E. Use a StreamWebSocket to download updates for the game whenever they are available on the server. Answer: CDE QUESTION 154 You are implementing a Windows Store app in which the hub details page displays a list of popular recipes. Recipes are grouped by their categories, ingredients, or popularity. You want to show the list of groups and items in each group. What is the best way to implement this feature? A. Use a ComboBox to show the list of groups and a StackPanel that is populated in the code-behind with controls based on the selection. B. Use a ListBox to show the list of groups and a GridView to show the items for the group selected with the ListBox. C. Use a ComboBox to show the list of groups and a GridView to show the items for the group selected with the ComboBox. D. Use a StackPanel to arrange the items in the list of groups and a ListBox to show the items for the group selected. Answer: C QUESTION 155 You are creating a data entity class for representing data received from a remote web service. Your app will use this class for data binding in the user interface. Some members of the entity are expected to be updated by users. Before the remote web service is updated, these entities should be validated for the data entered by the user. How will you implement the class? A. The data binding framework provided by the WinRT APIs support data binding including validation of the entered data. Binding the entity class in the UI is adequate. B. Implement the INotifyPropertyChanged interface for property change notifications and the INotifyDataErrorInfo interface for notifying the user of any errors in the entered data. C. Implement the INotifyPropertyChanged interface for property change notifications and the INotifyDataError interface for notifying the user of any errors in the entered data. D. Although data binding support provided by the WinRT APIs are adequate, the INotifyDataErrorInfo should be implemented for notifying the user of any errors in the entered data. Answer: B QUESTION 156 You have been asked to implement a data control that displays photos from an album with a grouping option selected by the user. In future releases, you are expected to support photo filtering and sorting from the user's photo collection. What are the steps required to implement this feature? (Choose all that apply.) A. Use a GridView control in the UI and bind the GridView with the collection of albums. B. Use a GridView control in the UI and bind the GridView to a CollectionViewSource object. C. Prepare an ICollectionView view by using LINQ to group items from the collection of albums, use this view as the Source of the CollectionViewSource. D. Set the IsSourceGrouped property of the CollectionViewSource to true. E. Create a custom DataTemplateSelector for the GridView and use the selector for displaying the items for various grouping options. Answer: BCD

QUESTION 157 You need to implement user authentication in your Windows Store app that enables messaging between logged-on users and their friends. A user expects to be logged on to the app and have access to messages from multiple devices. How should you implement this feature? A. Show a dialog box to request credentials every time the user needs to check the account for messaging. B. Authenticate the user when the app is installed and save the credentials in the roaming app data store. C. Use the CredentialPicker to retrieve the credentials if the credentials are not available in the PasswordVault. Save the credentials in the PasswordVault whenever the user enters them. D. Authenticate the user when the app is installed and save the credentials in the temporary app data store. Answer: C

QUESTION 158 In the next release of your Windows Store app, you will include user authentication after users register for premium access. You will provide the option to your users to save their credentials and to log out from the app. A fully featured desktop version of the app is already available and it uses a simple dialog box for obtaining the credentials. How should you implement the authentication dialog box for your Windows Store app? (Choose all that apply.) A. Create a custom control that embeds a dialog box in which users enter their credentials. B. Use the Settings charm to log on users with simple text fields to obtain their credentials. C. Use the CredentialPicker class with the CredentialSaveOption property set to Selected. D. Use the PasswordVault class to store user credentials if the user opted to have them saved. E. Use the Settings charm to provide an option to the user to log out from the app. When the user logs out, remove the credential from the password vault. Answer: CDE

QUESTION 159 The owner of a popular wholesale coffee bean store has a website that enables users to order beans. Regular customers are rewarded for their loyalty when they sign in using their Windows Live account. Signed-in users can view their orders and participate in forum discussions, for example. Some users can act as moderators. You have been asked to implement the authentication and authorization portion of the Windows Store app being built for the business. How should you implement this feature? (Choose all that apply.) A. Use the CredentialPicker class to obtain the user's Facebook credentials and use it to sign in the user. B. Use the PasswordVault object to save the credentials because users shouldn't sign out of the application again. C. Obtain a token from the Facebook identity property based on the claims of the user. D. Examine the users' roles while enabling them to access various sections of the app, including moderation of forum posts. E. Provide an option in the Settings pane that enables the user to revoke access to the app and delete the saved token. Answer: CDE

QUESTION 160 By popular demand, you have decided to implement sharing photos using your photo mosaic Windows Store app with Facebook. You need to allow users to post photos to their Facebook timeline. What are the steps required to implement this feature? (Choose all that apply.) A. Authenticate the user by requesting Facebook credentials in a custom dialog box. B. Register your app with Facebook to obtain a client ID; configure a redirect URL to obtain an access token. C. Set up the WebAuthenticationBroker with a URL that contains the client ID, redirect URL, and the permissions requested. D. Use the AuthenticateAsync method of the WebAuthenticationBroker class to authenticate the user and use the access token from the result for posting photos to Facebook using the recommended APIs. E. After the user is logged on, post photos to Facebook using the methods available for desktop apps. Answer: BCD

QUESTION 161 You are investigating the feasibility of implementing OAuth2 authentication using an online identity provider. To provide a consistent user experience to your users, you decide to use the WebAuthenticationBroker class in your app. Which of the following is a correct statement for the WebAuthenticationBroker about OAuth2 support? A. The WebAuthenticationBroker class supports OAuth2 authentication with only those identity providers that are located in the domain in which the user has joined with the app. B. The WebAuthenticationBroker class supports OAuth2 authentication with online identity providers that implement the OAuth2 standard and it also supports SSO. C. The WebAuthenticationBroker class must be used every time the user wishes to log on because it does not support SSO. D. The WebAuthenticationBroker class is suitable for use with online identity providers that support only the [http:// prefix](#). Answer: B

QUESTION 162 To improve the employee productivity in an organization that provides a Windows Store to its employees, you recommend it uses SSO in the app. Which of the following is true of SSO? A. Implementation of SSO requires the application's SID to be present in a URL that is used as the redirect URL. B. Every time an update for the app is released, users need to log on again because the cookie is no longer available as the SID changes with every update. C. SSO works with both [http://](#) and [https://](#). Therefore, if the employee is logged on to the corporate network through VPN, they do not require [http:// for](#) the authentication. D. A user can use SSO to log on to any app along with the organization's app using the same set of credentials; this is one of the major benefits of using SSO. Answer: A

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