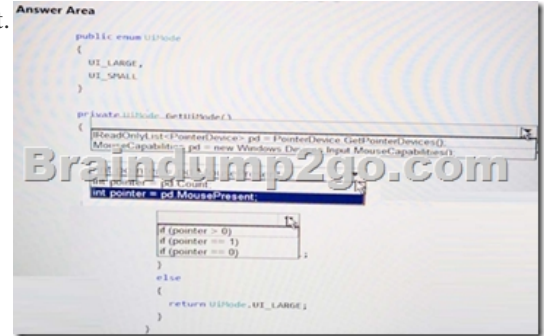


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<https://drive.google.com/drive/folders/0B75b5xYLjSSNSFE3OF9GakVEOUE?usp=sharing> Q9HOTSPOTYou need to properly handle the size of the user interface objects. How should you complete the method? To answer, select the appropriate code segment from each list in the answer area.NOTE: Each correct selection is worth one point.



```
public enum UI_Size
{
    UI_LARGE,
    UI_SMALL
}

private void OnPointerDeviceChanged()
{
    ReadOnlyList<PointerDevice> pd = PointerDevice.GetPointerDevices();
    MouseCapabilities mc = new Windows.Devices.Input.MouseCapabilities();
    UI_Pointer = pd.MousePresent;

    if (pointer == 0)
    {
        if (pointer == 1)
        {
            if (pointer == 0)
        }
    }
    else
    {
        return UI_Size.UI_LARGE;
    }
}
```

Answer:

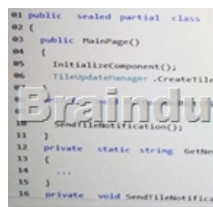


```
public enum UI_Size
{
    UI_LARGE,
    UI_SMALL
}

private void OnPointerDeviceChanged()
{
    ReadOnlyList<PointerDevice> pd = PointerDevice.GetPointerDevices();
    MouseCapabilities mc = new Windows.Devices.Input.MouseCapabilities();
    UI_Pointer = pd.MousePresent;

    if (pointer == 0)
    {
        if (pointer == 1)
        {
            if (pointer == 0)
        }
    }
    else
    {
        return UI_Size.UI_LARGE;
    }
}
```

Case Study: 2Mix QuestionsQ10You are developing a Universal Windows Platform (UWP) app.Your app stores files on a user's device.You need to be able to replace the existing files with new files generated by the user. Solution you run the StorageFile.GetParentAsync method to get a reference to the existing file. Then, you run the StorageFile.CreateStreamedFileAsync method to create the- new file at that same location.Does this meet the goal?A. yesB. NoAnswer: A Q11You are developing a Universal Windows Platform (UWP) app.Your app stores files on a user's device.You need to be able to replace the existing files with new files generated by the user. Solution You run the StorageFile.OpenSequentialReadAsync method to replace the existing file.Does this meet the goal? A. yesB. NoAnswer: B Q12You have two Universal Window Platform (UWP) apps named Catalog and Research, respectively. You need to create a service in the Catalog app that can be queried by the Research app.Which three tasks should you perform?Each correct answer presents part of the solution.A. Enter the package family name of the Catalog app in the Research app.B. Add an app service extension to package.appmanifest file in the Research appC. Add an app service extension to package.appmanifest file the the Catalog app.D. Enter the package family name of the Catalog app In the Catalog app.E. Add a Windows Runtime component to the Research app.F. Add a Windows Runtime component to the Catalog app.Answer: ABE Q13 HOTSPOTYou are developing a Universal Windows Platform (UWP) app by using XAML and C#. A team member has written a XAML page includes a button with an event handler method named ButtonSendNotification_Click() registered to the Click event. You are reviewing the following code segment written by the team member (line sealed numbers are added for reference only):



```
01 public sealed partial class
02 {
03     public MainPage()
04     {
05         InitializeComponent();
06         TileUpdateManager.CreateTile
07         GetTileNotification();
08     }
09     private static string GetTile
10     {
11         ...
12     }
13     private void SendFileNotification
14     {
15     }
16 }
```

```

17 {
18     TileNotification tileNotification = GenerateTileNotification();
19     tileNotification.Tag = "newsItem" + GetNewsTitle();
20     TileUpdateManager.CreateTileUpdaterForApplication().Update(tileNotification);
21 }
22 private TileNotification GenerateTileNotification()
23 {
24     string xml = <?xml version="1.0"
25     <tile xmlns="1.0"
26     </tile>
27     <binding template="TileWide">
28     </binding>
29     </tile>
30 }

```

```

37     <binding template="TileLarge">
38     </binding>
39     </visual>
40     </tile>
41     XmlDocument doc = new XmlDocument();
42     doc.Load(xml);
43     if (text.InnerText.Length == 0)
44     {
45         tileNotification = new TileNotification(doc);
46     }
47     return tileNotification;
48 }
49 }
50 }

```

Answer area

Statement	Yes	No
The code segment will generate a tile notification for all platform architecture.	<input type="radio"/>	<input type="radio"/>
The app will display only one tile notification, regardless of the number of button clicks.	<input type="radio"/>	<input type="radio"/>
An exception will be thrown at Line 42 of the code segment.	<input type="radio"/>	<input type="radio"/>

Answer: Answer area

Statement	Yes	No
The code segment will generate a tile notification for all platform architecture.	<input checked="" type="radio"/>	<input type="radio"/>
The app will display only one tile notification, regardless of the number of button clicks.	<input type="radio"/>	<input checked="" type="radio"/>
An exception will be thrown at Line 42 of the code segment.	<input checked="" type="radio"/>	<input type="radio"/>

Q14DRAG DROP You are developing a Universal Windows Platform (UWP) app. Users can drag and drop images on the screen to share them with then friends. You need to implement drag and drop for the app. Users must be able to drop images onto a blue rectangle that the app displays.How should you complete the relevant markup? To answer, drag the appropriate markup segments to the correct targets. 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.

Markup segments	Answer area
<code><Image></code>	<code><DropTarget></code>
<code><TextBlock></code>	<code><Image></code>
<code><TextBlock></code>	<code><TextBlock></code>
<code><Image></code>	<code><Image></code>
<code><TextBlock></code>	<code><TextBlock></code>

Markup segments	Answer area
<code><Image></code>	<code><DropTarget></code>
<code><TextBlock></code>	<code><Image></code>
<code><TextBlock></code>	<code><TextBlock></code>
<code><Image></code>	<code><Image></code>
<code><TextBlock></code>	<code><TextBlock></code>

Q15 You are developing a Universal Windows Platform (UWP) app. The app must allow the user to select only one file at a time. You need to ensure that the app displays the appropriate dialog window.Which method should you use? A. StorageItem.GetFilesFromPothAsync()B. StorageItem.OpenReadAsync()C. FileOpenPicker.PickMultipleFilesAsycn ()D. StorageItem.OpenSequentialReadAsync()E. FileOpenPicker.PickSingleFileAsync()Answer: DQ16HOTSPOT You are developing a

Universal Windows Platform (UWP) app that plays audio recordings. You are creating a page where the user can set a volume level for the app using a slider control. You need to display the volume level in TextBox right below the slider. You have C# class named VolumeConverter that converts slider values to a number. You have a page that includes the following markup:

```

<Page.Resources>
</Page.Resources>
<Page>
</Page>

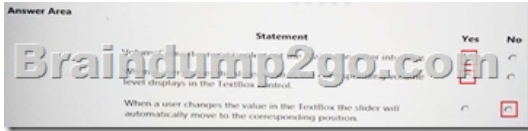
```

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

Answer Area

Statement	Yes	No
When a user changes the value in the TextBox the slider will automatically move to the corresponding position.	<input type="radio"/>	<input type="radio"/>

Answer:



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[YouTube.com/watch?v=i7bwdHohynM](https://www.youtube.com/watch?v=i7bwdHohynM)