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QUESTION 11Drag and Drop QuestionYou are developing a Windows Store game. The game allows users to purchase additional levels in the game. You need to run the ContinueTol_evel2() method if the user has a license to Level 2. How should you complete the code segment? (To answer, drag the appropriate lines of code to the correct location or locations. 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 12Drag and Drop QuestionYou are developing a Windows Store app. The app has numerous features that should be enabled or disabled based on the license information of the app. You need to test the trial functionality by using the CurrentAppSimulator class. Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Answer:

QUESTION 13Hotspot QuestionYou are developing a Windows Store app that allows users to copy music from their local computers to removable storage. The app displays songs grouped by the month the song was downloaded and allows individual songs to be copied to the removable storage device. The user interface for selecting and copying songs uses data binding.You need to load and return songs in a format appropriate for data binding. How should you complete the code segment? (To answer, select the appropriate line of code from each drop-down list in the answer area.)

Answer:

```
var queryOptions =

    new QueryOptions(CommonFolderQuery.GroupByMonth);
    new QueryOptions(CommonFolderQuery.Month);
    new QueryOptions(CommonFolderQuery.GroupByType.Month);
    new QueryOptions { ApplicationSearchFilter = "ByMonth" };
    new QueryOptions(CommonFolderQuery.GroupByType);


var factory = new FileInformationFactory(fileQuery,
    ThumbnailMode.MusicView);

var dataSource = factory.

    GetVirtualizedFilesVector();
    GetFoldersVector();
    GetVirtualizedItemsVector();
    GetItemsVector();
    GetVirtualizedFilesVectorAsync();
    GetFilesVectorAsync();

return dataSource;
```

QUESTION 14 Drag and Drop Question You are developing a Windows Store app that receives data from two providers. Data from Provider1 is sent as a hex string. Data from Provider2 is sent as Base64 encoding. Data from Provider1 must be captured before data from Providers is captured. You need to compare the strings from each provider to verify that the cryptographic buffers match. Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

Answer Area

Compare data between buffer1 and buffer2 by using the following code segment.

Boolean bVal_1 = Buffer.Compare(buffer1, buffer2);

Compare data between buffer1 and buffer2 by using the following code segment.

Boolean bVal_1 = CryptographicBuffer.Compare(buffer1, buffer2);

Load and convert data from Provider2 by using the following code segment.

StringstrProvider2 = GetFromProvider2();
IBufferbuffer2 = CryptographicBuffer.DecodeFromHexString(strProvider2);

String strProvider1 = GetFromProvider1();
IBuffer buffer1 = CryptographicBuffer.DecodeFromBase64String(strProvider1);

Load and convert data from Provider1 by using the following code segment.

String strProvider1 = GetFromProvider1();
CryptoBuffer buffer1 = CryptographicBuffer.DecodeFromBase64String(strProvider1);

Load and convert data from Provider2 by using the following code segment.

StringstrProvider2 = GetFromProvider2();
CryptoBufferbuffer2 = CryptographicBuffer.DecodeFromHex(strProvider2);

Answer:

Answer Area

Load and convert data from Provider1 by using the following code segment.

String strProvider1 = GetFromProvider1();
IBuffer buffer1 = CryptographicBuffer.DecodeFromBase64String(strProvider1);

Load and convert data from Provider2 by using the following code segment.

StringstrProvider2 = GetFromProvider2();
IBufferbuffer2 = CryptographicBuffer.DecodeFromHexString(strProvider2);

Compare data between buffer1 and buffer2 by using the following code segment.

Boolean bVal_1 = CryptographicBuffer.Compare(buffer1, buffer2);

QUESTION 15 You are developing a Windows store game that allows players to save friend information for other players they meet in the game. The app must meet the following requirements: - The app must save all friend information when the app suspends or terminates. - When the app is restarted, friend information should be automatically reloaded. - Players should be able to view friend information on other devices with the app installed, provided that the user supplies the same credentials on both machines. You need to ensure that the app meets the requirements. How should the app save the friend information? A. by saving friend

information to a temporary app storeB.   by saving friend information to the roaming app store C.   by saving friend information to the local app storeD.   by saving friend information in a memory-mapped file Answer: B QUESTION 16Drag and Drop Question You are developing a Windows Store game that saves virtual store purchase information to the local device. The app must create a setting named PlayerName within a container named Purchases. The app must store the value of the PlayerName property in the local store. You need to meet the requirements. How should you complete the code segment? (To answer, drag the appropriate terms to the correct location or locations. Each term 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:

Explanation:http://msdn.microsoft.com/en-us/library/windows/apps/xaml/hh700361.aspx
http://msdn.microsoft.com/en-us/library/windows/apps/xaml/windows.storage.applicationdatacreatedisposition.aspx QUESTION 17 You are developing a Windows Store app for geocaching competitions that displays locationaware tips. You need to capture device location events periodically to determine if a tip should be displayed. What should you do? (Each correct answer presents part of the solution. Choose all that apply.) A.   Enable the Proximity capability in the Package.appxmanifest file.B.   Create an instance of the Windows.Devices.Sensors.OrientationSensor class. Use the ReportlInterval property to set the interval for getting the position data. Then attach an event handler to the PositionChanged event to capture position and decide if tips should be shown.C.   Create an instance of the Windows.Devices.Sensors.Gps class. Use the ReportlInterval property to set the interval for getting the position data. Then attach an event handler to the PositionChanged event to capture position and decide if tips should be shown.D.   Enable the Location capability in the Package.appxmanifest file.E.   Create an instance of the Windows.Devices.Geolocation.Geolocator class, Use the ReportlInterval property to set the interval for getting the position data. Then attach an event handler to the PositionChanged event to capture position and decideif tips should be shown. Answer: DEExplanation:
http://msdn.microsoft.com/library/windows/apps/windows.devices.sensors QUESTION 18Hotspot QuestionYou are developing a Windows Store app that allows bloggers to capture videos and upload them to a blog. You need to ensure that the app saves the captured video in MP4 format to the blogger's videos library. How should you complete the code segment? (To answer, select the appropriate line of code from each drop-down list in the answer area.)

Answer:

QUESTION 19You are developing a Windows Store app that uses a webcam. You need to be notified if new webcams are connected to the system. Which class should you use? A.   DevicelnformationWatcherB.   EnclosureLocationC.   DeviceWatcher D.   DevicelnformationCollection Answer: C QUESTION 20Drag and Drop QuestionYou are developing a Windows Store app that downloads large files from the Internet by using background tasks. The app includes the following:- TaskInstance is an instance of the IBackgroundTask interface that provides access to a background task instance. - DownloadFilesAsyncQ is the asynchronous method that performs the download. You need to ensure that the app performs the download operation asynchronously in a background task. Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order,)

Answer:
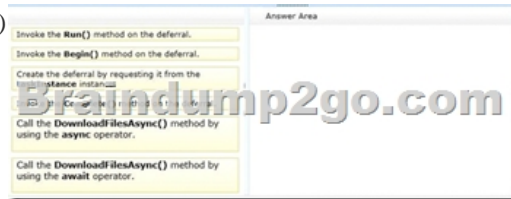
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