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QUESTION 171Drag and Drop QuestionYou are developing a Windows Store app.You plan to use Windows Push Notification Services (WNS) in the app.You need to identify whether the system has disabled notifications globally.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.)
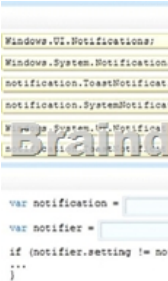
Answer:

QUESTION 172You are creating a custom control by using HTML5.You need to bind a source named myDataSource to the control.Which HTML markup should you use?

A.   Option AB.   Option BC.   Option CD.   Option D Answer: A QUESTION 173You develop a Windows Store app.The app user interface is slow to load, and occasionally stops responding.You need to increase the responsiveness of the user interface.What should you implement? A.   the Await operatorB.   Windows Runtime Metadata (WinMD) componentsC.   promisesD.   the Web API of the Windows Library for JavaScript Answer: BExplanation:http://msdn.microsoft.com/en-us/magazine/jj651569.aspx QUESTION 174Hotspot QuestionYou are developing 3 Windows Store app that uses a canvas object.When the page loads, a blue rectangle must move across the canvas from left to right.The following code calls the function to perform the animation:

```
var canvas;
var ctx;
var PositionX = 0;
var PositionY = 10;

window.onload = fun
  canvas = documen
  ctx = canvas.getCo
  setInterval("animat
};
```

You need to create the animateShape function.How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

Work Area

```
function animateShape() {

[                                              ▼]
ctx.clearRect(0, 0, canvas.width, canvas.height);
ctx.scale(canvas.width, canvas.height);

ctx.fillRect(PositionX, PositionY, 100, 100);

[                                              ▼]
ctx.clearRect(0, 0, canvas.width, canvas.height);
ctx.scale(canvas.width, canvas.height);
PositionX += 1;
PositionX = PositionY +1;
}
```

Answer:

Work Area

```
function animateShape() {

[                                              ▼]
ctx.clearRect(0, 0, canvas.width, canvas.height);
ctx.scale(canvas.width, canvas.height);

ctx.fillRect(PositionX, PositionY, 100, 100);

[                                              ▼]
ctx.clearRect(0, 0, canvas.width, canvas.height);
ctx.scale(canvas.width, canvas.height);
PositionX += 1;
PositionX = PositionY +1;
}
```

QUESTION 175Hotspot QuestionYou are developing 3 Windows Store app by using JavaScript. Users will store sensitive data in the app.You need to ensure that the app encrypts data strings before saving them.How should you complete the relevant code? (To answer, select the correct code segment from the drop-down list in the answer area.)

Work Area

```
function encryptString(string, encoding, protectionDescriptor){
  var dataProtectionProvider = new Windows.Security
    .Cryptography.DataProtection
    .DataProtectionProvider(protectionDescriptor);
  dataBuffer = Windows.Security
    ...
    .convertStringToBinary(string, encoding);

[                                              ▼]
dataProtectionProvider.encryptAsync(dataBuffer).done(
dataProtectionProvider.encryptBase64Async(dataBuffer).done(
dataProtectionProvider.protectAsync(dataBuffer).done(
dataProtectionProvider.protectAsync(dataBuffer).encrypt(
}
```

Answer:

Work Area

```
function encryptString(string, encoding, protectionDescriptor){
  var dataProtectionProvider = new Windows.Security
    .Cryptography.DataProtection
    .DataProtectionProvider(protectionDescriptor);
  dataBuffer = Windows.Security
    ...
    .convertStringToBinary(string, encoding);

[                                              ▼]
dataProtectionProvider.encryptAsync(dataBuffer).done(
dataProtectionProvider.encryptBase64Async(dataBuffer).done(
dataProtectionProvider.protectAsync(dataBuffer).done(
dataProtectionProvider.protectAsync(dataBuffer).encrypt(
}
```

QUESTION 176You are developing two Windows Store apps named CameraApp and PhotoAlbum.The apps must meet the following requirements:- CameraApp must have access to images on the local computer on which CameraApp is running.- PhotoAlbum must be able to access the images from CameraApp.You need to configure the deployment package settings for both apps to ensure that the requirements are met.What should you do? A.   Add the URI of CameraApp to the Content URIs list for PhotoAlbum, and add the URI of PhotoAlbum to the Content URIs list for CameraApp.B.   Add the Pictures Library setting to the list of capabilities for PhotoAlbum, and add the Share Target setting to the list of declarations for PhotoAlbum.C.   Add the ShareTarget setting to the list of declarations for PhotoAlbum, and add the Pictures Library setting to the list of capabilities for CameraApp.D.   Add the Pictures Library setting to the list of declarations for CameraApp, and add the Share Target setting to the list of capabilities for PhotoAtbum. Answer: C QUESTION 177You develop a Windows Store app. The app is a memory game that displays a 6x6 grid of squares.When the user taps or swipes a square, the square must flip over to display an image.When testing the app, you find that swiping the tile does not cause it to flip over.You need to ensure that the game responds correctly to user input. Which event should you listen for? A.   pointeroverB.   pointerenterC.   pointercancelD.   pointerleave Answer: B QUESTION 178You have an enterprise app that has been distributed outside of the Windows Store. The app deployment includes devices that are joined to an enterprise domain and devices that are not.Installation of the app and all updates are required for all domain-joined devices.You need to push a critical update to the app.What should you do? A.   Require a mandatory update in the versioning model.B.   Distribute the update by using group policy.C.   Distribute the update by deploying a resource pack.D.   Deploy an .appxupload file. Answer: B QUESTION 179You are developing a Windows Store app that will play video files stored locally on the user's computer. The app will support the Play To feature.The app includes a button that must programmatically invoke the Play To flyout when pressed.You need to ensure that clicking the button displays the Play To flyout.Which code segment should you use? A.   Windows.Media.PlayTo.PiayToManager.showPlayToUI();B.   Windows.Media.Devices.MediaDevicesControl.bind("flyout"); C.   Windows.Media.PlayTo.PlayToManager-playTo();D.   Windows.Media.Devices.VideoDeviceController.bind("flyout"); Answer: A QUESTION 180You are developing a Windows Store app.The app has the following requirements:- Access resources from the URI ws://contoso.com/MyWebApplication.ashx.- Send and receive binary data.- Use real-time notifications and updates in the browser.- Use a bidirectional, full-duplex communication channel with services.You need to ensure that the app meets the requirements.Which type of object should you create? A.   WorkerB.   WebSocketC.   MessageChannelD.   XmlHttpRequestE. WebService Answer: D **For those who feel the overwhelming anxiety before their 70-482 exam,Braindump2go Latest updated 70-482 Exam Dumps will help you Pass 100% in a short time preparation! 70-482 Exam Dumps PDF & VCE Full Version Instant Download!**

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