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QUESTION 71 You are developing a Windows Store app that has four pages. Page 1 and page 2 share a set of styles. Page 3 and page 4 share a different set of styles. You need to recommend a solution to manage the styles. The solution must meet the following requirements:- Ensure that the styles can be used by every app that you develop.- Minimize the amount of effort required to update the styles across multiple apps. What should you include in the recommendation? A. use inline styles. B. Define all of the styles in external files and merge the styles at the page level. C. Define all of the styles in resource dictionaries at the page level. D. Define all of the styles in App.xaml. Answer: B

QUESTION 72 You are developing a Windows Store app that has four pages. Page 1 and page 2 share a set of styles. Page 3 and page 4 share a different set of styles. You need to recommend a solution to manage the styles. The solution must meet the following requirements:- Ensure that the styles can be used by every app that you develop.- Minimize the amount of effort required to update the styles across multiple apps. What should you include in the recommendation? A. Define all of the styles in external files and merge the styles in App.xaml. B. Define all of the styles in a resource dictionary in App.xaml. C. Define all of the styles in resource dictionaries at the page level. D. Define all of the styles in the resources at the page level. Answer: A

QUESTION 73 You are developing a Windows Store app. You need to ensure that the app meets the requirements for Windows Store certification. Which requirement must be met? A. The app must be created in C#. B. The trial functionality must resemble the actual functionality of the app. C. The app must support Internet communication. D. The app must have a short name and a long name. Answer: B

Explanation: Incorrect: Not A: You can also use Visual Basic.

QUESTION 74 You are developing a Windows Store app. You need to ensure that the app meets the requirements for Windows Store certification. Which requirements must be met? A. You must provide at least two screenshots of the app. B. The app must always have an associated privacy policy. C. The app must fully support touch input. D. you must provide a successful virus scan report. Answer: C

Explanation: Your app must fully support touch input, and fully support keyboard and mouse input

QUESTION 75 An object of type AccountViewModel contains properties named Name and Amount. You are creating a user control that will allow you to view and edit information in the AccountViewModel object. All items must be properly bound to the control regardless of what page the control is applied to. The user control must display a two-column grid that is arranged as shown in the following table.

Cell 1: The text "Client:"	Cell 2: The value of the Name property of the AccountViewModel object
Cell 3: The text "Amount:"	Cell 4: The value of the Amount property of the AccountViewModel object

You need to create the grid and populate the first row of the grid. What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Create the following code segment for cell 2:
- ```
<TextBox Text="{Binding Name,Mode=TwoWay}"/>
```
- B. Create the following code segment:
- ```
<Grid DataContext="{Binding AccountViewModel}">
```
- C. Create the following code segment for cell 2:
- ```
<TextBlock Text="{Binding Name,Mode=TwoWay}"/>
```
- D. Create the following code segment for cell 1:
- ```
<TextBlock Text="{Binding Client}"/>
```
- E. Create the following code segment:
- ```
<Grid ItemSource="{Binding AccountViewModel}">
```
- F. Create the following code segment for cell 1:
- ```
<TextBlock Text="Client:"/>
```

A. Option AB. Option BC. Option CD. Option DE. Option EF. Option F Answer: ABF QUESTION 76 You are developing a Windows Store app. An XML document named tileXmlDocument contains the layout of the app tile. You need to configure a tile notification that will display for 15 seconds. Which code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

- A.

```
var tile = new TileNotification(tileXmlDocument, 15);  
Windows.Globalization.Calendar cal = new Windows.Globalization.Calendar();  
cal.SetToNow();  
DateTimeOffset expiryTime = cal.GetDateTime();  
tile.ExpirationTime = expiryTime;
```
- B.

```
var tile = new TileNotification(tileXmlDocument);  
tile.ExpirationTime = DateTime.Now.AddSeconds(15);
```
- C.

```
var cal = new Windows.Globalization.Calendar();  
Windows.Globalization.Calendar cal = new Windows.Globalization.Calendar();  
cal.SetToNow();  
cal.AddSeconds(15);  
DateTimeOffset expiryTime = cal.GetDateTime();  
tile.ExpirationTime = expiryTime;
```
- D.

```
var tile = new TileNotification(tileXmlDocument);  
Windows.Globalization.Calendar cal = new Windows.Globalization.Calendar();  
cal.SetToNow(15);  
DateTimeOffset expiryTime = cal.GetDateTime();  
tile.ExpirationTime = expiryTime;
```

A. Option AB. Option BC. Option CD. Option D Answer: BC Explanation: - Example: `tileNotification.ExpirationTime = DateTimeOffset.UtcNow.AddMinutes(10);` - This example specifies that the notification should appear in 3 hours. This example uses the `DateTime` object. `int dueTimeInHours = 3; DateTime dueTime = DateTime.Now.AddHours(dueTimeInHours);` QUESTION 77

You are developing a Windows Store app. You need to create a certificate to sign the app in a test environment. Which tool or tools should you use? A. Makecert and Pvk2Pfx B. Gacutil and Tlbimp C. the Security Templates snap-in D. Makecert and Sn Answer: A Explanation: Use MakeCert.exe and Pvk2Pfx.exe to create a test code signing certificate, so that you can sign your Windows Store app packages. Incorrect: not B: The Global Assembly Cache tool allows you to view and manipulate the contents of the global assembly cache and download cache. QUESTION 78

You are developing a Windows Store app. The app must respond to gestures as input. You need to implement the gesture events. Which events can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.) A. Touch B. Tapped C. Click D. Holding E. Hit Answer: BD Explanation: Gestures Gestures are a high-level way of interpreting touch input data into a set of common motions such as tapping, sliding, and pinching. Some common gestures used in Windows 8 are: InteractionDescription Tap One finger touches the screen and lifts up. Press and hold One finger touches the screen and stays in place. Slide One or more fingers touch the screen and move in the same direction. Swipe One or more fingers touch the screen and move a short distance in the same direction. Pinch Two or more fingers touch the screen and move closer together or farther apart. Rotate Two or more fingers touch the screen and move in a clockwise or counter-clockwise arc. Stretch Two or more fingers touch the screen and move farther apart.

<http://msdn.microsoft.com/en-gb/library/windows/apps/xaml/hh465387.aspx> QUESTION 79 You are developing a Windows Store app that will display a toast notification. You need to ensure that when a toast notification is displayed, the first line of the

notification is bold. Which template should you use? A. TileSquareBlock B. TileSquarePeekImageAndText01 C. ToastImageAndText02 D. ToastImageAndText01
Answer: C
Explanation: ToastImageAndText02 A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines.
QUESTION 80 You are developing a Windows Store multiplayer game. You need to create a toast notification that will display character profile images, in-game screenshots, and player information when the game is not active. Which code segment should you use?

```
A var playerInfoElement = ((HtmlDocument)toastHtmlDocument).CreateElement("b");  
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.SetAttribute("binding", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.AppendChild(playerInfoElement);  
toastNotification.Show();  
B var playerInfoElement = ((HtmlDocument)toastHtmlDocument).CreateElement("b");  
playerInfoElement.SetAttribute("binding", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.SetAttribute("binding", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.AppendChild(playerInfoElement);  
toastNotification.Show();  
C var playerInfoElement = ((HtmlDocument)toastHtmlDocument).CreateElement("b");  
playerInfoElement.SetAttribute("template", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.SetAttribute("binding", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.AppendChild(playerInfoElement);  
toastNotification.Show();  
D var playerInfoElement = ((HtmlDocument)toastHtmlDocument).CreateElement("b");  
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.SetAttribute("binding", ToastTemplateType.ToastImageAndText01);  
toastNotification.ToastContent.AppendChild(playerInfoElement);  
toastNotification.Show();
```

A. Option AB. Option BC. Option CD. Option D
Answer: B
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