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### Microsoft Advanced Windows Store App Development using C#: 70-485



**Product Description Exam Number/Code: 70-485**

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"Microsoft Advanced Windows Store App Development using C#", also known as 70-485 exam, is a Microsoft Certification. With the complete collection of questions and answers, Braindump2go has assembled to take you through 171 Q&As to your 70-485 Exam preparation. In the 70-485 exam resources, you will cover every field and category in Microsoft Others Microsoft Certification helping to ready you for your successful Microsoft Certification.

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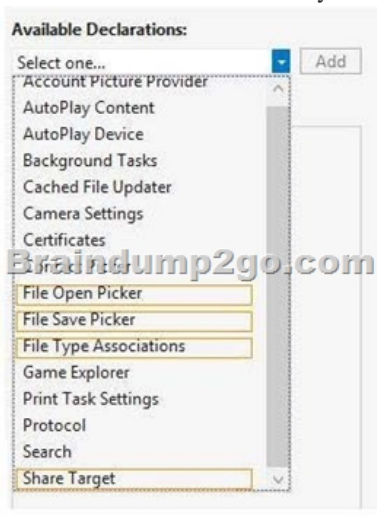
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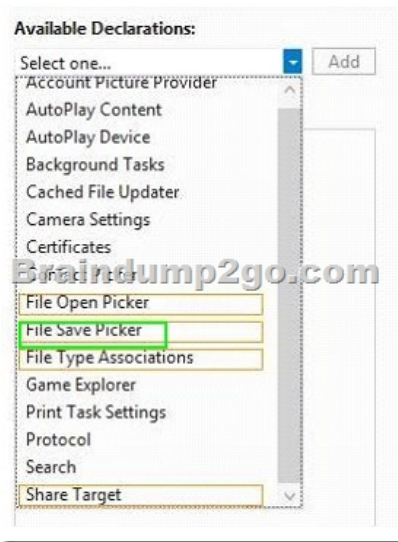
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QUESTION 1 You are developing a Windows Store app that allows users to compose musical beats and rhythms. The app must meet the following requirements: - The app must save the work in progress in case the app suspends or terminates before users save their work. - If the app closes before the work is complete, work in progress should be automatically reloaded so that users can continue seamlessly from where they left off. - Users should be able to resume work on another device 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 work in progress? A. by storing it in a memory-mapped file B. by serializing it to a temporary app store C. by serializing it to the roaming app store D. by serializing it to the local app store Answer: C

QUESTION 2 Hotspot Question You are developing a Windows Store app that saves a file to a cloud service for other apps to use. You need to configure the app manifest. Which declaration should you use? (To answer, select the appropriate declaration from the dropdown list in the answer area.)



Answer:



QUESTION 3 You are designing a Windows Store app that creates large amounts of temporary binary data each time it is run. You need to ensure that data is persisted while the app is running but deleted when the app is closed. Which app data storage mechanism should you use? (Each correct answer presents a complete solution. Choose all that apply.) A. a temporary app data store B. the app files of the local app data store C. the app settings of the local app data store D. a roaming app data store Answer: ABC

QUESTION 4 You are developing a Windows Store app. The app has the following requirements: - Files must be stored on a device's file system so other Windows Store apps can access them. - Additional configuration must be performed to make the location of the files available to other Windows Store apps. You need to meet the requirements. Where should you store the files? (Each correct answer presents a complete solution. Choose all that apply.) A. removable devices B. app data locations C. user's download folder D. documents library E. app install directory Answer: ADE Explanation:

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.storage.knownfolders.aspx> QUESTION 5 Drag and Drop Question

You are developing a Windows Store game that downloads virtual store information from two servers. Store information from Server1 is sent as a hex string. Store information from Server2 is sent as Base64 encoding. Data from Server1 is configuration data and must be captured before data from Server2 is captured. You need to compare the strings from each server 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.)

```
Load and convert data from Server2 by using the following code segment.
@String stsStoreData = GetFromServer2();
@Buffer buffer2 = CryptographicBuffer.DecodeFromHexString(stsStoreData);

Compare data between buffer1 and buffer2 by using the following code segment.
Boolean bVal_1 = Buffer.Compare(buffer1, buffer2);

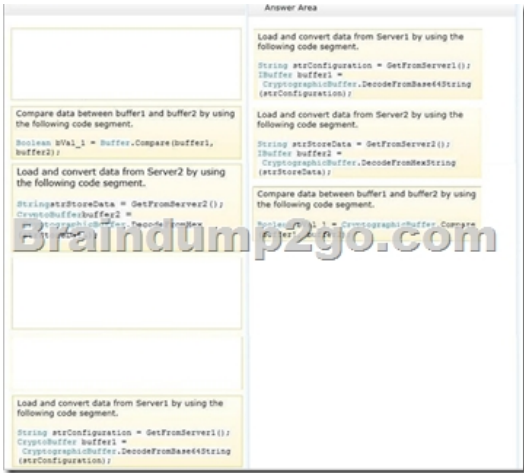
Load and convert data from Server2 by using the following code segment.
@String stsStoreData = GetFromServer2();
@CryptoBuffer buffer2 = CryptographicBuffer.DecodeFromBase64String(stsStoreData);

Load and convert data from Server1 by using the following code segment.
@String stsConfiguration = GetFromServer1();
@Buffer buffer1 = CryptographicBuffer.DecodeFromBase64String(stsConfiguration);

Compare data between buffer1 and buffer2 by using the following code segment.
Boolean bVal_1 = CryptographicBuffer.Compare(buffer1, buffer2);

Load and convert data from Server1 by using the following code segment.
@String stsConfiguration = GetFromServer1();
@CryptoBuffer buffer1 = CryptographicBuffer.DecodeFromBase64String(stsConfiguration);
```

Answer:



**QUESTION 6** Hotspot Question You are developing a Windows Store app that displays and prints information. You have the following code. `private Windows.Graphics.Printing.PrintManager printMgr;` You need to enable printing. How should you complete the initialization of the print functionality? (To answer, select the appropriate element from the drop-down list in the answer area.)



Answer:

```
private void InitializePrinting()
{
    printMgr = PrintManager.  

    printMgr.PrintTaskRequested +=  

    printMgr.PrintTaskRequested;  

    printDoc =  

    printDoc.Source =  

    printDoc.Paginate +=  

    printDoc.GetPreviewPage +=  

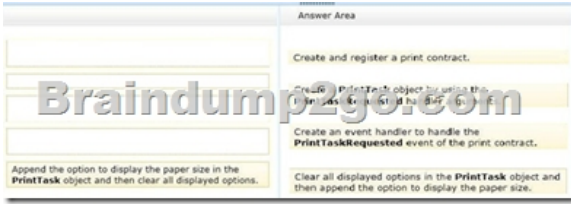
    printDoc.AddPages +=  

}
```

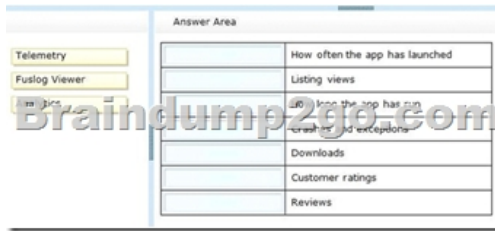
**QUESTION 7** Drag and Drop Question You are developing a Windows Store app that prints documents. You need to ensure that the app enables the user to specify the print orientation. Which four actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)



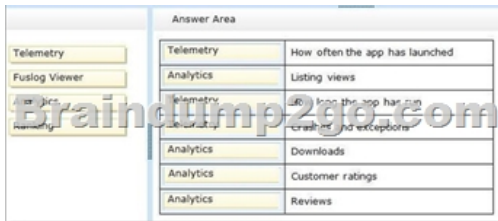
Answer:



QUESTION 8 You are developing a Windows Store app that uses the Windows Push Notification Service (WNS) to send toast notifications. You need to ensure that the requests that the app sends to the WNS follow the authorization standard that WNS supports. Which authorization standard should you use? A. ADFS.B. ws-Trust.C. openID.D. OAuth 2.0 Answer: D  
 Explanation: [http://msdn.microsoft.com/en-us/library/windows/apps/hh465435.aspx#pncodes\\_auth](http://msdn.microsoft.com/en-us/library/windows/apps/hh465435.aspx#pncodes_auth)  
 QUESTION 9 You are developing a Windows Store app that requires access to a user's location. A user denies the app access to the location service. You need to handle the error that results when the app calls the `GetGeopositionAsync()` method. What should you do? A. Modify the app manifest to enable Location services and query the user.B. Display an interface for the user to enable location and rerun the method.C. Catch the exception using a try-catch statement.D. Modify the app.config file to enable Location services and query the user.E. Catch the exception using a try-catch async statement. Answer: C  
 QUESTION 10 Drag and Drop Question You are collecting metrics from a Windows Store app that has been deployed to the Windows Store. You need to collect data to analyze the quality and success of the app. Which tool should you use for each statistic? (To answer, drag the appropriate metrics to the correct location or locations in the answer area. Each metric 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:



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