

Vendor: Microsoft

Exam Code: 70-485

Exam Name: Microsoft Advanced Windows Store App Development using C#

Version: DEMO

Case Study 1: Margie's Travel (QUESTION 23 - QUESTION 36)

Case Study 2: Geese (QUESTION 37 - QUESTION 49)

Case Study 3: E-reader app (QUESTION 50 - QUESTION 61)

Case Study 4: Fabrikam, Inc (QUESTION 62 - QUESTION 71)

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
You are developing a Windows Store app named GeoLoc.
You have the following code:

```
Geolocator geo = null;
if (geo == null)
  geo = new Geolocator();
Geoposition pos = await geo.GetGeopositionAsync();
```

When you run the app on some devices, you receive the following error message:

```
"An exception of type 'System.UnauthorizedAccessException' occurred in
mscorlib.dll but was not handled in user code."
```

You need to resolve the issue that causes the exception to occur.
Which file should you modify?

A. Package.appxmanifest

B. Assemblyinfo.es
C. App.xaml
D. Geoloc.csproj

Answer: A
Explanation:
http://stackoverflow.com/questions/22753843/an-exception-of-type-system-unauthorizedaccessexception-occurred-in-mscorlib-d

QUESTION 3
You are developing a Windows Store app.
The app contains a page named MainPage.
The page contains a media element named videoPlayer and a button named btnPlayTo.
You need to provide users with the ability to select a device that will display the contents of videoPlayer when they click btnPlayTo.
Which code segment should you add to the Click event handler of btnPlayTo?

A. PlayToManager.ShowPlayToUI ();
B. PlayToReceiver ptr = new PlayToReceiver();
await ptr.NotifyPlaying()"
C. PlayToReceiver ptr = new PlayToReceiver();
await ptr.StartAsync();
D. PlayToManager.GetForCurrentView();

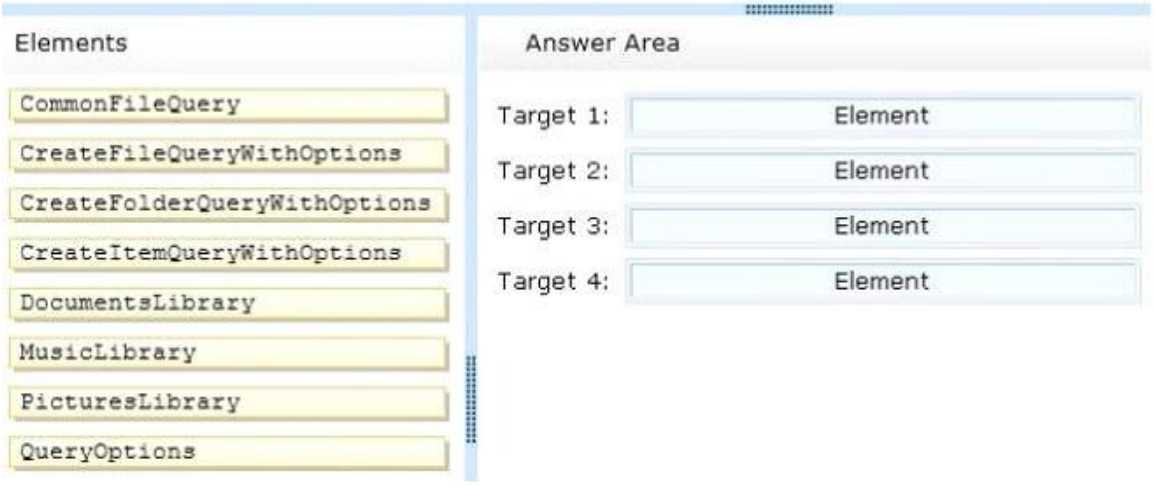
Answer: A

QUESTION 4
Drag and Drop Question
You are developing a Windows Store app.
The app will provide users with the ability to play music remotely on another user's device and then the other users will guess the name of the song.
You need to access the music storage and to retrieve files and folders.
You have the following code:

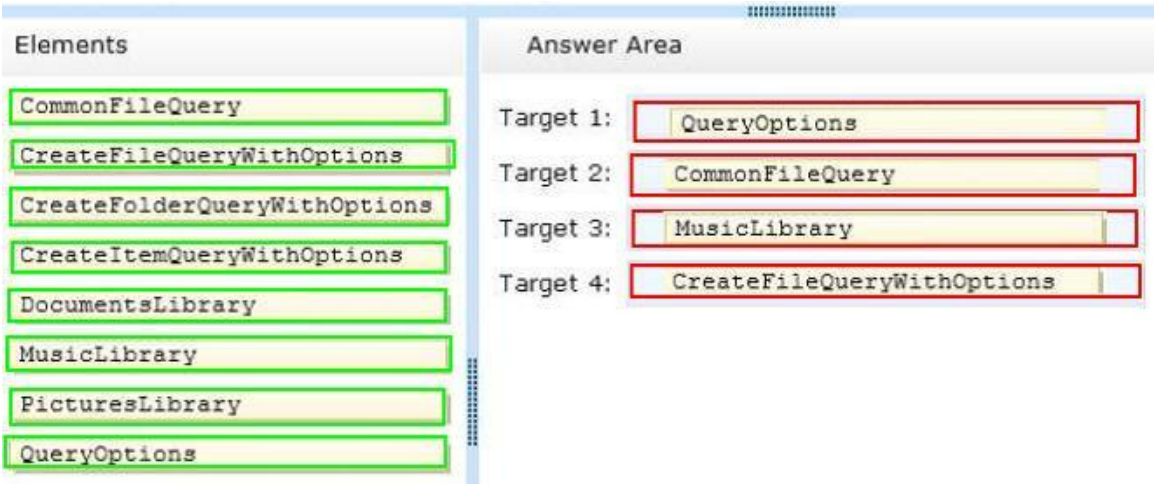
```
List<string> fileTypeFilter = new List<string>();
fileTypeFilter.Add(".mp3");
fileTypeFilter.Add(".wma");
fileTypeFilter.Add(".wav");
fileTypeFilter.Add(".ogg");
var qryParam = new Target 1(Target 2.OrderByName, fileTypeFilter);

var query = KnownFolders.Target 3.Target 4(qryParam);
```

Which elements should you include in Target 1, Target 2, Target 3 and Target 4 to complete the code? (To answer, drag the appropriate elements to the correct targets in the answer area. Each element 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 5
You are developing a Windows Store app named VideoPlayer.
The app will provide user with the ability to select video files by using the file picker and to play the video.
You need to recommend a solution for the app that meets the following requirements:

- If the app is terminated while playing a video, the next time the app starts, the video must play.
- The app must minimize the amount of storage space used.
- The app must NOT request any capabilities.

What should you include in the recommendation?

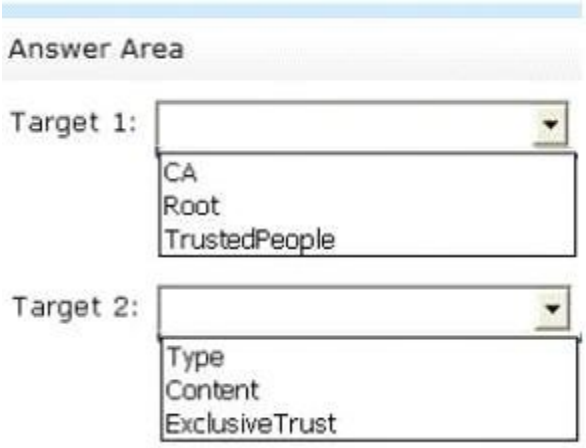
A. Add the file to AccessCache.StorageApplicationPermissions.MostRecentlyUsedList.
B. Store the StorageFile.Path property in ApplicationData.Current.LocalSettings.
C. Store the video in ApplicationData.Current.RoamingFolder.
D. Store the video in ApplicationData.Current.LocalFolder.

Answer: A

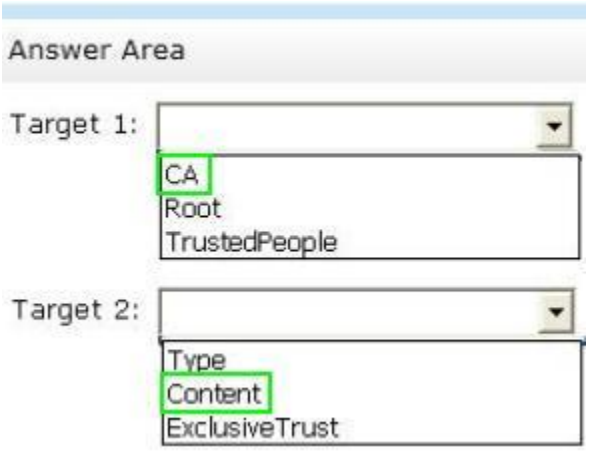
QUESTION 6
Hotspot Question
You are developing a Windows Store app.
The app will use certificates issued by a standalone certification authority (CA) for authentication.
The standalone CA certificate is stored in a file named Ca.cer.
You need to configure the app manifest to ensure that the app can use certificates issued by the standalone CA.
You have the following XAML markup in the app manifest:

```
<Extensions>
  <Extension Category="windows.certificates">
    <Certificates>
        <Certificate StoreName="Target 1" Target 2="ca.cer" />
    </Certificates>
  </Extension>
</Extensions>
```

Which code snippets should you insert in Target 1 and Target 2 to complete the XAML markup?
(To answer, select the correct code snippet from each drop-down list in the answer area.)



Answer:



QUESTION 7
You are developing a Windows Store app that will be used as an IT support ticket system.
You need to ensure that user settings are available regardless of the device being used on a corporate network.
Which app data store property should you use?

A. Windows.Storage.Application Data.Current.LiveSyncFolder
B. Windows.Storage.ApplicationData.Current.LocalFolder
C. Windows.Storage. Application Data.Current.RoamingFolder
D. Windows.Storage.ApplicationData.DefaultRemoteFolder

Answer: C

QUESTION 8
You create a mobile service to send push notifications to the app.
You configure the service and the app to work with Windows Push Notification Services (WNS).
You add the following code to the App.xaml.cs file:

```
using Windows.Networking.PushNotifications;
...
public static PushNotificationChannel pushChannel
{get; private set; }
private async void GetChannel()
{
  pushChannel = await PushNotificationChannelManager.
    CreatePushNotificationChannelForApplicationAsync();
}
```

You need to ensure that the app can access the push notification channel.
What should you do first?

A. Add a call to GetChannel in the OnLaunched event handler of the app.
B. Set the Uri property of pushChannel in the OnActivated event handler of the app.
C. Set the Uri property of pushChannel in the OnLaunched event handler of the app.
D. Add a call to GetChannel in the OnActivated event handler of the app.

Answer: A

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