Vendor: Microsoft

Exam Code: 70-491

Exam Name: Recertification for MCSD: Windows Store Apps using C#

Version: DEMO

QUESTION 1
You plan to develop several Windows Store apps.
You plan to use a CheckBox control in all of the apps. The CheckBox control will use a custom visual display.
You create XAML markup to customize the control. The code contains all of the necessary visual components for the control, including elements named checkedGlyph and indeterminateGlyph.
You need to ensure that the check box meets the following requirements:

- If a value for the check box was NOT set, the check box must display
indeterminateGlyph.
- When the check box is selected, the check box must display
checkedGlyph.
- If the check box is cleared, the check box must NOT display any
glyphs.

You have the following XAML markup:

```
<Target 1 Target 2="CheckBox"
        x:Key="myCheckbox">
   <Border BorderBrush="{TemplateBinding BorderBrush}"
           BorderThickness="{TemplateBinding BorderThickness}"
           Background="{TemplateBinding Background}">
      <VisualStateManager.VisualStateGroups>
         <VisualStateGroup x:Name="CheckStates">
            <VisualState x:Name="Target 3">
               <Storyboard>
                  <DoubleAnimation Duration="0" To="1"
                         Storyboard.TargetProperty="Opacity"
                         Storyboard.TargetName="checkGlyph"/>
               </Storyboard>
            </VisualState>
            <VisualState x:Name="Target 4"/>
            <VisualState x:Name="Target 5">
               <Storyboard>
                  <DoubleAnimation Duration="0" To="1"
                         Storyboard.TargetProperty="Opacity"
                         Storyboard.TargetName="indeterminateGlyph"/>
               </Storyboard>
            </VisualState>
         </VisualStateGroup>
   ...
</Target 6>
```
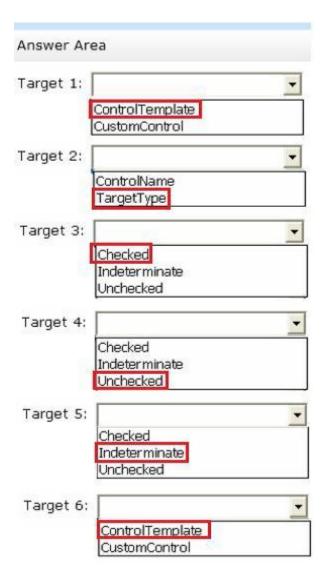
Which code snippets should you insert in Target 1, Target 2, Target 3, Target 4, Target 5 and Target 6 to complete the XAML markup? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Answer Area

Target 1: [▼]
ControlTemplate
CustomControl

Target 2: [▼]
ControlName
TargetType

Target 3: [▼]
Checked
Indeterminate
Unchecked

Target 4: [▼]
Checked
Indeterminate
Unchecked

Target 5: [▼]
Checked
Indeterminate
Unchecked

Target 6: [▼]
ControlTemplate
CustomControl

Answer:

Answer Area

Target 1:
ControlTemplate
CustomControl

Target 2:
ControlName
TargetType

Target 3:
Checked
Indeterminate
Unchecked

Target 4:
Checked
Indeterminate
Unchecked

Target 5:
Checked
Indeterminate
Unchecked

Target 6:
ControlTemplate
CustomControl

Explanation:
http://msdn.microsoft.com/en-us/library/windows/apps/xaml/hh465374.aspx

QUESTION 2
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. TileSquareText03
B. ToastText01
C. TileSquarePeekImageAndText01
D. ToastImageAndText02

Answer: D
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 3
You plan to create a custom panel that displays a pie chart. Each value of the pie chart will have a control.
You need to register a custom dependency property to the panel.
Which code segment should you use?

```
C A.  public static readonly DependencyProperty MaketShareProperty =
        DependencyProperty.RegisterAttached("MaketShare", typeof(double),
        typeof(MarketSharePanel), new PropertyMetadata(1, OnMarketShareChanged));


C B.  public static readonly DependencyProperty MaketShareProperty =
        DependencyProperty.Register("MaketShare", typeof(double),
        typeof(MarketSharePanel), new PropertyMetadata(1, OnMarketShareChanged));


C C.  public static readonly DependencyProperty MaketShareProperty =
        DependencyProperty.RegisterAttached("MaketShare", typeof(double),
        typeof(MarketSharePanel), new PropertyMetadata(1.0, OnMarketShareChanged));


C D.  public static readonly DependencyProperty MaketShareProperty =
        DependencyProperty.Register("MaketShare", typeof(double),
        typeof(MarketSharePanel), new PropertyMetadata(1.0, OnMarketShareChanged));
```

A. Option A
B. Option B
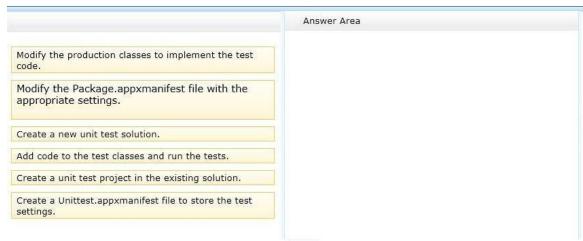C. Option C
D. Option D

Answer: C
Explanation:
http://msdn.microsoft.com/en-us/library/windows/apps/windows.ui.xaml.dependencyproperty.aspx
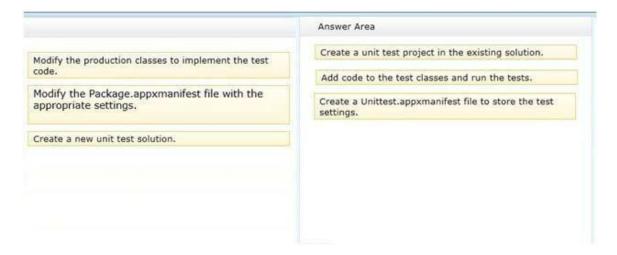

QUESTION 4
You are developing a Windows Store app.
You need to create and run unit tests for the app.
Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order,)

Answer Area

| Modify the production classes to implement the test code. |
| Modify the Package.appxmanifest file with the appropriate settings. |
| Create a new unit test solution. |
| Add code to the test classes and run the tests. |
| Create a unit test project in the existing solution. |
| Create a Unittest.appxmanifest file to store the test settings. |

Answer:

	Answer Area
Modify the production classes to implement the test code.	Create a unit test project in the existing solution.
Modify the Package.appxmanifest file with the appropriate settings.	Add code to the test classes and run the tests.
Create a new unit test solution.	Create a Unittest.appxmanifest file to store the test settings.

Explanation:
http://msdn.microsoft.com/en-us/library/windows/apps/ms182532.aspx

QUESTION 5
You are developing a Windows Store app that will provide users with the ability to subscribe to content by using in-app purchases.
You need to test the in-app purchase functionality of the app before you deploy the app to the Windows Store.
Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

A. Modify the Package.appxmanifest file.
B. Use the CurrentAppSimulator class.
C. Modify the App.xaml file.
D. Modify the Windowsstoreproxy.xml file.
E. Use the CurrentApp class.

Answer: BE

QUESTION 6
You are developing a Windows Store app that will provide users with the ability to create photos by using the hardware on a device.
Once the users create the photos, they can save the photos to the Pictures library. If the users sign in by using a Microsoft account, they can grant other users remote access to the photos. You need to identify which capabilities must be enabled for the app. Which three capabilities should you identify? (Each correct answer presents part of the solution.
Choose three.)

A. Webcam
B. Pictures Library
C. Proximity
D. Internet (Client & Server)
E. Private Networks (Client & Server)
F. Enterprise Authentication

Answer: ABD
Explanation:
A: The webcam capability provides access to the webcam's video feed, which allows the app to capture snapshots and movies from a connected webcam.
B: The picturesLibrary capability provides programmatic access to the user's Pictures, allowing the app to enumerate and access all files in the library without user interaction. This capability is typically used in photo playback apps that need to access the entire Pictures library.
D: Internet and public networks
The internetClient capability provides outbound access to the Internet and public networks through the firewall. Almost all web apps use this capability. The internetClientServer capability provides inbound and outbound access to the Internet and public networks through the firewall.
http://msdn.microsoft.com/en-us/library/windows/apps/hh464936.aspx

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