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Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

You are developing a Windows Store app by using JavaScript. The app persists a list of restaurants in the app\\'s settings. The restaurant list is identified by a key of city.

The app must allow users to remove their restaurant lists from the app\\'s settings. The following function call removes the city setting:

deleteListSetting("city") ;

You need to remove only city from the settings storage without disrupting other settings.

Which code segment should you use?

```
C A.   functiondeleteListSetting(setting) {
          varlocalSettings = Windows.Storage.ApplicationData.current.sessionStorage;
          localSettings.delete(setting);
       }

C B.   functiondeleteListSetting(setting) {
          varlocalSettings = Windows.Storage.ApplicationData.current.localSettings;
          localSettings.values.clear(setting);
       }

C C.   functiondeleteListSetting(setting) {
          varlocalSettings = Windows.Storage.ApplicationData.current.localSettings;
          localSettings.values.remove(setting);
       }

C D.   functiondeleteListSetting(setting) {
          varlocalSettings = Windows.Storage.ApplicationData.current.localSett
          localSettings.values.delete(setting);
       }
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

QUESTION 2

You are developing a Windows Store app by using JavaScript. The app will use the fileStream object to write text to a file.

You need to write the text to the file and ensure that the file is available to other apps.

Which five 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.)

Select and Place:

Flush data in the **DataWriter** object.

Close the **fileStream** object.

Create a **DataWriter** object to write text content.

Clone the **fileStream** object into the **streamContent** object.

Commit data in the **DataWriter** object.

Flush data in the **streamContent** object.

Create a sequential output stream object named **streamContent** from the **fileStream** object.

Correct Answer:

Create a **DataWriter** object to write text content.

Clone the **fileStream** object into the **streamContent** object.

Commit data in the **DataWriter** object.

Flush data in the **streamContent** object.

Create a sequential output stream object named **streamContent** from the **fileStream** object.

Flush data in the **DataWriter** object.

Close the **fileStream** object.

QUESTION 3

You are developing a Windows Store app that displays all photos from the Pictures library to the user. The app includes the following JavaScript code segment. Line numbers re included for reference only.

```
01   function ReadAll() {
02     var openFiles = Windows.Storage.KnownFolders.picturesLibrary.getFilesAsync().then
03       (function (files) {
04         var fileNames = '';
05         files.forEach(function (file) {
06           fileNames += file.displayName + '<br>';
07         })
08         document.writeln(fileNames);
09     })
10   }
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Hot Area:

Answer Area

Yes	No	Statement
○	○	Using web workers to upload photos will make the user interface more responsive.
○	○	Using promises will allow the app to upload photos more quickly.
○	○	Using then instead of done will allow for throwing of unhandled exceptions.

Correct Answer:

Answer Area

Yes	No	Statement
●	○	Using web workers to upload photos will make the user interface more responsive.
●	○	Using promises will allow the app to upload photos more quickly.
○	●	Using then instead of done will allow for throwing of unhandled exceptions.

QUESTION 4

You are developing a Windows Store photography app by using JavaScript. The app includes the following code segment. (Line numbers are included for reference only.)

```
01 function captureImage() {
02    var captureUI = new Windows.Media.Capture.CameraCaptureUI();
03
04      captureUI.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then(function (capturedItem) {
05        if (capturedItem) {
06          ...
07        }
08        else {
09          ...
10        }
11    });
12 }
```

You need to ensure that the app captures all pictures as landscape-oriented photos at the maximum resolution. Which code segment should you insert at line 03?

A.
```
captureUI.photoSettings.allowCropping = false;
captureUI.photoSettings.croppedAspectRatio.height = 3;
captureUI.photoSettings.croppedAspectRatio.width = 4;
captureUI.photoSettings.croppedSizeInPixels.height = 600;
captureUI.photoSettings.croppedSizeInPixels.width = 800;
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;
```

B.
```
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;
captureUI.photoSettings.maxResolution =
  Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;
```

C.
```
captureUI.photoSettings.allowCropping = true;
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoFormat.jpeg;
captureUI.photoSettings.maxResolution =
  Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;
```

D.
```
captureUI.photoSettings.allowCropping = true;
captureUI.photoSettings.croppedAspectRatio.height = 3;
captureUI.photoSettings.croppedAspectRatio.width = 4;
captureUI.photoSettings.croppedSizeInPixels.height = 0;
captureUI.photoSettings.croppedSizeInPixels.width = 0;
captureUI.photoSettings.format = Windows.Media.Capture.CameraCaptureUIPhotoForm
captureUI.photoSettings.maxResolution
=  Windows.Media.Capture.CameraCaptureUIMaxPhotoResolution.highestAvailable;
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

QUESTION 5

You are creating a custom control named Contoso by using the following code segment. (Line numbers are included for reference only.)

```
01
02    Contoso.UI =
03       showMe: function () { ... }
04    }
```

You need to define the namespace.

Which code segment should you insert at line 01?

A. WinJS.Namespace.define ("Contoso") ;

B. WinJS.Namespace.defineWithParent ("Contoso") ;

C. WinJS.Class.define ("Contoso") ;

D. WinJS.Class.defineWithParent ("Contoso") ;

Correct Answer: A

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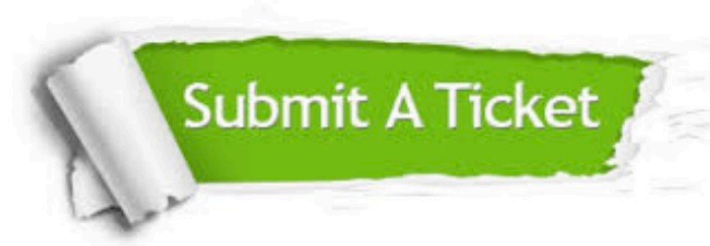
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