



70-482^{Q&As}

Advanced Windows Store App Dev using HTML5 and JavaScript

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QUESTION 1

You are developing a Windows Store app that uses Windows Push Notification Services (WNS). The app includes the following code:

```
01 var notifications = Windows.UI.Notifications;  
02 var startDate = new Date();  
03 var polledUrl = "http://contoso.cloudapp.net/";  
04 var uri = new Windows.Foundation.Uri(polledUrl);  
05
```



The app must poll a notification service once a day and update the app tile with new content. You need to initiate polling.

Which code segment should you insert at line 05?

- A.

```
var recurrence = notifications.PeriodicUpdateRecurrence.day;  
notifications.TileUpdateManager.createTileUpdaterForApplication().Update(uri, startDate, recurrence);
```
 - B.

```
var recurrence = notifications.PeriodicUpdateRecurrence.*6400;  
notifications.TileUpdateManager.startPeriodicUpdate(uri, startDate, recurrence);
```
 - C.

```
var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication().startPeriodicUpdate(uri, startDate, recurrence);
```
 - D.

```
var recurrence = notifications.PeriodicUpdateRecurrence.daily;  
notifications.TileUpdateManager.createTileUpdaterForApplication(uri, startDate, recurrence);
```
- 

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: C

QUESTION 2

You need to implement the Print Here Mature.

Which code segment should you insert at line PM21?



- A. `Windows.Graphics.Printing.PrintManager.showPrintUIAsync();`
- B. `var printTask = printEvent.request.createPrintTask("PrintNearMe", function (args) {
 args.setSource(MSApp.getHtmlPrintDocumentSource(document));
});
printTask.createPrintTask();`
- C. `Windows.Graphics.Printing.PrintManager.showPrintUI();`
- D. `var printTask = printEvent.request.createPrintTask("PrintNearMe", function (args) {
 args.setSource(MSApp.createDataPackageFromSelection(document));
});
printTask.createPrintTask();`



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

QUESTION 3

You are developing a Windows Store app by using JavaScript.

You need to ensure that the user can capture a photograph with the built-in camera and then process the resulting file.

Which code segment should you use?



- A.

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureUI();
    captureDialog.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then
    (function (capturedItem) {
        if (capturedItem) {
            ...
        }
        else {
            ...
        }
    });
}
```
- B.

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureUI();
    captureDialog.captureImageAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then
    (function (capturedItem) {
        if (capturedItem) {
            ...
        }
        else {
            ...
        }
    });
}
```
- C.

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureDialog();
    captureDialog.captureFileAsync(Windows.Media.Capture.CameraCaptureUIMode.photo).then
    (function (capturedItem) {
        if (capturedItem) {
            ...
        }
        else {
            ...
        }
    });
}
```
- D.

```
function takePicture() {
    var captureDialog = new Windows.Media.Capture.CameraCaptureUI();
    var photo = captureDialog.captureFile(Windows.Media.Capture.CameraCaptureUIMode.photo);
    if (photo) {
        ...
    }
    else {
        ...
    }
}
```



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A



QUESTION 4

You are developing a Windows Store style app by using JavaScript. The app will send and receive encoded information and will display the encoded information to the user in a decrypted and recognizable state.

You need to appropriately decrypt the encoded information.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

Hot Area:

Work Area

```
function decryptString(keyMaterial, stringToDecrypt
, algNameString, keysize, ivBuffer) {
var result;
var inputDataBuffer = Windows.Security
.Cryptography.CryptographicBuffer
...
}

```

Drop-down 1 options:

- .decodeFromBase64String(stringToDecrypt);
- .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
- .decrypt(stringToDecrypt, algNameString);
- .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
- .toString(stringToDecrypt);

Drop-down 2 options:

- .decodeFromBase64String(stringToDecrypt);
- .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
- .decrypt(stringToDecrypt, algNameString);
- .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
- .toString(stringToDecrypt);

```
return result;
}

```

Correct Answer:



Work Area

```
function decryptString(keyMaterial, stringToDecrypt
    ,algNameString, keysize, ivBuffer) {
    var result;
    var inputDataBuffer = Windows.Security
        .Cryptography.CryptographicBuffer
        ...
        .decodeFromBase64String(stringToDecrypt);
        .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
        .decrypt(stringToDecrypt, algNameString);
        .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
        .toString(stringToDecrypt);
    result = Windows.Security.Cryptography.Core.CryptographicEngine
        .decodeFromBase64String(stringToDecrypt);
        .decrypt(symmetricKey, inputDataBuffer, ivBuffer);
        .decrypt(stringToDecrypt, algNameString);
        .extractKey(keyMaterial, inputDataBuffer, stringToDecrypt);
        .toString(stringToDecrypt);
    return result;
}
```

QUESTION 5

You are developing a Windows Store app by using JavaScript.

The app will exchange small amounts of data with peerapps by using near field communication, The peerapps run on other computers within range.

You need to advertise the app by using proximity tapping.

Which function call or calls should you use?



- A. `Windows.Networking.Proximity.PeerFinder.broadcast(string)`
- B.

```
var peerInfo = new Windows.Networking.Proximity.PeerInformation();  
peerInfo.displayName = displayNameTextBox.Text;  
Windows.Networking.Proximity.PeerFinder.connectAsync(peerInfo);
```
- C. `Windows.Networking.PushNotifications.PeerFinder.start()`
- D. `Windows.Networking.Proximity.PeerFinder.start()`



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

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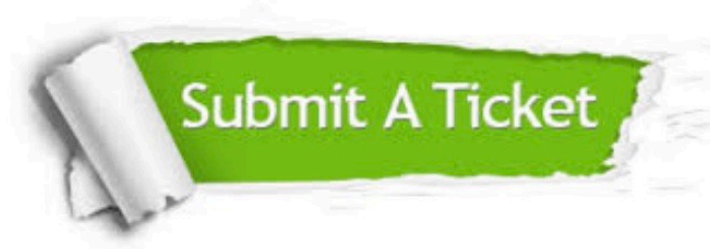
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