



# 70-482<sup>Q&As</sup>

Advanced Windows Store App Dev using HTML5 and JavaScript

## Pass Microsoft 70-482 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

<https://www.geekcert.com/70-482.html>

100% Passing Guarantee  
100% Money Back Assurance

Following Questions and Answers are all new published by Microsoft  
Official Exam Center

-  **Instant Download** After Purchase
-  **100% Money Back** Guarantee
-  **365 Days** Free Update
-  **800,000+** Satisfied Customers





### QUESTION 1

You are developing 3 Windows Store game. The game uses a JavaScript library named GetGame.js.

The game interface will include two buttons. One button will start a new game and one button will cancel the game.

You need to implement the button functionality.

Develop the solution by arranging the code segments in the correct order. You will need all of the code segments.

Select and Place:

```
doGame = null;

}
function handle_workersCancelGameButton(evt)
{
  if (doGame) {

doGame.terminate();

doGame = new Worker('GetGame.js');

  }
}

var doGame;
document.getElementById
('workersStartGameButton').addEventListener
('click', handle_workersStartGameButton,
false);
document.getElementById
('workersCancelGameButton').addEventListener
('click', handle_workersCancelGameButton,
false);

function handle_workersStartGameButton() {

doGame.onmessage = function(e) {
  if (e.data.isThisAGame) {
    outputBox.innerHTML = n + " is a game.";
  }
}
}
```

Answer Area

Correct Answer:



Answer Area

```
doGame = null;

doGame = new Worker('GetGame.js');

function handle_workersStartGameButton() {

doGame.onmessage = function(e) {
  if (e.data.isThisAGame) {
    outputBox.innerHTML = n + " is a game.";
  }
}

var doGame;
document.getElementById
('workersStartGameButton').addEventListener
('click', handle_workersStartGameButton,
false);
document.getElementById
('workersCancelGameButton').addEventListener
('click', handle_workersCancelGameButton,
false);

}
function handle_workersCancelGameButton(evt)
{
  if (doGame) {

  }
}

doGame.terminate();
```

## QUESTION 2

You need to complete the code to start the background task.

Which code segment should you insert at line BG07?

- A. `Windows.ApplicationModel.Background.SystemTriggerType.connectedStateChange, true`
- B. `Windows.ApplicationModel.Background.SystemTriggerType.networkStateChange, false`
- C. `Windows.ApplicationModel.Background.SystemTriggerType.sessionConnected, true`
- D. `Windows.ApplicationModel.Background.SystemTriggerType.internetAvailable, false`

Correct Answer: D



### QUESTION 3

You need to enable the user to save coordinates as specified in the requirements.

Which code segment should you insert at line L036?

- A. 

```
var coordinates = new Windows.Storage.ApplicationDataCompositeValue();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = coordinates;
```
- B. 

```
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.always);
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = latitude + longitude;
```
- C. 

```
var coordinates = new Windows.Storage.ApplicationDataCompositeValue();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container = localSettings.createContainer ("locationContainer");
container.value = coordinates;
```
- D. 

```
var coordinates = new Windows.Storage.ApplicationDataContainer();
coordinates["latitude"] = latitude;
coordinates["longitude"] = longitude;
var container =
Windows.Storage.ApplicationData.current.localSettings.createContainer
("locationContainer", Windows.Storage.ApplicationDataCreateDisposition.a
Windows.Storage.ApplicationData.current.localSettings.containers.lookup
("locationContainer").values["coordinates"] = coordinates;
```



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

### QUESTION 4

You are developing a Windows Store app by using JavaScript. The app will call a WinMD component to convert temperature. The component exposes the following two members:

A static variable named Fahrenheit

A public method named GetInCelsius( ) that accepts an integer



You need to ensure that the app will display the temperature in Celsius and Fahrenheit.

How should you complete the relevant code? (To answer, drag the appropriate code segments to the correct locations in the answer area. Each code segment 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.)

Select and Place:

getInCelsius

GetInCelsius

Fahrenheit

fahrenheit

Fahrenheit (input)

```

var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. [ ] (70);
doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
                + Converter.Temperature. [ ] ;

```

Correct Answer:

[ ]

GetInCelsius

Fahrenheit

[ ]

Fahrenheit (input)

```

var obj = new Converter.Temperature();
var doc = document.getElementById('output');
doc.innerHTML = "Celsius:" + obj. GetInCelsius (70);
doc.innerHTML += "<br/>";
doc.innerHTML += "You entered: "
                + Converter.Temperature. fahrenheit ;

```

**QUESTION 5**



You need to implement the Printer Survey error handling.

Which code segment should you insert at line PS08?

- A. `WinJS.Promise.onError(this).done(printnearme_errhandler);`
- B. `WinJS.Promise.done(this).then(printersurvey_errhandler);`
- C. `WinJS.Promise.onError(WinJS.Promise.onerror, printersurvey_errhandler);`
- D. `WinJS.Promise.addEventListener("error", printnearme_errhandler);`

Correct Answer: D

[70-482 Study Guide](#)

[70-482 Exam Questions](#)

[70-482 Braindumps](#)



To Read the [Whole Q&As](#), please purchase the [Complete Version](#) from [Our website](#).

## Try our product !

- 100% Guaranteed Success
- 100% Money Back Guarantee
- 365 Days Free Update
- Instant Download After Purchase
- 24x7 Customer Support
- Average 99.9% Success Rate
- More than 800,000 Satisfied Customers Worldwide
- Multi-Platform capabilities - [Windows](#), [Mac](#), [Android](#), [iPhone](#), [iPod](#), [iPad](#), [Kindle](#)

We provide exam PDF and VCE of Cisco, Microsoft, IBM, CompTIA, Oracle and other IT Certifications. You can view Vendor list of All Certification Exams offered:

<https://www.geekcert.com/allproducts>

## Need Help

Please provide as much detail as possible so we can best assist you.  
To update a previously submitted ticket:



|   |   |  |
|---|---|--|
|  <p><b>One Year Free Update</b><br/>Free update is available within One Year after your purchase. After One Year, you will get 50% discounts for updating. And we are proud to boast a 24/7 efficient Customer Support system via Email.</p> |  <p><b>Money Back Guarantee</b><br/>To ensure that you are spending on quality products, we provide 100% money back guarantee for 30 days from the date of purchase.</p> |  <p><b>Security &amp; Privacy</b><br/>We respect customer privacy. We use McAfee's security service to provide you with utmost security for your personal information &amp; peace of mind.</p> |
|---|---|--|

Any charges made through this site will appear as Global Simulators Limited.  
All trademarks are the property of their respective owners.  
Copyright © geekcert, All Rights Reserved.