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Essentials of Developing Windows Store Apps using C#

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QUESTION 1

You are developing a Windows Store app.

You need to create a toast notification that will display an image and text.

Which code segment should you use?

```
A. var bindingXmlElement = ((XmlDocument)toastXmlDocument).CreateElement("binding");
   bindingXmlElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());

B. var templateXmlElement = ((XmlDocument)toastXmlDocument).CreateElement("template");
   templateXmlElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString
   ());

C. var bindingXmlElement = ((XmlDocument)toastXmlDocument).CreateElement("binding");
   bindingXmlElement.SetAttribute("template", ToastTemplateType.ToastImageAndText01.ToString
   ());

D. var templateXmlElement = ((XmlDocument)toastXmlDocument).CreateElement("template");
   templateXmlElement.SetAttribute("binding", ToastTemplateType.ToastImageAndText01.To
   ());
```

A. B. C. D.

Correct Answer: C

QUESTION 2

You need to choose the appropriate data binding strategy for the image list box. Which method should you use?

A. System.Drawing.ImageConverter.ConvertToString()

B. IValueConverter.ConvertBack()

C. IValueConverter.Convert()

D. System.Drawing. ImageConverter-ConvertFromStrin()

Correct Answer: C

IValueConverter.Convert

The data binding engine calls this method when it propagates a value from the binding source to the binding target.

QUESTION 3

You are developing a Windows Store multiplayer game.

You need to create a toast notification that will display character profile images, in-game screenshots, and player information when the game is not active.

Which code segment should you use?

A. ```
varplayerInfoElement = ((XmlDocument)toastXmlDocument).CreateElement("binding");
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString());
```

B. ```
varplayerInfoElement= ((XmlDocument)toastXmlDocument).CreateElement("template");
playerInfoElement.SetAttribute("binding", ToastTemplateType.ToastImageAndText01.ToString());
```

C. ```
varplayerInfoElement= ((XmlDocument)toastXmlDocument).CreateElement("binding");
playerInfoElement.SetAttribute("template", ToastTemplateType.ToastImageAndText01.ToSt;
```

D. ```
varplayerInfoElement= ((XmlDocument)toastXmlDocument).CreateElement("template");
playerInfoElement.SetAttribute("image", ToastTemplateType.ToastImageAndText01.ToString(
```

A. B. C. D.

Correct Answer: B

QUESTION 4

You are developing a windows Store app.

You need to ensure that the app meets the requirements for Windows Store certification.

Which requirements must be met?

A. You must provide a screenshot of the app that is appropriate for the 16+ Windows Store Age Rating.

B. The app must fully support touch input.

C. You must provide at least two screenshots of the app.

D. The app must always have an associated privacy policy.

Correct Answer: B

Your app must fully support touch input, and fully support keyboard and mouse input

Incorrect:

not D: If your app has the technical ability to transmit data to you or a third party, you must maintain a privacy policy.

QUESTION 5

The App.xaml.cs file includes the following code segment. (Line numbers are included for reference only.)

01

02 (x) => {

03 DisplaySettingsPopup(x.Id);

04 }) ;

05 args.Request.ApplicationCommands.Add(cmd) ;

You need to configure the Settings charm.

Which code segment should you insert at line 01?

A. `SettingsCommandcmd = newSettingsCommand("setting1", "Help",`

B. `SettingsCommandcmd = newSettingsCommand{`

C. `Settingsetting = new Setting("setting1", "Help",`

D. `SettingsCommandcmd = newCommand("setting1", "Help",`

A. B. C. D.

Correct Answer: A

*

Display general help information by using the Settings charm

*

SettingsCommand Example:

SettingsCommand helpCommand = new SettingsCommand("helpPage", "Help", handler);
eventArgs.Request.ApplicationCommands.Add(helpCommand);

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