



70-484^{Q&As}

Essentials of Developing Windows Store Apps using C#

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QUESTION 1

You are developing a Windows Store game. The game allows for interactive online play between users.

The game authenticates users by using the credentials of a third-party site that provides OAuth2 authentication.

You need to implement authentication that uses an implicit grant authorization.

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:



```
IsAuthenticated =  
ProcessOAuthResponse (AuthenticationResult.ResponseData);
```

```
using (HttpClientClient = new HttpClient())  
{  
    var Response = await  
Client.GetStringAsync (RequestUrl);  
    IsAuthenticated = ProcessOAuthResponse (Response);  
}
```

```
var RequestUrl = new Uri (string.Format(  
"https://localhost/oauth?grant={0}&ru={1}",  
"authorization_code", ResponseUrl));
```

```
var RequestUrl = new Uri (string.Format(  
"https://localhost/oauth?oid={0}&rt={1}&ru={2}",  
"<CLIENT_ID>", "code", ResponseUrl));
```

```
var RequestUrl = new Uri (string.Format(  
"https://localhost/oauth?oid={0}&rt={1}&ru={2}",  
"<CLIENT_ID>", "token", ResponseUrl));
```

Answer Area

```
private bool IsAuthenticated { get; set; }  
private async void AuthenticateUser ()
```

```
{  
    var ResponseUrl = new  
Uri ("https://localhost/success.html");
```



```
var AuthenticationResult = await  
WebAuthenticationBroker.AuthenticateAsync(  
WebAuthenticationOptions.None, RequestUrl, ResponseUrl);
```

```
if (AuthenticationResult.ResponseStatus ==  
WebAuthenticationStatus.Success)
```



```
}  
else { ... }  
}
```



Correct Answer:



```
using(HttpClientClient = newHttpClient())  
{  
    varResponse = await  
Client.GetStringAsync(RequestUrl);  
    IsAuthenticated = ProcessOAuthResponse(Response);  
}
```

```
var RequestUrl = new Uri(string.Format(  
    "https://localhost/oauth?grant={0}&ru={1}",  
    "authorization_code", ResponseUrl));
```

```
varRequestUrl = newUri(string.Format(  
    "https://localhost/oauth?oid={0}&rt={1}&ru={2}",  
    "<CLIENT_ID>", "code", ResponseUrl));
```

Answer Area

```
private bool IsAuthenticated { get; set; }  
private async void AuthenticateUser()  
{
```

```
    var ResponseUrl = new  
    Uri("https://localhost/success.html");
```

```
    var RequestUrl = new Uri(string.Format(  
        "https://localhost/oauth?oid={0}&rt={1}&ru={2}",  
        "<CLIENT_ID>", "token", ResponseUrl));
```

```
    var AuthenticationResult = await  
    WebAuthenticationBroker.AuthenticateAsync(  
    WebAuthenticationOptions.None, RequestUrl, ResponseUrl);
```

```
    if (AuthenticationResult.ResponseStatus ==  
    WebAuthenticationStatus.Success)
```

```
    {  
        IsAuthenticated =  
        ProcessOAuthResponse(AuthenticationResult.ResponseData);
```

```
    }  
    else { ... }  
}
```



For implicit grant authorization we use TOKEN response type. Respond with the RequestURL.

Note:

* The implicit grant flow can be used by both web-based and desktop apps. In this flow, the client makes an authorization request to https://login.live.com/oauth20_authorize.srf with `request_type=token`. This is a standard OAuth 2.0 flow.

QUESTION 2

You are developing a Windows Store checkers game.

Game pieces are moved by using manipulation events. Moving a game piece on top of another game piece captures the bottom piece. The captured piece must be identified and removed from the board.

You need to identify when a game piece is captured.

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.)

Select and Place:

Answer Area

- Handle the **LostFocus** event of the active game piece.
- Check the **PointerEventArgs** argument to identify the location of the active game piece.
- Handle the **LostFocus** event of the inactive game pieces.
- Capture the **PointerReleased** event of the active game piece.
- Capture the **DragReleased** event of the active game piece.
- Identify whether the active game piece overlaps any other game piece.

Correct Answer:



	Answer Area
Handle the LostFocus event of the active game piece.	Capture the PointerReleased event of the active game piece.
	Check the PointerEventArgs argument to identify the location of the active game piece.
Handle the LostFocus event of the inactive game pieces.	Identify whether the active game piece overlaps any other game piece.
Capture the DragReleased event of the active game piece.	

QUESTION 3

You need to enable the functionality to switch to the PictureChooserPage page.

Which code segments should you insert at line CS42? (Each correct answer presents part of the solution Choose all that apply.)

- A. `this.Frame.Navigate(typeof(PictureChooserPage));`
}
- B. `this.Frame.GoForward(typeof(PictureChooserPage));`
}
- C. `private void OpenPicture_Click(object sender, RoutedEventArgs e)`
{
- D. `private void GetPictureButton_Click(object sender, RoutedEventArgs e)`
{
- E. `this.Frame.Navigate("PictureChooserPage");`
}
- F. `private void GetPicture_Click(object sender, RoutedEventArgs e)`



A. B. C. D. E. F.

Correct Answer: AD

From scenario:

You must perform the following tasks:



*

(D) Handle the Click event of the GetPictureButton control to switch from the current page to the PictureChooserPage page.

*

(A) After the user selects an image on the PictureChooserPage page, ensure that the app navigates back to the PictureSharerMainPage page.

QUESTION 4

You are developing a Windows Store app.

You need to create a certificate to sign the app in a test environment.

Which tool or tools should you use?

- A. Makecert and Pvk2Pfx
- B. Gacutil and Tlbimp
- C. the Security Templates snap-in
- D. Makecert and Sn

Correct Answer: A

Use MakeCert.exe and Pvk2Pfx.exe to create a test code signing certificate, so that you can sign your Windows Store app packages.

Incorrect:

not B: The Global Assembly Cache tool allows you to view and manipulate the contents of the global assembly cache and download cache.

QUESTION 5

You are developing a Windows Store app.

The app will access several web resources that use an OAuth 2.0 authentication provider.

You need to recommend in which class to store user credentials so that users do not have to reenter their credentials when they access the web resources.

Which class should you recommend?

- A. windows.Security.Authentication.OnlineId.OnlineIdAuthenticator
- B. Windows.Security.Credentials.UI.CredentialPicker
- C. system.Net.NetworkCredential



D. windows.Security.Credentials.PasswordVault

Correct Answer: D

The task of storing and retrieving user credentials securely and allowing user credentials roam at no cost with the user's Microsoft account is simplified with the Credential Locker.

Storing user credentials in the Credential Locker is a quick, two-step process.

1. Obtain a reference to the Credential Locker using the PasswordVault object from the Windows.Security.Credentials namespace.

2. Create a PasswordCredential object that contains an identifier for your app, the username and the password, and pass that to the PasswordVault.Add method to

add the credential to the locker.

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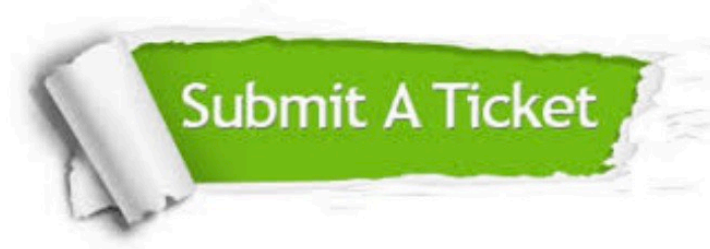
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