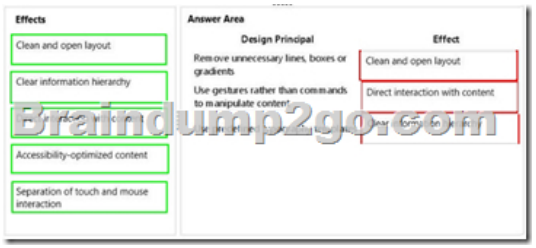
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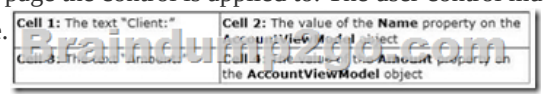
2016 March NEW 70-491 Exam Questions RELEASED Today!Exam Code: 70-491Exam Name: Recertification for MCSD: Windows Store Apps using C# Certification Provider: Microsoft This 70-491 exam is for people looking to maintain their MCSD: Windows Store Apps using C# certification. It is based on the exam objectives from 484 and 485. 2016 NEW 70-491 Study Guides: 1.Design Windows Store apps2.Develop Windows Store apps3.Create the user interface4.Program user interaction5.Manage security and data6.Discover and interact with devices7.Program user interaction8.Enhance the user interface9.Manage data and security10.Prepare for a solution deployment QUESTION 91Drag and Drop QuestionYou are developing a Windows Store app.You need to identify the effects of applying Microsoft design principles to the user interface.Which effects result from the design principles? (To answer, drag the appropriate effects to the correct locations in the answer area. Each effect 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.)



Answer:



QUESTION 92You are developing a Windows Store app that has four pages. Page 1 and page 2 share a set of styles. Page 3 and page 4 share a different set of styles.You need to recommend a solution to manage the styles. The solution must meet the following requirements:- Ensure that the styles can be used by every app that you develop.- Minimize the amount of effort required to update the styles across multiple apps.What should you include in the recommendation? A. Define all of the styles in external files and merge the styles in App.xaml.B. Define all of the styles in a resource dictionary in App.xaml.C. Define all of the styles in resource dictionaries at the page level.D. Define all of the styles in the resources at the page level. Answer: A QUESTION 93You are developing a Windows Store app.You need to ensure that the app meets the requirements for Windows Store certification.Which requirement must be met? A. The app must be created in C#.B. The trial functionality must resemble the actual functionality of the app.C. The app must support Internet communication.D. The app must have a short name and a long name. Answer: B Explanation:Incorrect:Not A: You can also use Visual Basic. QUESTION 94You 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 at least two screenshots of the app.B. The app must always have an associated privacy policy.C. The app must fully support touch input.D. you must provide a successful virus scan report. Answer: CExplanation:Your app must fully support touch input, and fully support keyboard and mouse input QUESTION 95An object of type AccountViewModel contains properties named Name and Amount.You are creating a user control that will allow you to view and edit information in the AccountViewModel object. All items must be properly bound to the control regardless of what page the control is applied to. The user control must display a two-column grid that is arranged as shown in the following table.



You need to create the grid and populate the first row of the grid.What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

A. Create the following code segment for cell 2:

```
<TextBox Text="{Binding Name,Mode=TwoWay}"/>
```

B. Create the following code segment:

```
<Grid DataContext="{Binding AccountViewModel}">
```

C. Create the following code segment for cell 2:

```
<TextBlock Text="{Binding Name,Mode=TwoWay}"/>
```

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D. Create the following code segment for cell 1:

```
<TextBlock Text="{Binding Client}"/>
```

E. Create the following code segment:

```
<Grid ItemSource="{Binding AccountViewModel}">
```

F. Create the following code segment for cell 1:

```
<TextBlock Text="Client:"/>
```

A. Option AB. Option BC. Option CD. Option DE. Option EF. Option F Answer: ABF QUESTION 96You are developing a Windows Store app. An XML document named tileXmlDocument contains the layout of the app tile.You need to configure a tile notification that will display for 15 seconds.Which code segments can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

A.
```
vartile = newTileNotification(tileXmlDocument, 15);
Windows.Globalization.Calendarcal = newWindows.Globalization.Calendar();
cal.SetToNow();
DateTimeOffsetexpiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```

B.
```
vartile = newTileNotification(tileXmlDocument);
tile.ExpirationTime = DateTime.Now.AddSeconds(15);
```

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C.
```
cal.SetToNow();
cal.AddSeconds(15);
DateTimeOffsetexpiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```

D.
```
vartile = newTileNotification(tileXmlDocument);
Windows.Globalization.Calendarcal = newWindows.Globalization.Calendar();
cal.SetToNow(15);
DateTimeOffsetexpiryTime = cal.GetDateTime();
tile.ExpirationTime = expiryTime;
```

A. Option AB. Option BC. Option CD. Option D Answer: BCExplanation:- Example:tileNotification.ExpirationTime = DateTimeOffset.UtcNow.AddMinutes(10);- This example specifies that the notification should appear in 3 hours. This example uses the DateTime object.Int16 dueTimeInHours = 3;DateTime dueTime = DateTime.Now.AddHours(dueTimeInHours); QUESTION 97 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 Pvk2PfxB. Gacutil and TlbimpC. the Security Templates snap-inD. Makecert and Sn Answer: AExplanation: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 98You are developing a Windows Store app.The app must respond to gestures as input.You need to implement the gesture events.Which events can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.) A. TouchB. TappedC. ClickD. HoldingE. Hit Answer: BD Explanation: GesturesGestures are a high-level way of interpreting touch input data into a set of common motions such as tapping, sliding, and pinching. Some common gestures used in Windows 8 are:InteractionDescriptionTapOne finger touches the screen and lifts up.Press and holdOne finger touches the screen and stays in place.SlideOne or more fingers touch the screen and move in the same direction.SwipeOne or more fingers touch the screen and move a short distance in the same direction.PinchTwo or more fingers touch the screen and move closer together or farther apart.RotateTwo or more fingers touch the screen and move in a clockwise or counter-clockwise arc.StretchTwo or more fingers touch the screen and move farther apart. http://msdn.microsoft.com/en-gb/library/windows/apps/xaml/hh465387.aspx QUESTION 99You are developing a Windows Store app that will display a toast notification.You need to ensure that when a toast notification is displayed, the first line of the notification is bold.Which template should you use? A. TileSquareBlockB. TileSquarePeeklmageAndText0lC. ToastImageAndText02D. ToastlmageAndText0l Answer: CExplanation:ToastImageAndText02A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines. QUESTION 100You 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?



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A. Option AB. Option BC. Option CD. Option D Answer: B QUESTION 101You have been asked to implement the UI of a Windows Store app. The application requirements make it essential for the app to be fast and fluid, and provide visual feedback to users for their actions at the same time. The designer of the user interface has recommended using animations. How should you implement animations while ensuring app requirements are met? A. Convince the designer that animations will make the UI complex and unintuitive.B. Use animations in the controls provided by the platform and in the animation library.C. Implement your own animations and add them to the UI.D. Build custom controls and add animations in them. Use these custom controls to build the UI. Answer: B QUESTION 102You have created an application that aggregates news feeds from multiple sources. You have been asked to ensure your application is accessible by users with disabilities and visual impairments. Which tests should be carried out to ensure the app is accessible? (Choose all that apply.) A. Run the Inspect tool on your application.B. Run the UI Accessibility Checker on your application.C. Let the Windows Store run all the relevant tests on accessibility.D. Test your app with only the keyboard.E. Install and test your app on as many PCs and devices as possible. Answer: AB 2016 70-491 PDF Dumps & 70-491 NEW Questions 102Q FREE Shared by Braindump2go:http://www.braindump2go.com/70-491.html

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Not In Stock
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