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QUESTION 101 You are developing a Windows Store app. The app must provide single sign-on (SSO) to a Microsoft account and to social networks. The SSO feature must be accessible from any device. You need to implement SSO. Which authentication strategy should you use? A. Account settings B. Smart card authentication C. Fingerprint authentication D. Web authentication broker Answer: D QUESTION 102 You develop a Windows Store app that displays information for a multi-day conference. You use a ListView control to display the list of available sessions. Users must be able to group sessions by track, by speaker, or by day. You need to ensure that users can select sessions and add sessions to their calendars. Which contract or extension should you use? A. Contact Picker B. Calendar Picker C. Appointment Manager D. Contact Manager Answer: C QUESTION 103 Drag and Drop Question You are developing a Windows Store enterprise app that will send status messages to a user's device. The app must display a toast notification whenever it receives a new message. You need to implement the toast notification. Develop the solution by selecting and arranging the required code segments in the correct order. You may not need all of the code segments.

```
Answer Area

var toastTextElements =
toastXml.getElementsByTagName("text");

var template =
notification.ToastTemplateType.ToastText01;
var toastXml =
notificationManager.createToastNotified(
notification.ToastTemplateType(template));

notificationManager.getTemplateContent
().show(toast);

toastTextElements[0].appendChild
(toastXml.createTextNode("New message"));

var template =
notification.ToastTemplateType.ToastText01;
var toastXml =
notificationManager.getTemplateContent
(notification.ToastTemplateType(template));

var Window = getSystemWindow();
var notificationManager =
notification.ToastNotificationManager;

toastTextElements[0].appendChild
(toastXml.createTextNode("New message"));

notificationManager.createToastNotifier
().show(toast);

notificationManager.createToastNotifier
().show(toast);

var toast =
new notification.ToastNotification
(toastXml);

var notification =
Window.UI.Notification;
var notificationManager =
notification.ToastNotifier;
```

Answer:

```

var toastTextElements =
    toastXml.getElementsByTagName("text");

var template =
    notifications.ToastTemplateType.toastText01;
var toastXml =
    notificationManager.createToastNotifier(
        notifications.ToastTemplateType(template));

notificationManager.getTemplateContent(
    ).show(toast);

toastTextElements[0].appendChild(
    toastXml.createTextNode("New message"));

var template =
    notifications.ToastTemplateType.toastText01;
var toastXml =
    notificationManager.getTemplateContent(
        notifications.ToastTemplateType(template));

var toast =
    new notifications.ToastNotification(
        toastXml);

notificationManager.createToastNotifier(
    ).show(toast);

var toast =
    new notifications.ToastNotification(
        toastXml);

toastTextElements[0].appendChild(
    toastXml.createTextNode("New message"));

notificationManager.createToastNotifier(
    ).show(toast);

notificationManager.createToastNotifier(
    ).show(toast);

var toast =
    new notifications.ToastNotification(
        toastXml);

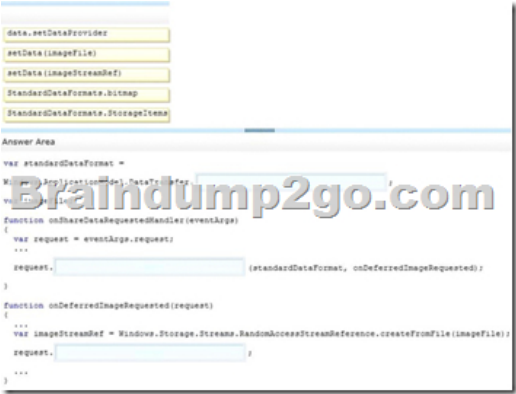
var notifications =
    Windows.UI.Notifications;
var notificationManager =
    notifications.ToastNotifier;

```

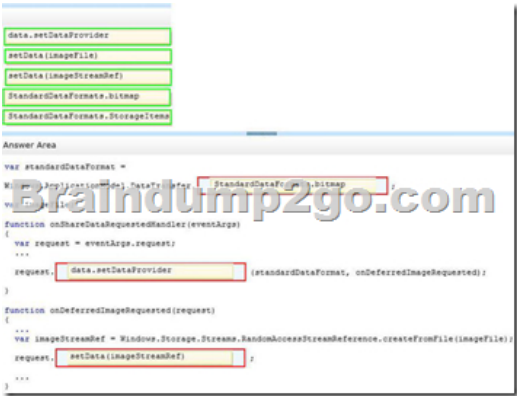
QUESTION 104 You develop a Windows Store app that displays a map. Users must be able to use pinch and stretch gestures to zoom in on and out from the map. You need to implement touch input for the app by using the least amount of code. What should you implement? A. Pointers B. Static gestures C. Custom gestures D. Manipulation gestures Answer: D

QUESTION 105 You develop a Windows Store app. The app is a memory game that displays a 6x6 grid of squares. When the user taps or swipes a square, the square must flip over to display an image. When testing the app, you find that swiping the tile does not cause it to flip over. You need to ensure that the game responds correctly to user input. Which event should you listen for? A. MSGestureChange B. pointerup C. pointermoved D. pointerout Answer: A

QUESTION 106 Drag and Drop Question You are developing a Windows Store app that will display images uploaded by users. Images can be shared by using the Share charm. The share pane must close immediately after a user shares an image, without waiting for the file transfer to complete. You need to implement sharing. How should you complete the relevant code? To answer, drag the appropriate code segments to the correct targets. 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.



Answer:



QUESTION 107You are developing a Windows Store app. A page in the app contains the following HTML code:

```
<div id="Grid">
  <div id="Top">Top</div>
  <div id="Bottom">Bottom</div>
</div>
```

The app must style a container element and two child elements to resemble the following image.



The grid layout must meet the following requirements:- The Top section must be half the width of the Bottom section. - The solution must retain the proportions of the child sections in the event that the dimensions of any of the grid sections change.You need to ensure that the proportions of the sections of the image are retained.Which CSS segment should you add to your style sheet?



A. Option AB. Option BC. Option CD. Option D Answer: D QUESTION 108Drag and Drop QuestionYou are developing a

Windows Store app that uses a CredentialPicker control to collect the user's user name and password credentials. The CredentialPicker control has the following requirements:- The Remember my credentials check box must be selected by default. - The text "Enter user name and password" must be displayed in the message header of the dialog box. You need to ensure that the requirements are met. Which properties should you use? (To answer, drag the appropriate properties to the correct locations in the answer area. Each property 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.)

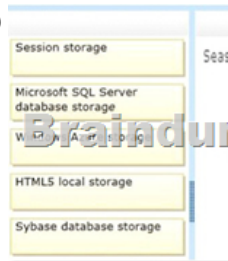


Answer:

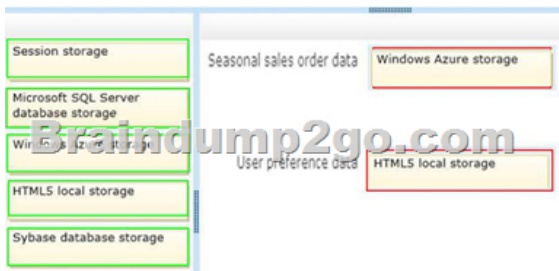


QUESTION 109 You are developing a Windows Store app by using HTML5 and JavaScript. The app will be used to display image files from a folder. The app has the following requirements:- The file name, size, and a thumbnail view of the image must be displayed in a ListView control.- The user must be able to group the files into an album. You need to ensure that the requirements are met. What should you do? A. Create a custom DataSource object. Implement only the IListDataSource interface of the DataSource object. B. Create a WinJS.UI.FlipView object. Bind the object to the ListView control. C. Create a custom DataSource object. Implement only the IListDataAdapter interface of the DataSource object. D. Create a WinJS.UI.StorageDataSource object. Bind the object to the ListView control. Answer: D

QUESTION 110 Drag and Drop Question You are developing a Windows Store app for purchasing school supplies. The app has the following storage requirements:- Inventory data must be accessible to the app and over the Internet to external suppliers. - Suppliers will access the data over HTTP by using OData. - App storage for the high volume sales periods must be able to scale rapidly, but at the lowest possible cost.- Color preferences for the user must be stored on the host device. You need to choose the appropriate data access strategy for each requirement. Which data access strategies should you use? (To answer, drag the appropriate data access strategies to the correct requirements in the answer area. Each data access strategy 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:



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Microsoft Essentials of Developing Windows Store Apps using HTML5 and JavaScript: 70-481



Product Description Exam Number/Code: 70-481

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