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Exam : **070-485**

Title : Advanced Windows Store
App Development using C#

Vendor : Microsoft

Version : DEMO

NO.1 You need to implement the requirements for streaming media.

What should you do? (Each correct answer presents part of the solution. Choose all that apply.)

- A. Enable access to the Videos Library.
- B. Ensure that the app stays in the foreground while media is being streamed.
- C. Enable access to the Pictures Library.
- D. Register for the SourceRequested event.
- E. Enable access to the Music Library.
- F. Register for the PlayRequested event.

Answer: A,D

Explanation:

From scenario:

Team members must be able to stream video clips to other devices in the vicinity of the team member's device. The app will not support the streaming of photographs.

D: You can use Play To to stream the audio or video in your application, as well as images, by implementing the Play To contract. To implement the Play To contract in your application, register for the sourceRequested event. Note: To register for the sourceRequested event, get a reference to the current PlayToManager by calling the getForCurrentView method. You can then call addEventHandler on the PlayToManager to associate your event handler with the sourceRequested event. In your event handler, pass the media element from your application to the setSource method of the PlayToSourceRequestedEventArgs object passed to the event handler as shown in the following example. // Play To Contract

```
private Windows.Media.PlayTo.PlayToManager ptm =
Windows.Media.PlayTo.PlayToManager.GetForCurrentView();
protected override void OnNavigatedTo(NavigationEventArgs e)
{
ptm.SourceRequested += sourceRequestHandler;
}
private void sourceRequestHandler(
Etc.
```

NO.2 You need to implement the behavior requirements for the photo viewer.

Which controls should you create?

- A. Create two SemanticZoom controls and one ListView control.
- B. Create one SemanticZoom control and one ListView control.
- C. Create one ScrollViewer control, one SemanticZoom control, and one GridView control.
- D. Create two GridView controls and one SemanticZoom control.

Answer: D

NO.3 You need to modify the existing GetCurrentEnvironmentAsync() method in the Environment WinMD component to accept parameters.

Which type should you use at line CE07?

- A. dynamic
- B. List<string>
- C. Task<EnvironmentalStatus>

D. `IList<string>`

Answer: D

NO.4 You need to set the PlayTo source in the LoadFile() method. Which line of code should you insert at line PT30?

- A. `element.SetSource(videoFile, contentType);`
- B. `playToManager.SetSource(stream, contentType);`
- C. `dispatcher.SetSource(stream, contentType);`
- D. `element.SetSource(stream, contentType);`

Answer: D

NO.5 You need to ascertain whether the device that the app is running on has a compass. Which line of code should you insert at line CE43?

- A. `while(Windows.Devices.Sensors == Compass)`
- B. `if (Compass.GetDefault() != null)`
- C. `if (Compass.GetDefault() == Compass.FirstOrDefault)`
- D. `if(Compass.GetCurrentReading() != null)`

Answer: B

NO.6 DRAG DROP

You need to allow users to capture video instead of photos.

How should you complete the code segment that will replace lines MP03 through MP11? (To answer, drag the appropriate lines of code to the correct location or 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.)

```
CameraCaptureUI cameraUI = new CameraCaptureUI ();
```

```
VideoCaptureUI cameraUI = new VideoCaptureUI ();
```

```
(CameraCaptureUIMode.Video);
```

```
(CameraCaptureUIMode.Mp4);
```

```
(VideoCaptureUIMode.Mp4);
```

```
(VideoCaptureUIMode.Video);
```

Answer Area

```
try
{
    cameraUI.VideoSettings.Format =
        CameraCaptureUIVideoFormat.Mp4;
    StorageFile file = null;
    file = await cameraUI.CaptureFileAsync
    if (file != null)
    {
```

Answer:

```
CameraCaptureUI cameraUI = new CameraCaptureUI();
```

```
VideoCaptureUI cameraUI = new VideoCaptureUI();
```

```
(CameraCaptureUIMode.Video);
```

```
(CameraCaptureUIMode.Mp4);
```

```
(VideoCaptureUIMode.Mp4);
```

```
(VideoCaptureUIMode.Video);
```

Answer Area

```
try
{
    CameraCaptureUI cameraUI = new CameraCaptureUI();
    cameraUI.VideoSettings.Format =
        CameraCaptureUIVideoFormat.Mp4;
    StorageFile file = null;
    file = await cameraUI.CaptureFileAsync
        (VideoCaptureUIMode.Mp4);
    if (file != null)
    {
```

NO.7 Users report performance issues when getting the location information associated with a photo. You suspect the app is encountering performance issues in the `GetLocationAsync()` method of the `Environment` class.

You need to enhance the performance of the `GetLocationAsync()` method of the app.

What should you do?

- A. Remove the `Compass` initialization from the `LoadSensors()` method and initialize it within the `GetLocationAsync()` method.
- B. set the `ReportInterval` property of the `Compass` object to 16.
- C. set the `ReportInterval` property of the `Compass` object to 0.
- D. Move the locator variable to a class level variable and initialize it in the `Environment` constructor.

Answer: D

NO.8 You need to modify the `GetWeatherData()` method in the `WinMD` component at line CE38.

Which interface should you use for the return type of the method?

- A. `IVectorView`
- B. `IVector`
- C. `IList`
- D. `IMap`

Answer: A

NO.9 You place a breakpoint at line MP31 in the app.

When you debug the app, the debugger continuously catches a `System.UnauthorizedAccess` exception.

You need to resolve the exception.

What should you do?

- A. Wrap lines CE43 through CE46 in a try-catch statement.
- B. At line MP10, change the code segment to the following line of code. `read if(cameraUI != null)`
- C. Move line CE09 to CE16.
- D. At line PA25, insert the following line of code. `<Capability Name="picturesLibrary"/>`

Answer: D

NO.10 You need to modify the code at line CE38 to meet the requirements.

Which interface should you use for the return type of the method?

- A. `IMap`
- B. `IVector`
- C. `IVectorView`
- D. `IList`

Answer: B