300-920 Q&As

Developing Applications for Cisco Webex and Webex Devices (DEVWBX)

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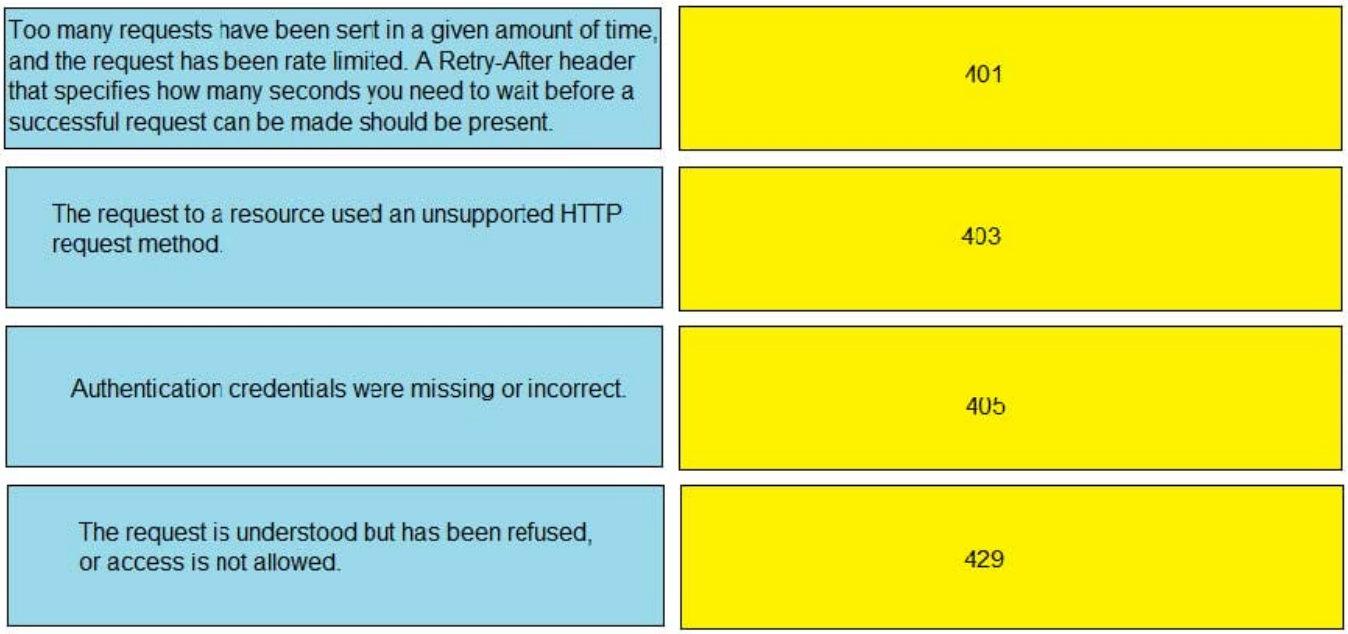
QUESTION 1

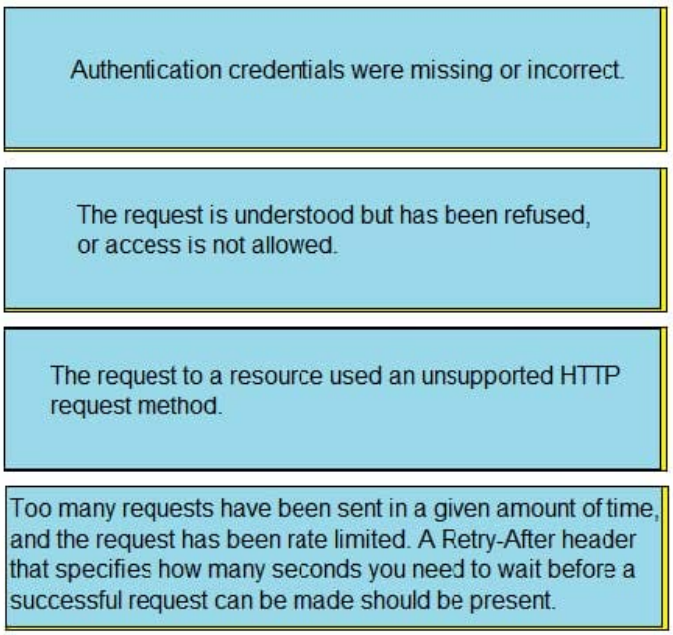
DRAG DROP

Drag and drop the definitions from the left onto the correct Webex Teams REST API HTTP response status codes on the right.

Select and Place:



Correct Answer:



Reference: https://developer.webex.com/docs/api/basics

QUESTION 2

```
const xml = '<?xml version= "1.0" encoding= "UTF-8"?>
<serv:message xmlns:xsi= "http://www.w3.org/2001/XMLSchema-instance"
xmlns:serv="http://www.webex.com/schemas/2002/06/service"
xsi:schemaLocation="http://www.webex.com/schemas/2002/06/service"
http://www.webex.com/schemas/2002/06/service/service.xsd">
     <header>
      <securityContext>
          <webExID>admin@cisco.com</webExID>
          <password>password</password>
          <siteName>cisco</siteName>
          <returnAdditionalInfo>true</returnAdditionalInfo>
      </securityContext>
     </header>
     <body>
          <bodyContent xsi:type= "java:com.webex.service.binding.user.SetUser">
           <webExId>user@cisco.com</webExId>
           <personalMeetingRoom>
       <hostPIN>3421</hostPIN>
     </personalMeetingRoom>
         </bodyContent>
      </body>
</serv:message>;
var xmlhttp = new XMLHttpRequest();

<< missing code >>

xmlhttp.setRequestHeader('Content-Type', 'text/xml');
xmlhttp.send(xml);
```

Refer to the exhibit. A developer must construct an HTTP Request to use the XML API to set a Personal Meeting Room PIN for a given user. Which code completes the code to create the request?

A. xmlhttp.open("GET", "https://cisco.webex.com/WBXService/XMLService");

B. xmlhttp.open("PATCH", "https://cisco.webex.com/WBXService/XMLService");

C. xmlhttp.open("PUT", "https://cisco.webex.com/WBXService/XMLService");

D. xmlhttp.open("POST", "https://cisco.webex.com/WBXService/XMLService");

Correct Answer: D

The post method can be used for HTTP request that sets up a personal metting room PIN for a user.

QUESTION 3

```
xapi.on('ready', () => {
    console.log("connection successful");

    // Start a call

    *_____*

        .then((call) => {
            console.log('Started call with status: ${call.status}, id: ${call.CallId}');
```

Refer to the exhibit. Assume that there is already a connection to a device for this jsxapi.code snippet. Which snippet completes the code so that the connected device makes a call to the user jdoe@example.com?

A.
```
xapi.command('Dial', {Endpoint: 'jdoe@example.com'})
```

B.
```
xapi.command('Call', { SIP: 'jdoe@example.com'})
```

C.
```
xapi.command('SIP', {Number: 'jdoe@example.com'})
```

D.
```
xapi.command('Dial', {Number: 'jdoe@example.com'})
```

A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: D

Reference: https://github.com/CiscoDevNet/labs-xapi/pull/12/files/40c9fc38e115f4dec4709836501a165008caeaba

QUESTION 4

```
document.getElementById('share-screen').addEventListener('click', () => {
    if (activeMeeting) {
       const mediaSettings = {
         receiveShare: true,
         sendShare: true,
    };

    console.info('SHARE-SCREEN: Preparing to share screen via 'getMediaStreams'');
    activeMeeting.getMediaStreams(mediaSettings)
      // '[, localShare]' is grabbing index 1 from the mediaSettingsResultsArray
    // and storing it in a variable called localShare.
    .then((mediaSettingsResultsArray) => {
         const [, localShare] = mediaSettingsResultsArray;

         console.info('SHARE-SCREEN: Add local share via 'updateShare'');

         return << missing code >>
         })
         .then(() => {
         console.info('SHARE-SCREEN: Screen successfully added to meeting.');
       })
      .catch(e) => {
         console.error('SHARE-SCREEN: Unable to share screen, error:');
         console.error(e);
    });
  }
  else {
      console.error('No active meeting available to share screen.);
   }
 });
```

Refer to the exhibit.Which code completes the return statement that initiates local screen sharing on the active meeting?

A. activeMeeting.updateShare({ sendShare: true receiveShare: true, stream: null

})

B. activeMeeting.updateShare({ sendShare: true receiveShare: false, stream: remoteShare })

C. activeMeeting.updateShare({ sendShare: true receiveShare: true, stream: localShare })

D. activeMeeting.updateShare({ sendShare: false receiveShare: false, stream: null })

Correct Answer: C

Reference: https://github.com/webex/webex-js-sdk/tree/master/packages/node_modules/%40webex/plugin-meetings

QUESTION 5

Which two statements about incoming WebEx call notifications on iOS and Android applications are true? (Choose two.)

A. When running in the background on Android, Firebase Cloud Messaging must use a notification message.

B. When running in the background on Android, Firebase Cloud Messaging must use a data message.

C. Webhooks are required with the iOS SDK only when the application is in the background.

D. When running in the background on iOS, Application Push Notifications must be configured to be silent.

E. Webhooks are required in the foreground and background for iOS and Android applications.

Correct Answer: BC

Reference: https://github.com/webex/webex-android-sdk-example-push-notification-server/blob/master/README.md
https://developer.webex.com/docs/sdks/ios

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