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Essentials of Developing Windows Store Apps using C#

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QUESTION 1

You are developing a Windows Store app.

You are using the Model-View-ViewModel (MVVM) architectural pattern to design the app.

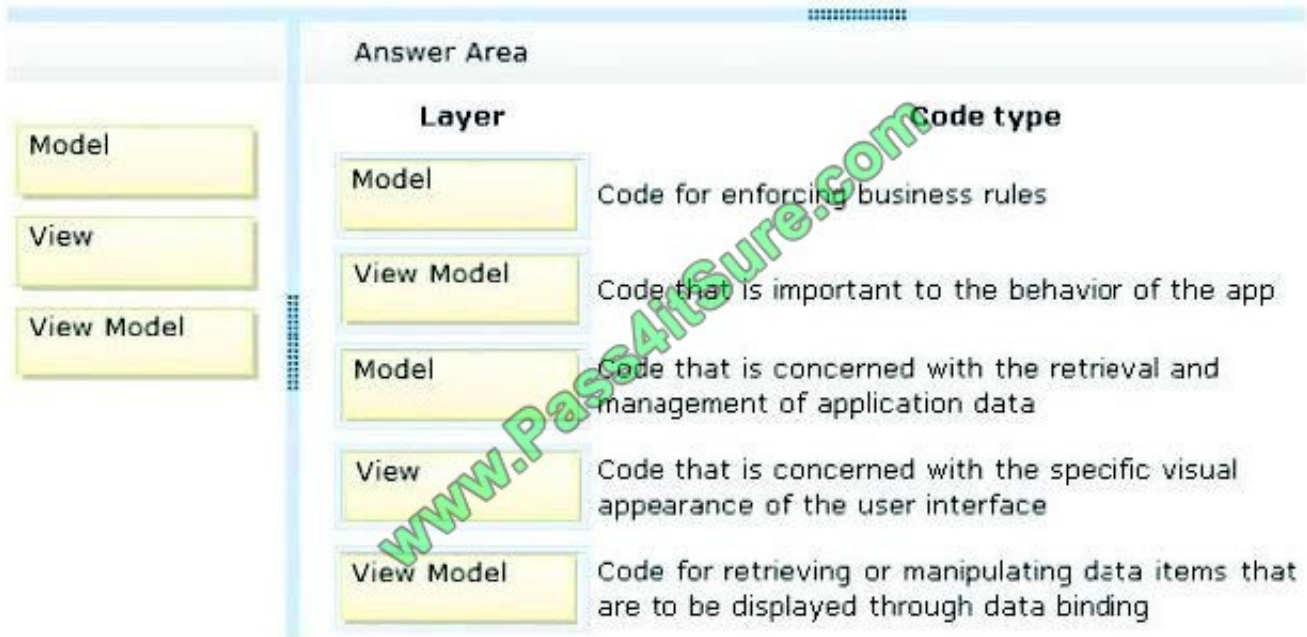You need to identify the type of code to place in each layer.

How should you distribute the 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:

Correct Answer:

Note:

* Model: as in the classic MVC pattern, the model refers to either (a) a domain model which represents the real state content (an object-oriented approach), or (b) the data access layer that represents that content (a data-centric approach).

* View: as in the classic MVC pattern, the view refers to all elements displayed by the GUI such as buttons, labels, and other controls.

* View model: the view model is a "model of the view" meaning it is an abstraction of the view that also serves in mediating between the view and the model which is the target of the view data bindings.

QUESTION 2

You are developing a Windows Store app. App.xaml contains the following XAML markup:

```
<Application.Resources>
  <Style x:Key="myStyle" TargetType="TextBlock">
    <Setter Property="Foreground" Value="Red"></Setter>
  </Style>
</Application.Resources>
```

MainPage.xaml contains the following XAML markup:

```
<Page.Resources>
  <Style x:Key="myStyle" TargetType="TextBlock">
    <Setter Property="Foreground" Value="Blue"></Setter>
  </Style>
</Page.Resources>
...
<TextBlock x:Name="textBlock1" Text="A Simple text value" Style="{StaticResource myStyle}" Grid.Row="0" />
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No. Each correct selection is worth one point.

Hot Area:

Answer Area

	Yes	No
There will be an error at runtime because of a conflict in the resource names.	○	○
The text of textBlock1 will be blue.	○	○
myStyle will apply to all of the text blocks in the app.	○	○

Correct Answer:

Answer Area

	Yes	No
There will be an error at runtime because of a conflict in the resource names.	○	○
The text of textBlock1 will be blue.	○	○
myStyle will apply to all of the text blocks in the app.	○	○

QUESTION 3

You are developing the manifest for a Windows Store app.

You need to ensure that the app passes all the Windows Store certification requirements.

Which graphic asset must have a transparent background? (To answer, select the appropriate graphic asset in the answer area.)

Hot Area:

5 / 8

Answer Area

Splash Screen Graphic
630 x 300 px

Wide Logo Image
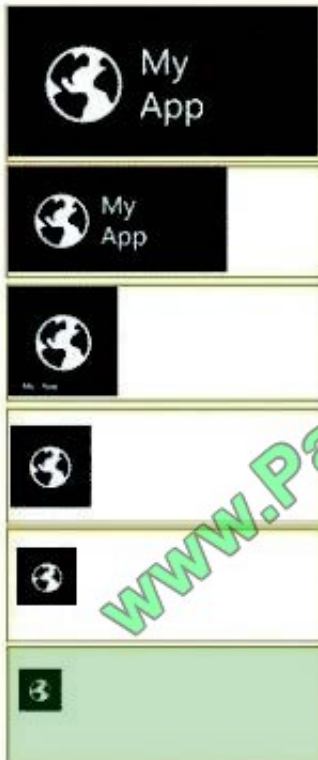310 x 150 px

Logo
150 x 150 px

Store Logo
50 x 50 px

Small Logo
30 x 30 px

Badge Logo
24 x 24 px

Correct Answer:

Answer Area

My App — Splash Screen Graphic 630 x 300 px

My App — Wide Logo Image 310 x 150 px

Logo 150 x 150 px

Store Logo 50 x 50 px

Small Logo 30 x 30 px

Badge Logo 24 x 24 px

Badge logo the badge logo of Windows Store app that must be monochromatic with the transparency channel

QUESTION 4

You are developing a Windows Store app. You have the following requirements:

Enable the app to receive shared data.

Save the sharing settings for future use.

You need to ensure that the requirements are met.

What should you implement?

A.

a play to charm

B.

a Share target

C.

a share charm

D. a QuickLink

Correct Answer: D

*

When people swipe from the side of the screen and tap the Share charm, the Share pane appears with a list of apps people can use to share their content. This list includes any installed apps that are "share targets" for a particular data format. The links at the top of the image, called QuickLinks, allow users to complete specific share tasks directly.

*

QuickLink class Applies to Windows and Windows Phone Represents shortcuts that help users share content with the apps they use most.

QUESTION 5

You need to implement the required image magnification and manipulation requirements for selected images. Which actions should you perform? (Each correct answer presents part of the solution. Choose all that apply.)

A. Use the ManipulationDeltaRoutedEventArgs.Delta.Expansion value to implement optical zoom.

B. Add a ManipulationMode attribute to the SelectedImage object and set the attribute to Translate.

C. Use the ManipulationDeltaRoutedEventArgs.Delta.Scale value to implement optical zoom.

D. Add a ManipulationDelta event to the SelectedImage object.

E. Add a ManipulationMode attribute to the SelectedImage object and set the attribute to All.

F. Add a ManipulationComplete event to the SelectedImage object.

Correct Answer: CDE

* From scenario:

Ensure that users can change the magnification of the selected image and resize the image by using pinch and stretch gestures. Scaling should be fluid and precisely controlled by the user.

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