



# 70-485<sup>Q&As</sup>

Advanced Windows Store App Development using C#

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## QUESTION 1

You need to register the reusable WinMD component.

What should you do?

- A. In GooseTracker.csproj, add the following code at line GO04.

```
<ProjectReference Include="..\LogicComponent1\LogicComponent1.csproj">
  <Project>{b64bd7c9-fbdc-4b80-8350-8fead0878721}</Project>
  <Name>GooseLogic</Name>
</ProjectReference>
```

- B. In the MainPage.xaml.cs file, register the handler for the extension/mime-type.

- C. Run the **Gacutil.exe /I shared.dll** command.

- D. In Package.appxmanifest, add the following code immediately after line GO02.

```
<Extension Include="..\LogicComponent1\LogicComponent1.csproj">
  <Project>{b64bd7c9-fbdc-4b80-8350-8fead0878721}</Project>
  <Name> GooseLogic</Name>
</Extension>
```



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

## QUESTION 2

You are developing a Windows Store app that uses the Windows Push Notification Service (WNS) to provide real-time updates to users. The app uses an HTTP request to authenticate a cloud service to interact with WNS.

The Package Security Identifier (SID) prefix is app://.

Parameter values must be URL encoded.

You need to ensure that the authentication request provides the required parameters.

Which parameters should you use? (To answer, drag the appropriate parameters to the correct location or locations. Each parameter 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.)



"notify.windows.com"

"App%3A%2F%2F123-abc"

"client\_credentials"

"DIAW1-JCU80YV"

"app://cab-123"

Answer Area

```
WebClient webC1 = new WebClient();  
webC1.Headers.Add(  
    "grant_type=" +  
    "&client_id=" +  
    "&client_secret=" +  
    "&scope=" );
```

Correct Answer:

"app://cab-123"

Answer Area

```
WebClient webC1 = new WebClient();  
webC1.Headers.Add(  
    "grant_type=" +  
    "&client_id=" +  
    "&client_secret=" +  
    "&scope=" );
```

### QUESTION 3

You are developing a Windows Store app.

The app has the following requirements:

The app must print from the Devices charm.

In-app printing must be invoked by using a Print button on the user interface.

You need to ensure that the user can print documents successfully. Which code segments should you use? (Each answer presents part of the solution. Choose all that apply.)



- ☐ A. 

```
private Windows.Graphics.Printing.PrintManager printManager;
private void PrintInitializer()
{
    printManager.PrintTaskRequested += printManager_PrintTaskRequested;
}
private void printManager_PrintTaskRequested(PrintManager sender, PrintTaskRequestedEventArgs args)
{
    Windows.Graphics.Printing.PrintManager.ShowPrintUIAsync();
}
```
- ☐ B. 

```
private void PrintButton_Click(object sender, RoutedEventArgs e)
{
    Windows.Graphics.Printing.PrintManager.ShowPrintUIAsync();
}
```
- ☐ C. 

```
private Windows.Graphics.Printing.PrintManager printManager;
private IPrintDocumentSource printDocumentSource = null;

private void PrintButton_Click(object sender, RoutedEventArgs e)
{
    printManager = PrintManager.GetForCurrentView();
    printDocumentSource = new PrintDocument().DocumentSource;
    var args = e as PrintTaskRequestedEventArgs;
    PrintTask printTask = args.Request.CreatePrintTask("My Test Print", printSource =>
        printSource.SetSource(printDocumentSource));
}
```
- ☐ D. 

```
private Windows.Graphics.Printing.PrintManager printManager;
private IPrintDocumentSource printDocumentSource = null;
private void PrintInitializer()
{
    printManager = PrintManager.GetForCurrentView();
    printManager.PrintTaskRequested += printManager_PrintTaskRequested;
    printDocumentSource = new PrintDocument().DocumentSource;
}
private void printManager_PrintTaskRequested(PrintManager sender, PrintTaskRequestedEventArgs args)
{
    PrintTask printTask = args.Request.CreatePrintTask("My Test Print", printSource =>
        printSource.SetSource(printDocumentSource));
}
```



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: BD

#### QUESTION 4

You are developing a Windows Store app that writes data to a file.

You have the following requirements:

If a file exists with the same name, it should be overwritten by the new file.





The data must be stored in the app data folder.

```
01 protected async void WriteToFile(string data, string filename)
02 {
03
04
05
06 }
```

The method is defined as follows. (Line numbers are included for reference only.)

You need to complete the method to meet the requirements.

Which three code segments should you arrange in sequence at lines 03, 04, and 05? (To answer, move the appropriate code segment from the list of code segments to the answer area and arrange them in the correct order.)

Select and Place:

	Answer Area
<code>await StorageFile.WriteAllText(file, data);</code>	
<code>StorageFolder folder = ApplicationData.Current.RoamingFolder;</code>	
<code>StorageFolder folder = ApplicationData.Current.LocalFolder;</code>	
<code>StorageFile file = await folder.CreateFileAsync(filename, CreationCollisionOption.ReplaceExisting);</code>	
<code>await FileIO.WriteAllText(file, data);</code>	
<code>StorageFile file = await folder.CreateFileAsync(filename, CreationCollisionOption.GenerateUniqueName);</code>	

Correct Answer:



	Answer Area
<pre>await StorageFile.WriteAllTextAsync(file, data);</pre>	<pre>StorageFolder folder = ApplicationData.Current.LocalFolder;</pre>
<pre>StorageFolder folder = ApplicationData.Current.RoamingFolder;</pre>	<pre>StorageFile file = await folder.CreateFileAsync(filename, CreationCollisionOption.ReplaceExisting);</pre>
	<pre>await fileIO.WriteAllTextAsync(file, data);</pre>
<pre>StorageFile file = await folder.CreateFileAsync(filename, CreationCollisionOption.GenerateUniqueName);</pre>	

### QUESTION 5

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
- C. Task
- D. IList

Correct Answer: D

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