



70-485^{Q&As}

Advanced Windows Store App Development using C#

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QUESTION 1

You plan to develop several Windows Store apps.

You plan to use a CheckBox control in all of the apps. The CheckBox control will use a custom visual display.

You create XAML markup to customize the control. The code contains all of the necessary visual components for the control, including elements named checkedGlyph and indeterminateGlyph.

You need to ensure that the check box meets the following requirements:

If a value for the check box was NOT set, the check box must display indeterminateGlyph.

When the check box is selected, the check box must display checkedGlyph.

If the check box is cleared, the check box must NOT display any glyphs.

You have the following XAML markup:

```
<Target 1 Target 2="CheckBox"
  x:Key="myCheckBox">
  <Border BorderBrush="{TemplateBinding BorderBrush}"
    BorderThickness="{TemplateBinding BorderThickness}"
    Background="{TemplateBinding Background}">
    <VisualStateManager.VisualStateGroups>
      <VisualStateGroup x:Name="CheckStates">
        <VisualState x:Name="Target 3">
          <Storyboard>
            <DoubleAnimation Duration="0" To="1"
              Storyboard.TargetProperty="Opacity"
              Storyboard.TargetName="checkedGlyph"/>
          </Storyboard>
        </VisualState>
        <VisualState x:Name="Target 4"/>
        <VisualState x:Name="Target 5">
          <Storyboard>
            <DoubleAnimation Duration="0" To="1"
              Storyboard.TargetProperty="Opacity"
              Storyboard.TargetName="indeterminateGlyph"/>
          </Storyboard>
        </VisualState>
      </VisualStateGroup>
    </Target 6>
  </Border>
</Target 6>
```

Which code snippets should you insert in Target 1, Target 2, Target 3, Target 4, Target 5 and Target 6 to complete the XAML markup? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Answer Area

Target 1:	<input type="text"/>
Target 2:	<input type="text"/>
Target 3:	<input type="text"/>
Target 4:	<input type="text"/>
Target 5:	<input type="text"/>
Target 6:	<input type="text"/>

You have the following XAML markup: Which code snippets should you insert in Target 1, Target 2, Target 3, Target 4, Target 5 and Target 6 to complete the XAML markup? (To answer, select the correct code snippet from each drop-down list in the answer area.)

Hot Area:



Answer Area

Target 1:

ControlTemplate	<input type="text"/>
CustomControl	<input type="text"/>

Target 2:

ControlName	<input type="text"/>
TargetType	<input type="text"/>

Target 3:

Checked	<input type="text"/>
Indeterminate	<input type="text"/>
Unchecked	<input type="text"/>

Target 4:

Checked	<input type="text"/>
Indeterminate	<input type="text"/>
Unchecked	<input type="text"/>

Target 5:

Checked	<input type="text"/>
Indeterminate	<input type="text"/>
Unchecked	<input type="text"/>

Target 6:

ControlTemplate	<input type="text"/>
CustomControl	<input type="text"/>

Correct Answer:



Answer Area

Target 1:
☒ ControlTemplate
☐ CustomControl

Target 2:
☐ ControlName
☒ TargetType

Target 3:
☒ Checked
☐ Indeterminate
☐ Unchecked

Target 4:
☐ Checked
☐ Indeterminate
☒ Unchecked

Target 5:
☐ Checked
☒ Indeterminate
☐ Unchecked

Target 6:
☒ ControlTemplate
☐ CustomControl

QUESTION 2

You need to implement the requirements for the playback of media.

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

- A. Add the following line of code at line MC02. `private void ShowPlayTo() { Windows.Media.PlayTo.PlayToManager.ShowPlayToUI(); }`
- B. Add the following line of code at line MC06. `ptMgr.DefaultSourceSelection = false;`
- C. Add the following line of code at line MC10. `ptMgr.PlayRequested += SourceRequestHandler;`
- D. Add the following line of code at line MC05. `ptMgr.SourceRequested += SourceRequestHandler;`



Correct Answer: BD

QUESTION 3

You need to implement the business requirements for providing information about file uploads and downloads.

Which code segment should you use in the VideoProcessor.es class?

- ☐ A.

```
public static IAsyncOperationWithProgress<TResult, TProgress> Run<TResult, TProgress>(
    Func<CancellationToken, IProgress<TProgress>, Task<TResult>> taskProvider)
{
    ...
}
```
- ☐ B.

```
public static IAsyncActionWithProgress<TProgress> Run<TProgress>(
    Func<CancellationToken, IProgress<TProgress>, Task> taskProvider)
{
    ...
}
```
- ☐ C.

```
public interface IAsyncOperation<TResult> : IAsyncInfo
{
    AsyncOperationCompletedHandler<TResult> Completed { get; set; }
    TResult GetResults();
}
```
- ☐ D.

```
public interface IAsyncActionWithProgress<TProgress> : IAsyncInfo
{
    AsyncActionWithProgressCompletedHandler<TProgress> Completed { get; set; }
    AsyncActionProgressHandler<TProgress> Progress { get; set; }
    void GetResults();
}
```
- ☐ E.

```
public static IAsyncOperation<TResult> Run<TResult>(
    Func<CancellationToken, Task<TResult>> taskProvider)
{
    ...
}
```



A. Option A

B. Option B

C. Option C

D. Option D

Correct Answer: A

**QUESTION 4**

You add a MediaElement named VideoTour and a button named playToButton to the properties details page.

You need to ensure that video tours can be played to other devices.

You have the following code: (Line numbers are included for reference only.)

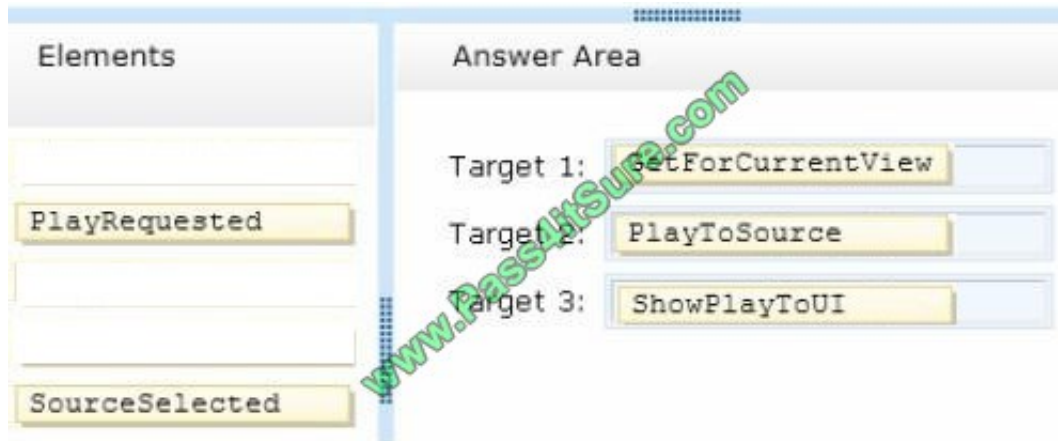
```
01 PlayToManager playToManager = null;
02 CoreDispatcher dispatcher = null;
03 protected override void OnNavigatedTo(NavigationEventArgs e)
04 {
05     dispatcher = Window.Current.CoreWindow.Dispatcher;
06     playToManager = PlayToManager.Target 1();
07     playToManager.SourceRequested += playToManager_SourceRequested;
08 }
09 void playToManager_SourceRequested(PlayToManager sender,
10     PlayToSourceRequestedEventArgs args)
11 {
12     var deferral = args.SourceRequest.GetDeferral();
13     var handler = dispatcher.RunAsync(CoreDispatcherPriority.Normal, () =>
14     {
15         args.SourceRequest.SetSource(VideoTour.Target 2);
16         deferral.Complete();
17     });
18 }
19 private void playToButton_Click(object sender, RoutedEventArgs e)
20 {
21     playToManager.Target 3();
22 }
```

Which elements should you include in Target 1, Target 2 and Target 3 to complete the code? (To answer, drag the appropriate elements to the correct targets in the answer area. Each element 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:

Elements	Answer Area
GetForCurrentView	Target 1: <input type="text" value="Element"/>
PlayRequested	Target 2: <input type="text" value="Element"/>
PlayToSource	Target 3: <input type="text" value="Element"/>
ShowPlayToUI	
SourceSelected	

Correct Answer:



QUESTION 5

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

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