70-484^{Q&As}

Essentials of Developing Windows Store Apps using C#

Pass Microsoft 70-484 Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

https://www.pass4lead.com/70-484.html

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Microsoft
Official Exam Center

QUESTION 1

You are developing a Windows Store app.

You need to create a certificate to sign the app in a test environment.

Which tool or tools should you use?

A. Makecert and Pvk2Pfx

B. Gacutil and Tlbimp

C. the Security Templates snap-in

D. Makecert and Sn

Correct Answer: A

Use MakeCert.exe and Pvk2Pfx.exe to create a test code signing certificate, so that you can sign your Windows Store app packages.

Incorrect:

not B: The Global Assembly Cache tool allows you to view and manipulate the contents of the global assembly cache and download cache.

QUESTION 2

You are developing a Windows Store app.

You are using the Model-View-ViewModel (MVVM) architectural pattern to design the app.
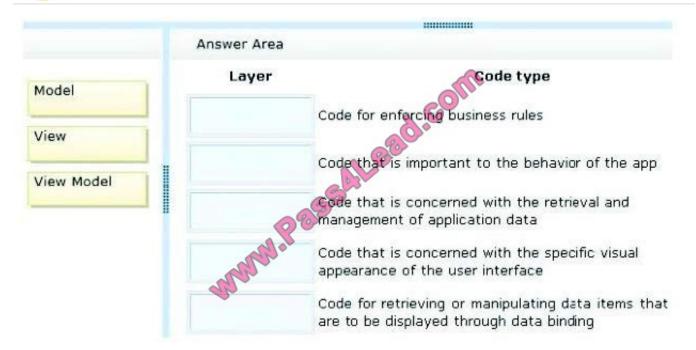
You need to identify the type of code to place in each layer.

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
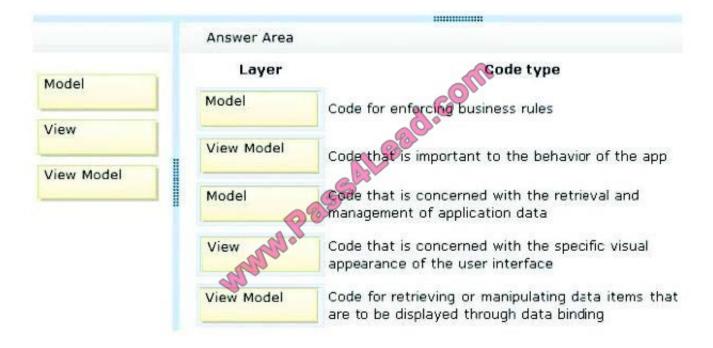
between panes or scroll to view content.)

Select and Place:

Answer Area

Layer		Code type
		Code for enforcing business rules
		Code that is important to the behavior of the app
		Code that is concerned with the retrieval and management of application data
		Code that is concerned with the specific visual appearance of the user interface
		Code for retrieving or manipulating data items that are to be displayed through data binding

Model

View

View Model

Correct Answer:

Answer Area

Layer	Code type
Model	Code for enforcing business rules
View Model	Code that is important to the behavior of the app
Model	Code that is concerned with the retrieval and management of application data
View	Code that is concerned with the specific visual appearance of the user interface
View Model	Code for retrieving or manipulating data items that are to be displayed through data binding

Model

View

View Model

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 3

You are developing a Windows Store checkers game.

Game pieces are moved by using manipulation events. Moving a game piece on top of another game piece captures the bottom piece. The captured piece must be identified and removed from the board.

You need to identify when a game piece is captured.

Which three actions should you perform in sequence? (To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.)
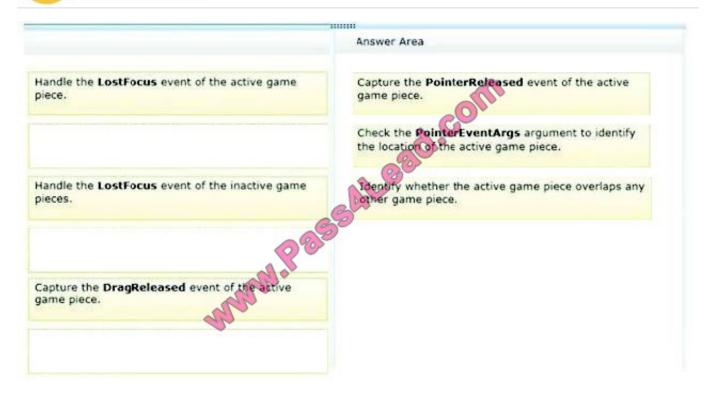
Select and Place:

	Answer Area
Handle the **LostFocus** event of the active game piece.	
Check the **PointerEventArgs** argument to identify the location of the active game piece.	
Handle the **LostFocus** event of the inactive game pieces.	
Capture the **PointerReleased** event of the active game piece.	
Capture the **DragReleased** event of the active game piece.	
Identify whether the active game piece overlaps any other game piece.	

Correct Answer:

Answer Area

Handle the **LostFocus** event of the active game piece.	Capture the **PointerReleased** event of the active game piece.
	Check the **PointerEventArgs** argument to identify the location of the active game piece.
Handle the **LostFocus** event of the inactive game pieces.	Identify whether the active game piece overlaps any other game piece.
Capture the **DragReleased** event of the active game piece.	

QUESTION 4

You are developing a Windows Store app.

The app includes the following event procedure:

Void OnSettingsPaneOpened(SettingsPanesettingsPane, SettingsPaneCommandsRequestedEventArgseventArga)

You need to call the event procedure when the user opens the settings pane.

Which three code segments should you use in sequence? (To answer, move the appropriate code segments to the answer area and arrange them in the correct order.)
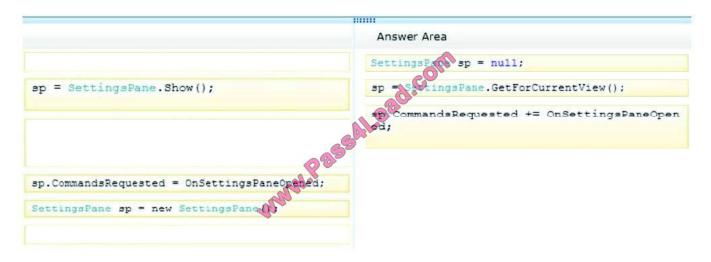
Select and Place:

	Answer Area
sp = SettingsPane.GetForCurrentView();	
sp = SettingsPane.Show();	
sp.CommandsRequested += OnSettingsPaneOpened;	
sp.CommandsRequested = OnSettingsPaneOpened;	
SettingsPane sp = new SettingsPane();	
SettingsPane sp = null;	

Correct Answer:

	Answer Area
	SettingsPane sp = null;
sp = SettingsPane.Show();	sp = SettingsPane.GetForCurrentView();
	sp.CommandsRequested += OnSettingsPaneOpened;
sp.CommandsRequested = OnSettingsPaneOpened;	
SettingsPane sp = new SettingsPane();	

Box 1: SettingsPane sp = null;

Box 2: sp = SettingsPane.GetForCurrentView();

Box 3: sp.CommandsRequested += OnSettingsPaneOpened;

Note:

* The SettingsPane class is a static class that enables the app to control the Settings Charm pane. The app can add or remove commands, receive a notification when the user opens the pane, or open the pane programmatically.

* The show method displays the Settings Charm pane to the user.

* The GetForCurrentView method gets a SettingsPane object that is associated with the current app view (that is, with CoreWindow).

QUESTION 5

You are developing a Windows Store app.

The app must respond to gestures as input.

You need to implement the gesture events.

Which events can you use to achieve this goal? (Each correct answer presents a complete solution. Choose all that apply.)

A. Touch

B. Tapped

C. Click

D. Holding

E. Hit

Correct Answer: BD

Gestures

Gestures are a high-level way of interpreting touch input data into a set of common motions such as tapping, sliding, and pinching. Some common gestures used in Windows 8 are:

Interaction Description

Tap One finger touches the screen and lifts up.

Press and hold One finger touches the screen and stays in place. Slide One or more fingers touch the screen and move in the same direction.

Swipe One or more fingers touch the screen and move a short distance in the same direction.

Pinch Two or more fingers touch the screen and move closer together or farther apart.

Rotate Two or more fingers touch the screen and move in a clockwise or counter-clockwise arc.

Stretch Two or more fingers touch the screen and move farther apart.

Ref: http://msdn.microsoft.com/en-gb/library/windows/apps/xaml/hh465387.aspx

[70-484 PDF Dumps](#)   [70-484 VCE Dumps](#)   [70-484 Practice Test](#)

To Read the Whole Q&As, please purchase the Complete Version from Our website.

Try our product !

100% Guaranteed Success
100% Money Back Guarantee
365 Days Free Update
Instant Download After Purchase
24x7 Customer Support
Average 99.9% Success Rate
More than 800,000 Satisfied Customers Worldwide
Multi-Platform capabilities - Windows, Mac, Android, iPhone, iPod, iPad, Kindle

We provide exam PDF and VCE of Cisco, Microsoft, IBM, CompTIA, Oracle and other IT Certifications.
You can view Vendor list of All Certification Exams offered:

https://www.pass4lead.com/allproducts

Need Help

Please provide as much detail as possible so we can best assist you.
To update a previously submitted ticket: