

## [2017-Sep.-NEW Valid Brindump2go 70-357 Brain Dumps PDF 55Q Offer[32-39

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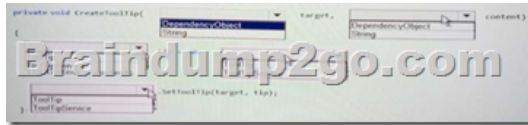
<https://drive.google.com/drive/folders/0B75b5xYLjSSNSFE3OF9GakVEOUE?usp=sharing> Q32 You are developing a Universal Windows Platform (UWP) app that allows users to take photos and record videos. The photos and videos must be stored in the user's Photos library and Videos library, respectively. The app must not display a user interface for saving files. You need to configure the app. Which set of capabilities should you declare in the app manifest? A. webcam, location, proximity and Pictures library B. webcam, microphone, Pictures library and Video library C. Internet (client), microphone, location and proximity D. Internet (client), Documents library, Videos library, and proximity  
Answer: A  
Q33 You are developing a Universal Windows Platform (UWP) app. You need to provide a solution that moves the scroll bars of the ScrollViewer when a user rotates the mouse wheel. Which two actions should you perform? Each correct answer presents part of the solution. A. Add an event handler to the PointerWheelChanged event for the current window. B. Evaluate the CurrentPoint.Properties.IsHorizontalMouseWheel property of the PointerEventArgs object. Call the ChangeView() method of the ScrollViewer. C. Evaluate the CurrentPoint.Properties.MouseWheelDelta property of the PointerEventArgs object. Call the ChangeView() method of the ScrollViewer. D. Update the XAML of the ScrollViewer to include the PointerWheelChanged event with a new event handler. Evaluate the Pointer.IsInRange property of the PointerRoutedEventArgs object within the event handler. Call the ChangeView() method of the ScrollViewer. E. Add an event handler to the PointerRoutedEventArgs event for the current window.  
Answer: DE  
Q34 DRAG DROP You are creating a Universal Windows Platform (UWP) app that takes pictures. You want to use the camera's built-in interface for taking the pictures. You need to capture an image from the device's built-in camera. How should you complete the method? To answer, drag the appropriate code segments to the correct location or locations. 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.



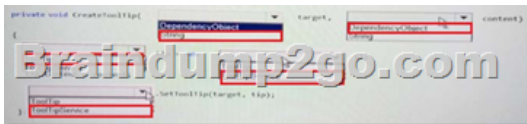
Answer:



Q35 HOTSPOT You are developing an app that displays photos. You need to create a method that displays informational text when a user hovers the pointer over a photo. How should you complete the method? To answer, select the appropriate code segment from each list in the answer area.



Answer:



Q36 HOTSPOT You are developing an app that displays photos. You need to create a method that displays informational text when a user hovers the pointer over a photo. How should you complete the method? To answer, select the appropriate code segment from each list in the answer area.



You have an app that includes the following method: For each of the following statements, select Yes if the statement is true. Otherwise, select No.



Answer:



Case Study: 3BackgroundYou are developing a Universal Windows Platform (UWP) app for LitWare, Inc. that will assist video artists. The app allows artists to create videos, share videos through other mobile apps, and upload the videos through LitWare, Inc's web services. What helps set LitWareInc's app apart from competitors is their focus on speed and performance.Business requirementsSupport many devices. Users may have phones, tablets, or laptops. The app must support all devices with a fluid layout that grows off-screen and adapts to each device.Record video· Users must be able to record videos and view them in their videos library . · The app must display information about the recorded video . · Users must be able to edit the upload queue in the app . Branding· The app must allow deferral and scheduling of video uploads. · Users must be able to view the status of video uploads. · Any videos created with this app or shared with this app must be uploaded without user interaction.Download video· The app must have the option to automatically download videos. · Users must be able to initiate downloading of videos.Share videoThe app must allow be allowed to receive videos from other apps.· Technical requirements· Application structureTechnical requirementsSupport multiple devicesThe app must support the following:· Use horizontal layout for larger screens . · Use vertical layout for smaller screens . · Use one layout control per view .The app must be compatible with current and future XBOX app that use C++.Uploading and downloadingThe app must use a background operations to upload and download videos.Code reuse· The app must use a common pool of XAML resources and custom controls. All custom controls must use a consistent theme throughout the app.· You must create code that can be reused in C++, C#, JavaScript, whenever possible . · The app must call the background service to avoid duplication of code .Security· End users must be authenticated using OAuth . · Web services must be authenticated . · Users must have the option to use single sign-on .RecordingThe app must use the microphone and webcam to support audio and video recording. In addition, the app must support the use of the back camera buttons, if present.Integration:Other apps must be able to share videos with this app through a Universal Windows Platform (UWP)Architecture and coding style· The app must follow the Model-View-ViewModel (MVVM) pattern · The app's user interface (UI) must be optimized for performance . · The app must use compile time coding techniques over runtime .Package appxmanifestRelevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
PR01 <Package >
PR02 < Applications
PR03 <Application Id=" App " Executable=" TargetnameToken.exe " EntryPoint="
LitWare.MultimediaApp.App " />
PR04 < Extensions
PR05 < Extension Category = "windows.appservice "
PR06 < EntryPoint=" LitWare.MultimediaApp.VideoUploadService.VideoUpload " />
PR07 < /Extension >
PR08 < /Extensions >
PR09 < Assets
PR10 < SplashScreenImage=" Assets\SplashScreen.png " />
PR11 < /Assets >
PR12 < /Package >
```

Background TaskRelevant portions of the app files are shown below. Line numbers in the code segments are included for reference only and include a two-character prefix that denotes the specific file to which they belong.

```
BA01 private void RegisterBackgroundTask(object sender, RoutedEventArgs e)
BA02 {
BA03     if (! this.IsAlreadyRegistered( this .videoDownloadBackgroundTaskName))
BA04     {
BA05         var backgroundTaskRegistration = this.RegisterBackgroundTask(
BA06             this , new
BA07             {
BA08                 Name = this .videoDownloadBackgroundTaskName,
BA09                 Progress = OnProgress,
BA10                 Completed = OnCompleted,
BA11             }
BA12         );
BA13     }
}
```

Q37You must create a project for shared code.Solution: You implement the shared code in a Windows Runtime component.Does this meet the goal?A. YesB. NoAnswer: A  
Q38You must create a project for shared code.Solution: You implement the shared code in a Shared Project.Does this meet the goal?A. YesB. NoAnswer: A  
Q39You must create a project for shared code.Solution: You implement the shared code in a .NET class library.Does this meet goal?A. YesB. NoAnswer: B **!!!RECOMMEND!!!**  
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