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QUESTION 141You are developing a Windows Store app that accesses a USB Human Interface Device (HID). The app has a default page and a settings page.You need to ensure that when a user connects the USB device, the app starts automatically and opens the settings page.Which two actions should you perform? (Each correct answer presents part of the solution.Choose two.) A.   Override the OnLaunched method in the Application class and use the ApplicationViewEventArgs interface.B.   Add a File Type Associations declaration to the app manifest.C.   Add a Removable Storage capability to the app manifest.D.   Override the OnActivated method in the Application class and use the ActivatedEventArgs interface.E.   Add an AutoPlay Device declaration to the app manifest. Answer: AD QUESTION 142You are developing a Windows Store app that targets customers who travel frequently.The app allows users to record audio and video files and save them to their local devices.You have the following traveler-friendly requirements:- The audio and video files must be shorter than three minutes in duration.- The app must finalize recording automatically when the time limit is reached.You cannot use continuous polling to test when the time limit is reached.You need to ensure that the app meets the requirements.What should you do? A.   Assign a handler to the DefaultAudioCaptureDeviceChanged event to handle the requirements.B.   Handle the RecordLimitationExceeded event to handle the requirements.C.   Call the StopRecordAsync() method to end recording.D.   Handle the AudioTransferRequested event to avoid continuous polling. Answer: B QUESTION 143You are developing a Windows Store app.You need to recommend a solution to handle exceptions thrown by the XAML Framework.What should you recommend? A.   Try/catch blocksB.   An override of the Application.OnLaunched methodC.   An Application.UnhandledException event handlerD.   An Application.Suspending event handler Answer: C QUESTION 144You are developing a Windows Store app.The app will support multiple languages. The app has a page named MainPage. The resource file of the page is named MainPage.resw and is located in a folder named /Resources/en-us/. MainPage.resw contains the data shown in the following table.

You need to parameterize a TextBlock control by using the data in the resource file.Which XAML markup should you use? A.   <TextBlock x:Uid="Greeting"/>B.   <TextBlock x:Uid="/MainPage/GreetingTextBlock"/>C.   <TextBlock x:name='VResources/MainPage/GreetingTextBlock"/>D.   <TextBlock x:name="Greeting"/> Answer: A QUESTION 145You are developing a Windows Store app.The app will store user names and passwords by using Windows Azure.You need to recommend a

method to store the passwords. The solution must minimize the likelihood that the passwords will be compromised.Which algorithm should you recommend using? A.   3DESB.   DESC.   AESD.   SHA512 Answer: DExplanation: http://apps.microsoft.com/windows/en-us/app/sha-512-encoder/6be865f2-4673-47c6-9354-1865c2ef82fe QUESTION 146You are developing a Windows Store app to view MP4 videos.You need to ensure that when a user double-clicks an MP4 file, the app starts and plays back the video automatically.Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.) A.   Add the Videos Library capability to the Appxmanifest file.B.   Modify the OnActivated event of the App.xaml.cs file to pass ProtocolActivatedEventArgs to the page if ActivatedEventArgs.Kind == ProtocolActivatedEventArgs.C.   Add a File Type Associations declaration to the Appxmanifest file.D.   Add an OnFileActivated event handler to the App.xaml.cs file.E.   Add an AutoPlay Content declaration to the Appxmanifest file. Answer: CD QUESTION 147You are developing a Windows Store app that will be used as an IT support ticket system.You need to ensure that user settings are available to only a single device.Which property should you use? A.   Windows.Storage.ApplicationData.Current.LocalFolderB.   Windows.Storage.ApplicationData.Current.LiveSyncFolderC.   Windows.Storage.ApplicationData.Current.RoaimingFolderD.   Windows.Storage.ApplicationData.DefaultRemoteFolder Answer: A QUESTION 148You are developing a Windows Store app.The app will store data in a text file.You create the following method to store encrypted text in the text file:

```
01 public async void EncryptData(StorageF
02    IBuffer data,
03    IBuffer password,
06
07    WriteData(file, encrypted);
08 }
```

The WriteData method writes the contents of an IBuffer object to a StorageFile object.You need to recommend a solution to encrypt the data. The solution must minimize the use of system resources and must ensure that the app can decrypt the data.Which code segment should you recommend adding to line 06?

A.
```
var provider = AsymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateKeyPair(1024);
var encrypted = CryptographicEngine.Encrypt(key, data, null);
```

B.
```
var provider = SymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateSymmetricKey(password);
var encrypted = CryptographicEngine.SignHashedData(key, data);
```

C.
```
var provider = AsymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateKeyPair(1024);
var encrypted = CryptographicEngine.Sign(key, data);
```

D.
```
var provider = SymmetricKeyAlgorithmProvider.OpenAlgorithm(algorithm);
var key = provider.CreateSymmetricKey(password);
var encrypted = CryptographicEngine.Encrypt(key, data, null);
```

A.   Option AB.   Option BC.   Option CD.   Option D Answer: D QUESTION 149You are developing a Windows Store app. The app contains a page named MainPage. The page contains a media element named videoPlayer.You need to provide users with the ability to play the contents of videoPlayer on different devices by using the Devices charm.Which two code segments should you add to the OnNavigateTo event handler on MainPage? (Each correct answer presents part of the solution. Choose two.)

A.
```
if (mgr.State == PlayToConnecti
{
    videoPlayer.Play();
}
```

B.
```
PlayToConnection mgr = videoPla
```

C.
```
PlayToManager mgr = PlayToManag
```

D.
```
if (e.SupportsVideo)
{
    mgr.ShowPlayToUI();
}
```

E.
```
mgr.SourceRequested += (PlayToM
{
    request = e.SourceRequest;
    PlayToSourceDeferral deferra
    request.SetSource(videoplaye
    deferral.Complete();
}
```

A.   Option AB.   Option BC.   Option CD.   Option DE.   Option E Answer: BD QUESTION 150Hotspot QuestionYou are developing a Windows Store app.The app receives badge notifications from Windows Push Notification Services (WNS).You configure the app to establish a communication channel with WNS.You use a variable named pushChannel to store the notification channel object used for communication. You add the following line of code to the app:

```
pushChannel.PushNotificationReceived += OnPushReceived;
```

You need to extract the data sent from the service to a class-level variable named xmlData of type string.

You have the following code:

```
void Target 1 (PushNotificationChannel sender,
    PushNotificationReceivedEventArgs e)
{
    ...
    case PushNotificationType.Badge:
        xmlData = e.Target 3;
        break;
    default:
        xmlData="";
    }
}
```

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

Target 1:
- OnPush
- OnPushNotification
- OnPushReceived

Target 2:
- BadgeNotification
- RawNotification

Target 3:
- BadgeNotification.Content
- BadgeNotification.Content.DocumentElement
- BadgeNotification.Content.GetXml()

Answer:

Target 1:
- OnPush
- OnPushNotification
- **OnPushReceived**

Target 2:
- BadgeNotification
- RawNotification

Target 3:
- BadgeNotification.Content
- BadgeNotification.Content.DocumentElement
- **BadgeNotification.Content.GetXml()**

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