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## Developing Mobile Apps

Microsoft 70-357

Version Demo

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## Topic Break Down

Topic	No. of Questions
Topic 1, Case Study 1	10
Topic 2, Case Study 2	10
Topic 3, Case Study 3	6
Topic 4, Mixed Questions	28
<b>Total</b>	<b>54</b>

## QUESTION NO: 1 - (HOTSPOT)

## HOTSPOT

You are developing a Universal Windows Platform (UWP) app by using XAML and C#. A team member has written a XAML page that includes a button with an event handler method named ButtonSendNotification\_Click() registered to the Click event.

You are reviewing the following code segment written by the team member (line numbers are added for reference only):

```
01 public sealed partial class MainPage : Page
02 {
03     public MainPage()
04     {
05         InitializeComponent();
06         TileUpdateManager.CreateTileUpdaterForApplication().EnableNo-
07         tificationQueue( true);
08     }
09     private void ButtonSendNotification_Click( object sender, RoutedEventArgs e)
10     {
11         SendTileNotification();
12     }
13     private static string GetNewsTitle()
14     {
15         ...
16     }
17     private void SendTileNotification()
18     {
19         TileNotification tileNotification = GenerateTileNotification();
20         tileNotification.Tag = "newsItem" + GetNewsTitle();
21         TileUpdateManager .CreateTileUpdaterForApplication().Update(tileNotifica-
22         tion);
23     }
24     private TileNotification GenerateTileNotification()
25     {
26         string xml = @"
27             <tile version='3'>
28                 <visual branding='name'>
29                     <binding template='TileMedium'>
30                         <text hint-wrap='true'>This just in...</text>
31                         <text hint-wrap='true' hint-style='captionSubtle' />
32                     </binding>
33                     <binding template='TileWide'>
34                         <text hint-wrap='true'>This just in...</text>
35                         <text hint-wrap='true' hint-style='captionSubtle' />
36                     </binding>
37                     <binding template='TileLarge'>
38                         <text hint-wrap='true'>This just in...</text>
39                         <text hint-wrap='true' hint-style='captionSubtle' />
40                     </binding>
41                 </visual>
42             </tile>";
43         XmlDocument doc = new XmlDocument ();
44         doc.LoadXml(xml);
45         string nowTimeString = DateTime.Now.ToString();
46         foreach (XmlElement textEl in doc.SelectNodes("//text").OfType<XmlEle-
47         ment>())
48         {
49             if (textEl.InnerText.Length == 0)
50                 textEl.InnerText = "(" + nowTimeString + ") Top News: " + GetNew-
51                 sTitle();
52         }
53         TileNotification tileNotification = new TileNotification (doc);
54         return tileNotification;
55     }
56 }
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

NOTE: Each selection is worth one point.

Hot Area:

## Answer Area

Statement

Yes

No

The code segment will generate a tile notification for all platform tile sizes.

The code segment will generate a tile notification successfully when a user clicks the button on the XAML page.

The app will display only one tile notification, regardless of the number of button clicks.

An exception will be thrown at Line 42 of the code segment.

ANSWER:

## Answer Area

Statement

Yes

No

The code segment will generate a tile notification for all platform tile sizes.

The code segment will generate a tile notification successfully when a user clicks the button on the XAML page.

The app will display only one tile notification, regardless of the number of button clicks.

An exception will be thrown at Line 42 of the code segment.

## Explanation:

Box 1: No

There are four tile sizes: small, medium, wide, large. Only three are reference in the TileNotification definition.

Box 2: Yes

Box 3: No

Box 4: No

Line 42 is `doc.LoadXml(xml);`

The LoadXml method loads an XML document from a string. Returns TRUE on success or FALSE on failure. If called statically, returns a XmlDocument or FALSE on failure.

If an empty string is passed as the source, a warning will be generated. This warning is not generated by libxml and cannot be handled using libxml's error handling functions.

Reference: <https://docs.microsoft.com/en-us/windows/uwp/controls-and-patterns/tiles-and-notifications-app-assets>

## QUESTION NO: 2

You are developing a Universal Windows Platform (UWP) app.

The app must be available on Windows Phone, Windows tablet devices, and Xbox.

When the app is running on a device, you need to determine which members of a specific class you can use.

Which of the following methods should you use?

- A. `ApiInformation.IsPropertyPresent`
- B. `UserInformation.NameAccessAllowed`
- C. `Selector.GetIsSelectionActive`
- D. `AppExtensionCatalog.FindAllAsync`
- E. `ApiInformation.IsMethodPresent`

## ANSWER: D

## Explanation:

The AppExtensionCatalog class represents a device. This class allows access to well-known device properties as well as additional properties specified during device enumeration. A Successful completion of FindAllAsync results in a DeviceInformationCollection containing DeviceInformation objects.

Reference: <https://docs.microsoft.com/en-us/uwp/api/windows.devices.enumeration.deviceinformation>

## QUESTION NO: 3

You need to configure networking.

Which two networking technologies should you use? Each correct answer presents a complete solution.

- A. Background Transfer API
- B. StreamWebSocket class
- C. HttpClient class
- D. Custom WebSocket class
- E. MessageWebSocket class

**ANSWER: A C**

## QUESTION NO: 4

Note: This question is part of a series of questions that present the same scenario. Each question in the series contains a unique solution. Determine whether the solution meets the stated goals.

You are developing a Universal Windows Platform (UWP) app.

Your app stores files on a user's device.

You need to be able to replace the existing files with new files generated by the user.

Solution: You run the StorageFile.GetParentAsync method to get a reference to the existing file. Then, you run the StorageFile.CreateStreamedFileAsync method to create the new file at the same location.

Does this meet the goal?

- A. Yes
- B. No

**ANSWER: A**

### Explanation:

The GetParentAsync() method gets the parent folder of the current file.

The CreateStreamedFileAsync method can be used to create a StorageFile that can be passed to other methods or passed to another app through app contracts.

Reference: <https://docs.microsoft.com/en-us/uwp/api/windows.storage.storagefile>

## QUESTION NO: 5 - (DRAG DROP)

DRAG DROP

You need to add code at line IM14 to meet the user interface requirement.

How should you complete the relevant code segment? To answer, drag the appropriate code segments to the correct location or locations. Each code segments 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:

**Code segments**

- BeginInvoke
- CoreProcessEventsOption
- CoreDispatcherPriority
- RunAsync
- Normal
- High
- Idle

••••

---

**Answer Area**

```
await _dispatcher. [Code segment] ( [Code segment] . [Code segment] , () => UploadImage(image);
```

**ANSWER:**

## Code segments

BeginInvoke

CoreProcessEventsOption

High

Idle

••••

## Answer Area

```
await _dispatcher. RunAsync ( CoreDispatcherPriority
Normal , () => UploadImage(image);
```

**Explanation:**

If you are on a worker thread and want to schedule work on the UI thread, use `CoreDispatcher::RunAsync`. Always set the priority to `CoreDispatcherPriority::Normal` or `CoreDispatcherPriority::Low`.

Callbacks scheduled with `CoreDispatcherPriority::Low` priority are called when there are no pending input events. Use the `CoreDispatcherPriority::Low` priority to make your app UI more responsive.

From scenario: User interface

- The app must only upload images when no other pending inputs are in the queue.

References: <https://docs.microsoft.com/en-us/uwp/api/windows.ui.core.coredispatcher>

**QUESTION NO: 6**

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.** Evaluate the `CurrentPoint.Properties.MouseWheelDelta` property of the `PointerEventArgs` object. Call the `ChangeView()` method of the `ScrollViewer`.

- B. 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.
- C. Add an event handler to the PointerRoutedEventArgs event for the current window.
- D. Evaluate the CurrentPoint.Properties.IsHorizontalMouseWheel property of the PointerEventArgs object. Call the ChangeView() method of the ScrollViewer.
- E. Add an event handler to the PointerWheelChanged event for the current window.

**ANSWER: C D**

**Explanation:**

The PointerRoutedEventArgs event occurs on the process receiving input when the pointer input is routed to another process.

Reference:

<https://docs.microsoft.com/en-us/uwp/api/windows.ui.xaml.controls.scrollviewer>

[https://docs.microsoft.com/en-us/uwp/api/windows.ui.core.corewindow#Windows\\_UI\\_Core\\_CoreWindow\\_PointerWheelChanged](https://docs.microsoft.com/en-us/uwp/api/windows.ui.core.corewindow#Windows_UI_Core_CoreWindow_PointerWheelChanged)

**QUESTION NO: 7 - (HOTSPOT)**

**HOTSPOT**

You are developing a Universal Windows Platform (UWP) app that stores credentials by using the Credential Locker service.

You need to securely retrieve credentials for the current user.

How should you complete the method? To answer, select the appropriate code segment from each list in the answer area.

**Hot Area:**

## Answer Area

```
private void RetrieveCredentials(string resource, string userName)
```

```
{  
    var identityStorage =   
    new PasswordVault();  
    KeyCredentialManager.OpenAsync(userName);  
    CredentialPicker.PickAsync(resource, userName);  
  
    var credentials =   
    identityStorage.GetResults();  
    identityStorage.Retrieve(resource, userName)  
}
```

ANSWER:

## Answer Area

```
private void RetrieveCredentials(string resource, string userName)
```

```
{  
    var identityStorage =   
    new PasswordVault();  
    KeyCredentialManager.OpenAsync(userName);  
    CredentialPicker.PickAsync(resource, userName);  
  
    var credentials =   
    identityStorage.GetResults();  
    identityStorage.Retrieve(resource, userName)  
}
```

### Explanation:

Box 1:

Example:

```
var vault = new Windows.Security.Credentials.PasswordVault();
```

Box 2:

Example continued:

```
// When there are multiple usernames,
```

```
// retrieve the default username. If one doesn't
```

```
// exist, then display UI to have the user select
```

```
// a default username.
```

```
defaultUserName = GetDefaultUserNameUI(); credential = vault.Retrieve(resourceName, defaultUserName);
```

Reference: <https://docs.microsoft.com/en-us/windows/uwp/security/credential-locker>

## QUESTION NO: 8

You have two Universal Windows Platform (UWP) apps named Catalog and Research, respectively.

You need to create a service in the Catalog app that can be queried by the Research app.

Which three tasks should you perform? Each correct answer presents part of the solution.

- A. Enter the package family name of the Catalog app in the Catalog app.
- B. Add a Windows Runtime component to the Catalog app.
- C. Enter the package family name of the Catalog app in the Research app.
- D. Add an app service extension to package.appmanifest file in the Research app.
- E. Add a Windows Runtime component to the Research app.
- F. Add an app service extension to package.appmanifest file in the Catalog app.

## ANSWER: B C F

### Explanation:

F: Example: Add an app service extension to package.appxmanifest

In the AppServiceProvider project's Package.appxmanifest file, add the following AppService extension to the element. This example advertises the com.Microsoft.Inventory service and is what identifies this app as an app service provider. The actual service will be implemented as a background task. The app service app exposes the service to other apps

B: Create the app service

An app service is implemented as a background task. This enables a foreground application to invoke an app service in another application to perform tasks behind the scenes. Add a new Windows Runtime Component project to the solution.

C: Deploy the service app and get the package family name

The app service provider app must be deployed before you can call it from a client. You will also need the package family name of the app service app in order to call it.

Reference: <https://docs.microsoft.com/en-us/windows/uwp/launch-resume/how-to-create-and-consume-an-app-service>

## QUESTION NO: 9

Note: This question is part of a series of questions that present the same scenario. Each question in the series contains a unique solution. Determine whether the solution meets the stated goals.

You need to implement the appropriate XAML layout for the Timeline app.

Solution: You create an instance of a RelativePanel class.

Does this meet the goal?

- A. Yes
- B. No

**ANSWER: A**

### Explanation:

RelativePanel lets you layout UI elements by specifying where they go in relation to other elements and in relation to the panel. By default, an element is positioned in the upper left corner of the panel. Reference: <https://docs.microsoft.com/en-us/windows/uwp/layout/layout-panels>

## QUESTION NO: 10 - (DRAG DROP)

DRAG DROP

You need to insert code at line AC07 to create the database entities.

How should you complete the relevant code? To answer, drag the appropriate code segments to the correct location. 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:**

## Code segments

```
public class AccountContext : DbContext
```

```
public class AccountContext : IRepository
```

```
public DbSet Accounts { get; set; }
```

```
public List Accounts { get; set; }
```

```
optBuilder.UseSqlite("Filename=Fabrikam.db", null)
```

```
optBuilder.UseModel("Filename=Fabrikam.db", null)
```

••••

## Answer Area

```
Code segment
```

```
{
```

```
Code segment
```

```
protected override void OnConfiguring(DbContextOptionsBuilder optBuilder)
```

```
{
```

```
Code segment
```

```
}
```

```
}
```

**ANSWER:**

## Code segments

```
public class AccountContext : IRepository
```

```
public List Accounts { get; set; }
```

```
optBuilder.UseSqlite("Filename=Fabrikam.db", null)
```

••••

## Answer Area

```
public class AccountContext : DbContext
```

```
{
```

```
    public DbSet Accounts { get; set; }
```

```
    protected override void OnConfiguring(DbContextOptionsBuilder optBuilder)
```

```
{
```

```
        optBuilder.UseModel("Filename=Fabrikam.db", null)
```

```
}
```

```
}
```

### Explanation:

From scenario:

The app must use a file based database. You must use a code first entity framework approach.

The DbContextOptionsBuilder Class provides a simple API surface for configuring DbContextOptions. Databases (and other extensions) typically define extension methods on this object that allow you to configure the database connection (and other options) to be used for a context.

A DbSet can be used to query and save instances of TEntity. LINQ queries against a DbSet will be translated into queries against the database.

UseModel(IModel) sets the model to be used for the context. If the model is set, then OnModelCreating(ModelBuilder) will not be run.

Reference: <https://docs.microsoft.com/en-us/ef/core/api/microsoft.entityframeworkcore.dbcontextoptionsbuilder>