



**Vendor:** Microsoft

**Exam Code:** 70-482

**Exam Name:** Advanced Windows Store App Development  
using HTML5 and JavaScript Exam

**Version:** DEMO

**Case Study - Scenario 1 (QUESTION 1 - QUESTION 16)**

**Case Study - Scenario 2 (QUESTION 17 - QUESTION 32)**

**Case Study - Scenario 3 (QUESTION 33 - QUESTION 44)**

**Case Study - Scenario 4 (QUESTION 45 - QUESTION 57)**

**Application Information**

You are developing two Windows Store apps by using JavaScript: a Personal Trainer app and a Client app. The apps will allow personal fitness trainers to interact with their remote clients.

**Business Requirements - Personal Trainer Application**

The Personal Trainer app must allow trainers to perform the following tasks:

- Create and store video and audio recordings of workout routines.
- View the profile and workout recordings for only one client at any time.

**Business Requirements - Client Application**

The Client app must allow clients to perform the following tasks:

- Browse a list of the trainer's workout recordings.
- Record workouts by using the built-in webcam.
- Play, pause, restart, and stop workout recordings.
- If the capability is supported, allow the client's webcam to pan as the client moves around the room.
- Upload workout recordings for trainer review.
- Update their individual profiles to indicate workouts completed, calories burned, and current weight.

The Client app must validate that the client's subscription is valid.

**QUESTION 1**

You develop a Windows Store app.

The app user interface is slow to load, and occasionally stops responding.

You need to increase the responsiveness of the user interface.

What should you implement?

- A. the Await operator
- B. Windows Runtime Metadata (WinMD) components
- C. promises
- D. the Web API of the Windows Library for JavaScript

**Answer: B**

**Explanation:**

<http://msdn.microsoft.com/en-us/magazine/jj651569.aspx>

**QUESTION 2**

Drag and Drop Question

A Microsoft Visual Studio solution contains a Windows Store app project that is written by using

JavaScript code. You add a Windows Runtime Metadata file named Contoso.winmd to the solution. The WinMD component is written by using C# code.

The Windows Store app must consume the WinMD component.

You need to ensure that IntelliSense can identify the methods of the WinMD component as soon as possible.

In which order should you perform the actions? To answer, move all actions from the list of actions to the answer area and arrange them in the correct order.

Reference the Contoso project in the JavaScript project.

Build the solution.

Consume the WinMD component.

Create an instance of the WinMD component.

Answer Area

**Answer:**

Reference the Contoso project in the JavaScript project.

Build the solution.

Consume the WinMD component.

Create an instance of the WinMD component.

Answer Area

Consume the WinMD component.

Create an instance of the WinMD component.

Build the solution.

Reference the Contoso project in the JavaScript project.

### QUESTION 3

You are creating a custom control by using HTML5.

You need to bind a source named myDataSource to the control.

Which HTML markup should you use?

- A. 

```
<div id="myControl" ...>
  <span data-win-bind="mySource: myDataSource" ...></span>
</div>
```
- B. 

```
<div id="myControl" ...>
  <span data-bind="mySource: myDataSource" ...></span>
</div>
```
- C. 

```
<div id="myControl" ...>
  <span data-win-bind="mySource=myDataSource" ...></span>
</div>
```
- D. 

```
<div id="myControl" ...>
  <span data-bind="mySource=myDataSource" ...></span>
</div>
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Answer: A

#### QUESTION 4

You are developing a Windows Store app that includes a JavaScript class named Plane. The Plane class includes the following JavaScript code. Line numbers are included for reference only.

```
01
02     function (make, model) {
03         this.make = make;
04         this.model = model;
05     },
06     {
07
08         ...
09     },
10     land: function () {
11         ...
12     }
13 },
14 {
15     numberOfSeats : 200
16 }
17 );
18 var myPlane = new MyFactory.plane('Manufacturer', 'Model');
19 myPlane.takeOff();
```

You need to complete the implementation of the Plane class.

Which two code segments should you use? Each correct answer presents part of the solution.

A. Insert the following code segment at line 01:

```
WinJS.Class.define plane({
```

B. Insert the following code segment at line 01:

```
plane: WinJS.Class.define({
```

C. Insert the following code segment at line 07:

```
takeOff: function () {
```

D. Insert the following code segment at line 07:

```
function takeOff () {
```

E. Insert the following code segment at line 01:

```
Class plane: WinJS.define({
```

- A. Option A
- B. Option B
- C. Option C
- D. Option D
- E. Option E

**Answer:** CE

### QUESTION 5

Hotspot Question

You are developing 3 Windows Store app that uses a canvas object.

When the page loads, a blue rectangle must move across the canvas from left to right.

The following code calls the function to perform the animation:

```
var canvas;  
var ctx;  
var PositionX = 0;  
var PositionY = 10;  
  
window.onload = function () {  
    canvas = document.getElementById("canvas");  
    ctx = canvas.getContext("2d");  
    setInterval("animateShape()", 20);  
};
```

You need to create the animateShape function.

How should you complete the relevant code? (To answer, select the correct code segment from each drop-down list in the answer area.)

Work Area

```
function animateShape() {  
    ctx.clearRect(0, 0, canvas.width, canvas.height);  
    ctx.scale(canvas.width, canvas.height);  
    PositionX += 1;  
    PositionX = PositionY + 1;  
    ctx.fillRect(PositionX, PositionY, 100, 100);  
    ctx.clearRect(0, 0, canvas.width, canvas.height);  
    ctx.scale(canvas.width, canvas.height);  
    PositionX += 1;  
    PositionX = PositionY + 1;  
}
```

Answer:

Work Area

```
function animateShape() {  
    ctx.clearRect(0, 0, canvas.width, canvas.height);  
    ctx.scale(canvas.width, canvas.height);  
    PositionX += 1;  
    PositionX = PositionY + 1;  
    ctx.fillRect(PositionX, PositionY, 100, 100);  
    ctx.clearRect(0, 0, canvas.width, canvas.height);  
    ctx.scale(canvas.width, canvas.height);  
    PositionX += 1;  
    PositionX = PositionY + 1;  
}
```

**QUESTION 6**

You are writing a Windows Store app by using JavaScript.

You need to authenticate a cloud server as a source for Windows Push Notification Services (WNS).

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

- A. Create a code-signing certificate.
- B. Register the app with the Dashboard.

- C. Create the HTTPS authentication request.
- D. Obtain the identity values and credentials for the app.

**Answer:** ABD

#### **QUESTION 7**

You are developing a Windows Store app by using HTML5 and JavaScript. The app has HEADER, NAV, and SECTION elements. The SECTION element displays a list of records. The app will allow users to sort records multiple times. The app must meet the following requirements:

- Each time the user performs a sort, replace the content in the SECTION element with the sorted records.
- Animate the updated content by sliding the sorted records into the SECTION element.

You need to use the WinJS library to apply the animation to the SECTION element.

Which function should you use?

- A. enterPage( )
- B. enterContent( )
- C. createExpandAnimation ( )
- D. createPeekAnimation ( )

**Answer:** B

#### **QUESTION 8**

You develop a Windows Store app that allows users to modify images by using filters and image-processing algorithms.

The app must meet the following requirements:

- Use a web worker to initiate the image-processing algorithms on a separate thread.
- Clean up the web worker after processing the algorithms.

You need to ensure that the web worker releases memory after processing the algorithms.

What should you do?

- A. From the calling page, call the postMessage() command with the terminate parameter.
- B. From the calling page, call the postMessage() command with the clean parameter.
- C. From the web worker, call the close() command.
- D. From the calling page, call the postMessage() command with the close parameter.

**Answer:** C

#### **Explanation:**

In Internet Explorer 10 and Windows Store apps using JavaScript, the Web Workers API supports the following method .

void close();

MethodDescription: Terminates the worker thread.

Note: Internet Explorer 10 and Windows Store apps using JavaScript introduce support for Web Workers. The Web Workers API defines a way to run scripts in the background.

**QUESTION 9**

You develop a Windows Store app.

The app user interface is slow to load, and occasionally stops responding.

You need to increase the responsiveness of the user interface.

What should you implement?

- A. Synchronous calls
- B. The Web Worker API
- C. The Task.Run method
- D. Windows Runtime Metadata (WinMD) components

**Answer: B**

**QUESTION 10**

You are developing a Windows Store app that will allow users to take photos by using the built-in device camera. The app will immediately open the photo for editing.

You need to programmatically specify the location from which to open the most recent photo taken by the app.

What is the best option to achieve the goal? More than one answer choice may achieve the goal. Select the BEST answer.

- A. KnownFolders.pictureslibrary
- B. SkyDrive.Pictures
- C. KnownFolders.savedPictures
- D. KnownFolders.cameraRoll

**Answer: D**



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