



**Vendor:** Microsoft

**Exam Code:** 70-484

**Exam Name:** Microsoft Essentials of Developing Windows  
Store Apps using C#

**Version:** DEMO

### **Case Study: 1 - Scenario 1 (QUESTION 11 - QUESTION 13)**

#### **Background**

You are developing a Windows Store app by using C# and XAML. The app will allow users to share and rate photos. The app will also provide information to users about photo competitions.

### **Case Study: 2 - Scenario 2 (QUESTION 14 - QUESTION 23)**

#### **Background**

You are developing a Windows Store app named Picture Sharer. The app will allow users to capture, modify, caption, and share pictures.

### **Case Study: 3 - Scenario 3 (QUESTION 24 - QUESTION 34)**

#### **Background**

You are developing a Windows Store news aggregator app that will retrieve data from RSS feeds and social networks based on the user's subscriptions.

### **Case Study: 4 - Scenario 4 (QUESTION 35 - QUESTION 43)**

#### **Overview**

Fabrikam, Inc. is a non-profit organization that manages three museums located in Miami, New York, and Seattle.

All of the museums offer Wi-Fi connectivity and Internet access to visitors.

#### **QUESTION 1**

You are developing a Windows Store multi-player game.

You need to ensure that the game can authenticate users by using the credentials of a third-party social networking site.

Which class should you use?

- A. PassportAuthenticationModule
- B. WindowsAuthenticationModule
- C. WebAuthenticationBroker
- D. FormsAuthentication

**Answer: C**

#### **Explanation:**

How can you take protocol modeled for the web and make it work in an app that is running on a Windows 8 device? The answer is the WebAuthenticationBroker component in the Windows Runtime.

The web authentication broker is designed to assist you with single sign-on scenarios by emulating a fully web-based experience.

#### **QUESTION 2**

You are developing a Windows Store app that will be used to manage contacts.

You need to provide users with the ability to add contacts by using the app. All new contacts must be visible in the people hub.

Which class should you use to add the contact?

- A. ContactPicker
- B. ContactManager
- C. ContactPickerUI
- D. ContactXnformation

**Answer: B**

**Explanation:**

ContactManager class

Represents a service that source apps can call to access contact data.

### QUESTION 3

You are developing a Windows Store app.

The app will access several web resources that use an OAuth 2.0 authentication provider.

You need to recommend in which class to store user credentials so that users do not have to reenter their credentials when they access the web resources.

Which class should you recommend?

- A. Windows.Security.Credentials.PasswordVault
- B. Windows.Security.Credentials.UI.CredentialPicker
- C. windows.Security.Authentication.OnlineId.OnlineIdAuthenticator
- D. windows.Security.Credentials.WebAccount

**Answer: A**

**Explanation:**

The task of storing and retrieving user credentials securely and allowing user credentials roam at no cost with the user's Microsoft account is simplified with the Credential Locker.

Storing user credentials in the Credential Locker is a quick, two-step process. 1. Obtain a reference to the Credential Locker using the PasswordVault object from the Windows.Security.Credentials namespace.

2. Create a PasswordCredential object that contains an identifier for your app, the username and the password, and pass that to the PasswordVault.Add method to add the credential to the locker.

### QUESTION 4

You are developing a Windows Store app that will display a toast notification.

You need to ensure that when a toast notification is displayed, the first line of the notification is bold. Which template should you use?

- A. TileSquareText03
- B. ToastText01
- C. TileSquarePeekImageAndText01
- D. ToastImageAndText02

**Answer: D**

**Explanation:**

ToastImageAndText02

A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines.

### QUESTION 5

You are developing a Windows Store game. The game allows for interactive online play between users. The game authenticates users by using the credentials of a third-party site that provides OAuth2 authentication.

You need to implement authentication that uses an implicit grant authorization.

How should you complete the relevant 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.)

```
IsAuthenticated =  
    ProcessOAuthResponse(AuthenticationResult.ResponseData);
```

```
using(HttpClientClient = newHttpClient())  
{  
    varResponse = await  
    Client.GetStringAsync(RequestUrl);  
    IsAuthenticated = ProcessOAuthResponse(Response);  
}
```

```
var RequestUrl = new Uri(string.Format(  
    "https://localhost/oauth?grant={0}&ru={1}",  
    "authorization_code", ResponseUrl));
```

```
varRequestUrl = newUri(string.Format(  
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",  
    "<CLIENT_ID>", "code", ResponseUrl));
```

```
var RequestUrl = new Uri(string.Format(  
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",  
    "<CLIENT_ID>", "token", ResponseUrl));
```

#### Answer Area

```
private bool IsAuthenticated { get; set; }  
private async void AuthenticateUser()  
{  
    var ResponseUrl = new  
        Uri("https://localhost/success.html");
```

```
var AuthenticationResult = await  
    WebAuthenticationBroker.AuthenticateAsync(  
        WebAuthenticationOptions.None, RequestUrl, ResponseUrl);
```

```
if (AuthenticationResult.ResponseStatus ==  
    WebAuthenticationStatus.Success)  
{
```

```
    }  
    else { ... }  
}
```

Answer:

```
IsAuthenticated =
    ProcessOAuthResponse(AuthenticationResult.ResponseData);
```

```
using (HttpClientClient = new HttpClient())
{
    var Response = await
        Client.GetStringAsync(RequestUrl);
    IsAuthenticated = ProcessOAuthResponse(Response);
}
```

```
var RequestUrl = new Uri(string.Format(
    "https://localhost/oauth?grant={0}&ru={1}",
    "authorization_code", ResponseUrl));
```

```
var RequestUrl = new Uri(string.Format(
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
    "<CLIENT_ID>", "code", ResponseUrl));
```

```
var RequestUrl = new Uri(string.Format(
    "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
    "<CLIENT_ID>", "token", ResponseUrl));
```

#### Answer Area

```
private bool IsAuthenticated { get; set; }
private async void AuthenticateUser()
{
```

```
    var ResponseUrl = new
        Uri("https://localhost/success.html");
```

```
    var RequestUrl = new Uri(string.Format(
        "https://localhost/oauth?cid={0}&rt={1}&ru={2}",
        "<CLIENT_ID>", "code", ResponseUrl));
```

```
var AuthenticationResult = await
    WebAuthenticationBroker.AuthenticateAsync(
        WebAuthenticationOptions.None, RequestUrl, ResponseUrl);
```

```
if (AuthenticationResult.ResponseStatus ==
    WebAuthenticationStatus.Success)
{
```

```
    IsAuthenticated =
        ProcessOAuthResponse(AuthenticationResult.ResponseData);
```

```
    }
    else { ... }
}
```

### QUESTION 6

You are developing a Windows Store app that will back up video files.

The app will support videos up to 1 GB in size.

If users lose their device, they must be able to restore the video files to a new device.

You need to recommend a storage solution for the app.

Which storage solution should you recommend?

- A. Windows Azure blob storage
- B. SQLite for Windows Runtime
- C. windows Azure Table Storage
- D. video library

**Answer: A**

#### **Explanation:**

Azure Blob storage is a service for storing large amounts of unstructured data that can be accessed from anywhere in the world via HTTP or HTTPS. A single blob can be hundreds of gigabytes in size, and a single storage account can contain up to 200 TB of blob, queue, and table data.

Common uses of Blob storage include:

Serving images or documents directly to a browser

Storing files for distributed access

Streaming video and audio

Performing secure backup and disaster recovery

Storing data for analysis by an on-premises or Azure-hosted service

### QUESTION 7

You are developing a Windows Store app.

App.xaml contains the following XAML markup:

```
<Application.Resources>
  <Style x:Key="myStyle" TargetType="TextBlock">
    <Setter Property="Foreground" Value="Red"></Setter>
  </Style>
</Application.Resources>
```

MainPage.xaml contains the following XAML markup:

```
<Page.Resources>
  <Style x:Key="myStyle" TargetType="TextBlock">
    <Setter Property="Foreground" Value="Blue"></Setter>
  </Style>
</Page.Resources>
...
<TextBlock x:Name="textBlock1" Text="A Simple text value" Style="{StaticResource myStyle}" Grid.Row="0" />
```

For each of the following statements, select Yes if the statement is true. Otherwise, select No.  
Each correct selection is worth one point.

Answer Area

	Yes	No
There will be an error at runtime because of a conflict in the resource names.	<input type="radio"/>	<input type="radio"/>
The text of textBlock1 will be blue.	<input type="radio"/>	<input type="radio"/>
myStyle will apply to all of the text blocks in the app.	<input type="radio"/>	<input type="radio"/>

Answer:

Answer Area

	Yes	No
There will be an error at runtime because of a conflict in the resource names.	<input type="radio"/>	<input checked="" type="radio"/>
The text of textBlock1 will be blue.	<input checked="" type="radio"/>	<input type="radio"/>
myStyle will apply to all of the text blocks in the app.	<input type="radio"/>	<input checked="" type="radio"/>

**QUESTION 8**

You have prepared an app package and submitted it to the Windows Store. You have been informed that your app has passed certification and will be available in the Windows Store soon. You realize there are a few bugs that you should fix soon. What should be your approach in such a case?

- A. Create a new app from the code used to build the original app. Submit the new app and withdraw the original app.
- B. Bug fixes are not accepted in the Windows Store.  
You have to withdraw the app and you cannot submit updates to your app.

- C. You prepare an update for your app, test it with Windows ACK, and submit it to the Windows Store for certification.  
After it is certified, it will be available to your users.
- D. You can email a copy of your app with the bug fixes to your users.

**Answer: B**

#### **QUESTION 9**

You have completed the development of a Windows Store app that will be deployed in a few businesses.

You choose to distribute the app yourself instead of using the Windows Store.

What are the requirements for your app to be loaded onto PCs and devices in these organizations? (Choose all that apply.)

- A. Your app must be signed with a certificate from a CA trusted by the target PCs and devices.
- B. You should give your signed app and its dependencies to IT administrators in the organizations.
- C. You should send your app by email to the users who want to install and run your app.
- D. IT administrators can deploy your app using a Windows image or when the PC is in use.
- E. You should ask the users to send you their PCs and devices so that you can install your app.

**Answer: ABD**

#### **QUESTION 10**

You are developing a Windows Store app that will display a toast notification.

You need to ensure that when a toast notification is displayed, the first line of the notification is bold.

Which template should you use?

- A. TileSquareBlock
- B. TileSquarePeekImageAndText01
- C. ToastImageAndText02
- D. ToastImageAndText01

**Answer: C**

#### **Explanation:**

ToastImageAndText02

A large image, one string of bold text on the first line, one string of regular text wrapped across the second and third lines.



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