



# QUESTION & ANSWER

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**Exam** : **70-485**

**Title** : Advanced Windows Store  
App Development using C#

**Version** : Demo

## 1.DRAG DROP

You are developing a Windows Store app that allows users to capture videos and upload them to a social networking website. You need to ensure that the app saves the captured video in MP4 format to the user's videos library.

How should you complete the code segment? (To answer, drag the appropriate option to the correct location or locations in the answer area. Each option 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.)

```
Windows.Storage.KnownFolders.VideosLibrary.CreateFileAsync  
("video.mp4",
```

```
Windows.Storage.KnownFolders.VideosLibrary.CreateFolderAsync  
("video", VideoFormat.Mp4,
```

```
await mediaCapture.StartRecordToCustomSinkAsync  
(recordProfile, videoFile);
```

```
await mediaCapture.StartRecordToStorageFileAsync(recordProfile,  
videoFile);
```

### Answer Area

```
private async void CaptureVideo()  
{  
    var videoFile =  
        await   
        Windows.Storage.CreateCollisionOption.GenerateUniqueName);  
  
    var quality = Windows.Media.MediaProperties.VideoEncodingQuality.Auto;  
    var recordProfile = MediaEncodingProfile.CreateMp4(quality);  
  
      
  
}
```

**Answer:**

```
Windows.Storage.KnownFolders.VideosLibrary.CreateFolderAsync  
("video", VideoFormat.Mp4,
```

```
await mediaCapture.StartRecordToCustomSinkAsync  
(recordProfile, videoFile);
```

#### Answer Area

```
private async void CaptureVideo()  
{  
    var videoFile =
```

```
        await await mediaCapture.StartRecordToStorageFileAsync(recordProfile,  
            videoFile);
```

```
            Windows.Storage.CreateCollisionOption.GenerateUniqueName);
```

```
    var quality = Windows.Media.MediaProperties.VideoEncodingQuality.Auto;  
    var recordProfile = MediaEncodingProfile.CreateMp4(quality);
```

```
        Windows.Storage.KnownFolders.VideosLibrary.CreateFileAsync  
        ("video.mp4",
```

```
    }
```

#### Explanation:

<http://msdn.microsoft.com/en-us/library/windows/apps/hh700863.aspx>

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.storage.knownfolders.videoslibrary.aspx>

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.storage.storagefolder.createfileasync.aspx>


X

#### 2.HOTSPOT

You are developing a Windows Store app that uses location services. You need to indicate that a user has blocked location services.


How should you complete the code segment? (To answer, select the appropriate line of code from the drop-down list in the answer area.)

```
Windows.Devices.Geolocation.PositionStatus status;
...
if (status == Windows.Devices.Geolocation.PositionStatus.
```



**Answer:**

```
Windows.Devices.Geolocation.PositionStatus status;
...
if (status == Windows.Devices.Geolocation.PositionStatus.
```



**Explanation:**

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.devices.geolocation.positionstatus.aspx>

- 3.You are developing a Windows Store app that uses a webcam. You need to be notified if new webcams are connected to the system. Which class should you use?
- A. ManagementObjectFinder
  - B. FileSystemWatcher
  - C. DeviceWatcher
  - D. ServiceDevice

**Answer: C**

**Explanation:**

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.devices.enumeration.deviceviewer.aspx>

**4.HOTSPOT**

You are developing a Windows Store app. You have the following resource table.

	Name	Value	Comment
▶	AppName	Contoso Works	
*			

You need to bind the text resource to a XAML text block. How should you complete the code segment? (To answer, select the appropriate option from each drop-down list in the answer area.)

```
<TextBlock x:Uid="" x:Name="" x:Text="" />
```

Answer:

```
<TextBlock x:Uid="" x:Name="" x:Text="" />
```

Explanation:

<http://msdn.microsoft.com/en-us/library/windows/apps/xaml/Hh965326.aspx>

5.HOTSPOT

You are developing a Windows Store app.  
You have the following resource table.

	Name	Value	Comment
▶	AppName	Contoso Works	
*			

You need to use text resources in the app.

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

```
protected string GetAppName ()
{
```

```
rs = new ();
```

```
string appname = rs. ("AppName");
return appname;
}
```

Answer:

```
protected string GetAppName()  
{  
    rs = new ResourceLoader();  
  
    string appname = rs.GetString("AppName");  
    return appname;  
}
```

**Explanation:**

<http://msdn.microsoft.com/en-us/library/windows/apps/windows.applicationmodel.resources.resourceloader.aspx>