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**Exam** : **070-357**

**Title** : **Developing Mobile Apps**

**Vendor** : **Microsoft**

**Version** : **DEMO**

**NO.1** Hotspot Question

You are developing an app that displays photos.

You need to create a method that displays informational text when a user hovers the pointer over a photo.

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

```
private void GeoMode()
{
    Geolocator geo = new Geolocator();
    geo.DesiredAccuracy = Windows.Devices.Geolocation.PositionAccuracy.High;
}
```

You have an app that includes the following method:

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

Statement	Yes	No
The position accuracy will be 50 meters.	<input type="radio"/>	<input type="radio"/>
The code will configure the device to use the most conservative power settings.	<input type="radio"/>	<input type="radio"/>

**Answer:**

Statement	Yes	No
The position accuracy will be 50 meters.	<input type="radio"/>	<input checked="" type="radio"/>
The code will configure the device to use the most conservative power settings.	<input checked="" type="radio"/>	<input type="radio"/>

**NO.2** You have a Universal Windows Platform (UWPJ app.

The app has a page that includes the following XAML markup. Line numbers are included for reference only.

```
01 <DataTemplate >
02     <Border Background="Blue" width ="400" Height="300" Margin ="20">
03     <Grid>
04         <Grid.ColumnDefinitions >
05             <ColumnDefinition width ="*" />
06             <ColumnDefinition width ="*" />
07         </Grid.ColumnDefinitions >
08         <Rectangle Grid.Column ="1" Fill="White" Opacity =".66"/>
09         <TextBlock Text ="{Binding LastName }"/>
10     </Grid>
11 </Border>
12 </DataTemplate >
```

Users report that the page takes a long time to refresh.

You need to improve the load time for the page while maintaining the same layout and functionality.

What should you do?

- A.** Swap the markup at line 012 with the markup at line 03. Swap the markup at line 10 with the markup at line 11.
- B.** Move the attributes from the BORDER element at line 02 to the GRID element at line 03.

Then, remove the BORDER elements at line 02 and line 11.

**C.** Move the Fill and Opacity attributes and value from the RECTANGLE element at line 08 to the GRID element at line 03.

Then, Remove the RECTANGLE element at line 08 to the GRID.

Then, Remove the RECTANGLE element.

**D.** Specify exact values for the Width property in lines 05 and 06.

**Answer:** C

### NO.3 Hotspot Question

You are developing a Universal Windows Platform (UWP) app that processes and displays data from your company's personnel database.

Users report that one of the views in the UWP app loads slowly.

You need to optimize the load time.

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

**Answer Area**

**Answer:**

**Answer Area**

### NO.4 Hotspot Question

You are developing a Universal Windows Platform (UWP) app by using XAML and C#.

A team member has written a XAML page 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().EnableNotificationQueue( true);
07     }
08     private void ButtonSendNotification_Click( object sender, RoutedEventArgs e)
09     {
10         SendTileNotification();
11     }
12     private static string GetNewsTitle()
13     {
14         ...
15     }
16     private void SendTileNotification()
17     {
18         TileNotification tileNotification = GenerateTileNotification();
19         tileNotification.Tag = "newsItem" + GetNewsTitle();
20         TileUpdateManager.CreateTileUpdaterForApplication().Update(tileNotification);
21     }
22     private TileNotification GenerateTileNotification()
23     {
24         string xml = @"
25             <tile version='3'>
26                 <visual branding='name'>
27                     <binding template='TileMedium'>
28                         <text hint-wrap='true'>This just in...</text>
29                         <text hint-wrap='true' hint-style='captionSubtle'></text>
30                     </binding>
31                     <binding template='TileWide'>
32                         <text hint-wrap='true'>This just in...</text>
33                         <text hint-wrap='true' hint-style='captionSubtle'></text>
34                     </binding>
35                     <binding template='TileLarge'>
36                         <text hint-wrap='true'>This just in...</text>
37                         <text hint-wrap='true' hint-style='captionSubtle'></text>
38                     </binding>
39                 </visual>
40             </tile>";
41         XmlDocument doc = new XmlDocument ();
42         doc.LoadXml(xml);
43         string nowTimeString = DateTime.Now.ToString();
44         foreach ( XmlElement textEl in doc.SelectNodes("//text" ).OfType< XmlElement>())
45             if (textEl.InnerText.Length == 0)
46                 textEl.InnerText = "(" + nowTimeString + ") Top News: " + GetNewsTitle();
47         TileNotification tileNotification = new TileNotification (doc);
48         return tileNotification;
49     }
50 }
```

**Answer area**

Statement	Yes	No
The code segment will generate a tile notification for all platform tile sizes.	<input type="radio"/>	<input type="radio"/>
The code segment will generate a tile notification successfully when a user clicks the button on the XAML page.	<input type="radio"/>	<input type="radio"/>
The app will display only one tile notification, regardless of the number of button clicks.	<input type="radio"/>	<input type="radio"/>
An exception will be thrown at Line 42 of the code segment.	<input type="radio"/>	<input type="radio"/>

**Answer:**

**Answer area**

Statement	Yes	No
The code segment will generate a tile notification for all platform tile sizes.	<input checked="" type="radio"/>	<input type="radio"/>
The code segment will generate a tile notification successfully when a user clicks the button on the XAML page.	<input checked="" type="radio"/>	<input type="radio"/>
The app will display only one tile notification, regardless of the number of button clicks.	<input type="radio"/>	<input checked="" type="radio"/>
An exception will be thrown at Line 42 of the code segment.	<input checked="" type="radio"/>	<input type="radio"/>

### NO.5 Hotspot Question

You are developing a Universal Windows Platform (UWP) app that plays audio recordings. You are creating a page where the user can set a volume level for the app using a slider control. You need to display the volume level in TextBox right below the slider. You have C# class named VolumeConverter that converts slider values to a number. You have a page that includes the following markup:

```
<Page ...>
  <Page.Resources >
    <local : S2Formatter x : Key="VolumeConverter"/>
  </Page.Resources >
  <Slider x: Name ="VolumeSlider"/>
  < TextBox Text="{ Binding Path=Value, ElementName =VolumeSlider, Mode =OneWay, Converter={ StaticResource
VolumeConverter} }"/>
</Page >
```

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

**Answer Area**

Statement	Yes	No
VolumeConverter must implement the IValueConverter interface.	<input type="radio"/>	<input type="radio"/>
When a user moves the slider control, the corresponding volume level displays in the TextBox control.	<input type="radio"/>	<input type="radio"/>
When a user changes the value in the TextBox the slider will automatically move to the corresponding position.	<input type="radio"/>	<input type="radio"/>

**Answer:**

**Answer Area**

**Statement**

**Yes**

**No**

VolumeConverter must implement the *IValueConverter* interface.



When a user moves the slider control, the corresponding volume level displays in the TextBox control.



When a user changes the value in the TextBox the slider will automatically move to the corresponding position.

