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New Updated 70-354 Exam Questions from PassLeader 70-354 PDF dumps! Welcome to download the newest PassLeader 70-354 VCE dumps: http://www.passleader.com/70-354.html (80 Q&As) Keywords: 70-354 exam dumps, 70-354 exam questions, 70-354 VCE dumps, 70-354 PDF dumps, 70-354 practice tests, 70-354 study guide, 70-354 braindumps, Universal Windows Platform - App Architecture and UX/UI Exam Case Study 1: Contoso, Ltd.Case Study 2: Fabrikam, Inc.Case Study 3: Litware, Inc. NEW QUESTION 1You are developing a Universal Windows Platform (UWP) app that will be published to the Microsoft Store.

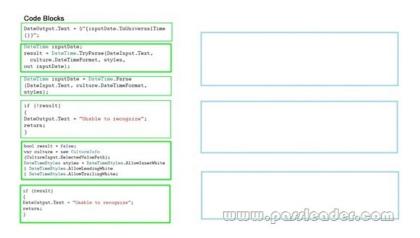
```
The app will contain the following method. public static string GetAnswer() { return "answer"; }
```

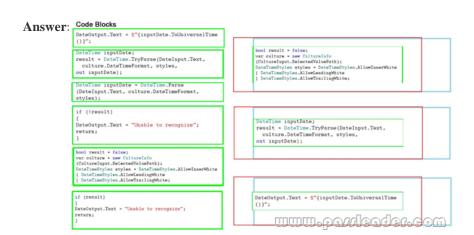
JavaScript in the app will call the method. You need to implement the method. What should you do first? A. Create a Windows Runtime Component project.B. Add a class file to the project.C. Create a portable class project.D. Add the method to the App.xaml.cs file. Answer: A NEW QUESTION 2You are developing a cross-platform app by using Microsoft Visual Studio 2015. The app will be available to Windows, Android, and iOS devices. You need to gather usage telemetry for the app across all three platforms. What should you use? A. Code CoverageB. Diagnostic ToolsC. IntelliTraceD. Application Insights Answer: D NEW QUESTION 3You are developing a Universal Windows Platform (UWP) app. You need to implement remote debugging of the app on a tablet device. What should you run on the tablet? A. windbg.exeB. msvsmon.exeC. al.exeD. msbuild.exe Answer: A NEW QUESTION 4You are developing a Universal Windows Platform (UWP) app by using Microsoft Visual Studio 2015. You plan to perform unit testing. You need to automate the creation of the unit tests. What should you use? A. IntelliTestB. Application InsightsC. Code CoverageD. Test Explorer Answer: A NEW QUESTION 5Drag and Drop QuestionYou are developing a Universal Windows Platform (UWP) app that will have ink capabilities. You have the following code that configures the InkCanvas control.

<Grid.RowDefinitions> <RowDefinition Height"Auto" /> <RowDefinition Height<>="Auto" /> <RowDefinition Height="Auto" /> </Grid.RowDefinitions> <Grid.ColumnDefinitions> <ColumnDefinition Width="Auto" /> <ColumnDefinition Width="Auto" /> </Grid.ColumnDefinitions> <TextBlock Text="Enter Date: " /> <TextBox x:Name="DateInput" Grid.Column="1" /> <ComboBox x:Name="CultureInput" Grid.Row="1" Grid.Column="1"> <ComboBoxItem>en-US</ComboBoxItem> <ComboBoxItem>fr-FR</ComboBoxItem> <ComboBoxItem>fr-CA</ComboBoxItem> <ComboBoxItem>de-DE</ComboBoxItem> <TextBlock Text="Select culture setting: " Grid.Row="1" /> <Button Content="Submit" Click="Button_Click" Grid.Row="2" /> <TextBlock x:Name="DateOutput" Grid.Row="2" Grid.Column="1" www.pawleader.eom

Which code should you insert at line 03? Develop the solution by selecting and arranging the required code blocks in the correct order. NOTE: You will not need all of the code blocks.

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NEW QUESTION 6You are developing a Universal Windows Platform (UWP) app that will retrieve data from a Microsoft Azure SQL Database. The app will be used by multiple users simultaneously. You need to ensure that the app can use optimistic concurrency. What should you do? A. When data is accessed, set the transaction isolation level to Serializable.B. Add a column of the integer type named Lock that will be set to 1 when a user reads the row.C. When data is accessed, set the transaction isolation level to ReadUncommitted.D. Add a column named Version that contains a version number that will be incremented when a row is updated. Answer: D NEW QUESTION 7You are building a Universal Windows Platform (UWP) app that will be used to view images. When a user clicks an image by using a mouse, the image will increase in size by 20 percent, and then return to its original size when the user releases the mouse. You create event handlers to handle the PointerPressed and PointerReleased events for the image. The user reports that occasionally, the image fails to return to its original size. You need to ensure that the image returns to its original size. Which three events should you handle? Each correct answer presents part of the solution. A. PointerExitedB. PointerCaptureLostC. LostFocusD. PointerCanceledE. PointerMovedF. LostMouseCappture Answer:

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