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# 70-511

## Microsoft

*Windows Apps Dev w/Microsoft .NET Framework 4*

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# **DEMO EXAM**

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**QUESTION: 1**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. You write the following code fragment.

```
<StackPanel TextBox.PreviewTextInput="StackPanel_PreviewTextInput">
    <TextBox Name="TxtBoxA"/>
    <TextBox Name="TxtBoxB"/>
    <TextBox Name="TxtBoxC"/>
</StackPanel>
```

You create an event handler named `StackPanel_PreviewTextInput`. You also have a collection of strings named `Keywords`. You need to ensure that `TxtBoxA` and `TxtBoxB` do not contain any of the strings in the `Keywords` collections. Which code segment should you use?

A. `private void StackPanel_PreviewTextInput(object sender, TextCompositionEventArgs e)`

```
{
    FrameworkElement feSource = sender as FrameworkElement;
    if (feSource.Name == "TxtBoxA" || feSource.Name == "TxtBoxB")
    {
        foreach(string keyword in Keywords)
        {
            if(e.Text.Contains(keyword))
            {
                e.Handled = false;
                return;
            }
        }
    }
    e.Handled = true;
}
```

B. `private void StackPanel_PreviewTextInput(object sender, TextCompositionEventArgs e)`

```
{
    FrameworkElement feSource = e.Source as FrameworkElement;
    if (feSource.Name == "TxtBoxA" || feSource.Name == "TxtBoxB")
    {
        foreach(string keyword in Keywords)
        {
            if(e.Text.Contains(keyword))
            {
                e.Handled = false;
                return;
            }
        }
    }
}
```

```

    }
    }
    e.Handled = true;
}
}
C.      private void StackPanel_PreviewTextInput(object sender,
TextCompositionEventArgs e)
{
    FrameworkElement feSource = sender as FrameworkElement;
    if (feSource.Name == "TextBoxA" || feSource.Name == "TextBoxB")
    {
        foreach(string keyword in Keywords)
        {
            if(e.Text.Contains(keyword))
            {
                e.Handled = true;
                return;
            }
        }
        e.Handled = false;
    }
}
D.      private void StackPanel_PreviewTextInput( object sender,
TextCompositionEventArgs e)
{
    FrameworkElement feSource = e.Source as FrameworkElement;
    if (feSource.Name == "TextBoxA" || feSource.Name == "TextBoxB")
    {
        foreach(string keyword in Keywords)
        {
            if(e.Text.Contains(keyword))
            {
                e.Handled = true;
                return;
            }
        }
        e.Handled = false;
    }
}
}

```

**Answer:** D

**QUESTION: 2**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application contains a composite user control that includes a TextBox control named txtInput. The user control will be hosted in a window and will have handlers for the text-changed event of txtInput. You need to ensure that the application meets the following requirements:

- Creates a text-changed event handler named Audit\_TextChanged for the txtInput control.
- Executes Audit\_TextChanged even when specific handlers mark the event as handled. Which code segment should you add to the constructor of the user control?

A. `txtInput.TextChanged += Audit_TextChanged;`

B. `AddHandler(TextBox.TextChangedEvent, new RoutedEventHandler(Audit_TextChanged), true);`

C.

`EventManager.RegisterClassHandler(typeof(TextBox), TextBox.TextChangedEvent, new RoutedEventHandler(Audit_TextChanged), true);`

D.

`EventManager.RegisterClassHandler(typeof(TextBox), TextBox.TextChangedEvent, new RoutedEventHandler (Audit_TextChanged), false);`

**Answer: B**

**QUESTION: 3**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application contains a composite user control that includes a TextBox control named txtInput. The user control will be hosted in a window and will have handlers for the text-changed event of txtInput. You need to ensure that the application meets the following requirements: `AddHandler(TextBox.TextChangedEvent, new RoutedEventHandler(Audit_TextChanged), true);` Which of the following statements are TRUE? (choose all that apply)

A. A text-changed event handler, named Audit\_TextChanged, was Created for the txtInput control.

B. Audit\_TextChanged will stop running because the event is marked as handled by certain event handlers.

- C. Even though the event is marked handled by certain event handlers, `Audit_TextChanged` will still run.
- D. `Audit_TextChanged` will continue to run until the event is marked as handled.

**Answer:** A, C

**QUESTION: 4**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. You create a window that contains a Button control and a MenuItem control. Both controls are labeled "Add sugar." The Command properties of the Button and MenuItem controls are set to the same RoutedCommand named `AddSugarCommand`. You write the following code segment.

```
private void CanAddSugar (object sender, CanExecuteRoutedEventArgs e) {  
... }  
}
```

You need to ensure that when the `CanAddSugar` method sets `e.CanExecute` to false, the MenuItem and Button controls are disabled. What should you do?

- A. Create an event handler for the `CanExecuteChanged` event of the `AddSugarCommand` command. Call the `CanAddSugar` method from within the event handler.
- B. Inherit the `AddSugarCommand` from the `RoutedUICommand` class instead of the `RoutedCommand` class. Call the `CanAddSugar` method from within the constructor of the `AddSugarCommand` command.
- C. Add a `CommandBinding` object to the `CommandBinding` property of the MenuItem control. Set the `CanExecute` property of the `CommandBinding` object to the `CanAddSugar` method.
- D. Add a `CommandBinding` object to the `CommandBindings` property of the window. Set the `Command` property of `CommandBinding` to the `AddSugarCommand` command. Set the `CanExecute` property of the `CommandBinding` object to the `CanAddSugar` method.

**Answer:** D

**QUESTION: 5**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application has a window named `MainWindow` that has a `StackPanel` control named `sp` as the root element. You want to create a Button control that contains a `TextBlock` control with the "Save" Text property. You need to create

the control dynamically and add the control to sp. Which code segment should you write in the constructor of the MainWindow class?

- A. Button btn = new Button(); TextBlock text = new TextBlock(); text.Text = "Save"; btn.Content = text; sp.DataContext = btn;
- B. Button btn = new Button(); TextBlock text = new TextBlock(); text.Text = "Save"; btn.Content = text; sp.Children.Add(btn);
- C. Button btn = new Button(); TextBlock text = new TextBlock(); text.Text = "Save"; sp.Children.Add(btn); sp.Children.Add(text);
- D. Button btn = new Button(); TextBlock text = new TextBlock(); text.Text = "Save"; btn.ContentTemplateSelector.SelectTemplate(text, null); sp.Children.Add(btn);

**Answer:** B

**QUESTION:** 6

You create a Windows client application by using Windows Presentation Foundation (WPF). The application contains the following code fragment.

```
<Window.Resources>
  <DataTemplate x:Key="detail">
    <!--...-->
  </DataTemplate>
</Window.Resources>
<StackPanel>
  <ListBox Name="lbDetails">
  </ListBox>
  <Button Name="btnDetails">Details</Button>
</StackPanel>
```

You need to assign lbDetails to use the detail data template when btnDetails is clicked. Which code segment should you write for the click event handler for btnDetails?

- A. lbDetails.ItemsPanel.FindName("detail", lbDetails);
- B. var tmpl = (ControlTemplate)FindResource("detail"); lbDetails.Template = tmpl;
- C. var tmpl = (DataTemplate)FindName("detail"); lbDetails.ItemTemplate = tmpl;
- D. var tmpl = (DataTemplate)FindResource("detail"); lbDetails.ItemTemplate = tmpl;

**Answer:** D

**QUESTION:** 7

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. You want to add an audio player that plays .wav or .mp3 files when the user clicks a button. You plan to store the name of the file to a variable named SoundFilePath. You need to ensure that when a user clicks the button, the file provided by SoundFilePath plays. What should you do?

- A. Write the following code segment in the button onclick event.
- ```
System.Media.SoundPlayer player = new System.Media.SoundPlayer(SoundFilePath);
player.play();
```
- B. Write the following code segment in the button onclick event.
- ```
MediaPlayer player = new MediaPlayer();
player.Open(new URI(SoundFilePath), UriKind.Relative));
player.play();
```
- C. Use the following code segment from the PlaySound() Win32 API function and call the PlaySound function in the button onclick event.
- ```
[DllImport("winmm.dll")]
public static extern long PlaySound(String SoundFilePath, long hModule, long dwFlags);
```
- D. Reference the Microsoft.DirectX Dynamic Link Libraries. Use the following code segment in the button onclick event.
- ```
Audio song = new Song(SoundFilePath); song.CurrentPosition = song.Duration;
song.Play();
```

**Answer:** B

**Explanation:**

The SoundPlayer class can play only uncompressed .wav files. It cannot read compressed .wav files or files in other audio formats. Furthermore, the developer has no control over volume, balance, speed, or any other aspects of sound playback.

The MediaPlayer and MediaElement classes provide deep support for playing audio and video media files in a variety of formats. Both of these classes use the functionality of Windows Media Player 10, so although they are guaranteed to be usable in applications running on Windows Vista, which comes with Media Player 11 as a standard feature, these classes will not function on Windows XP installations that do not have at least Windows Media Player 10 installed. The MediaPlayer and MediaElement classes are very similar and expose many of the same members. The

primary difference between the two classes is that although `MediaPlayer` loads and plays both audio and video, it has no visual interface and thus cannot display video in the user interface. However, `MediaElement` is a full-fledged WPF element that can be used to display video in your applications. `MediaElement` wraps a `MediaPlayer` object and provides a visual interface to play video files. Another important difference is that `MediaPlayer` cannot be used easily in XAML, whereas `MediaElement` is designed for XAML use.

**QUESTION: 8**

You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. You write the following code fragment.

```
<StackPanel>
  <StackPanel.Resources>
    <Style TargetType="{x:Type Button}">
      <EventSetter Event="Click" Handler="ButtonHandler"/>
    </Style>
  </StackPanel.Resources>
  <Button Name="OkButton">Ok</Button>
  <Button Name="CancelButton" Click="CancelClicked">Cancel</Button>
</StackPanel>
```

You need to ensure that the `ButtonHandler` method is not executed when the user clicks the `CancelButton` button. Which code segment should you add to the code-behind file?

- A. 

```
private void CancelClicked(object sender, RoutedEventArgs e)
{
    Button btn = (Button)sender;
    btn.Command = null;
}
```
- B. 

```
private void CancelClicked(object sender, RoutedEventArgs e)
{
    Button btn = (Button)sender;
    btn.IsCancel = true;
}
```
- C. 

```
private void CancelClicked(object sender, RoutedEventArgs e)
{
    e.Handled = true;
}
```
- D. 

```
private void CancelClicked(object sender, RoutedEventArgs e)
{
    e.Handled = false;
}
```

}

**Answer:** C**QUESTION:** 9

You use Microsoft Visual Studio 2010 and Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application.

You create a WPF window in the application. You add the following code segment to the application.

```
public class ViewModel
{
    public ICollection<Data> { get; set; }
}
public class BusinessObject
{
    public string Name { get; set; }
}
```

The DataContext property of the window is set to an instance of the ViewModel class. The Data property of the ViewModel instance is initialized with a collection of BusinessObject objects. You add a TextBox control to the Window. You need to bind the Text property of the TextBox control to the Name property of the current item of the CollectionView of the DataContext object. You also need to ensure that when a binding error occurs, the Text property of the TextBox control is set to N/A. Which binding expression should you use?

- A. { Binding Path=Data/Name, FallbackValue='N/A' }
- B. { Binding Path=Data.Name, FallbackValue='N/A' }
- C. { Binding Path=Data/Name, TargetNullValue='N/A' }
- D. { Binding Path=Data.Name, TargetNullValue='N/A' }

**Answer:** A**Explanation:**

<http://stackoverflow.com/questions/6414321/wpf-binding-syntax>

**QUESTION:** 10

You use Microsoft .NET Framework 4 to create a Windows Forms application.



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and many others.. See complete list Here

