

## 2014 Latest 100% Pass Guaranteed Microsoft 70-511 Practice Tests (51-60)

**QUESTION 51** You are developing a Windows Presentation Foundation (WPF) application. You are implementing the security features for a function that requires File IO. The callers of this function that are higher in the stack do not have permission to read the C:\temp directory. The function also accesses other resources that require permission. You need to ensure that the function has the proper permissions to read the C:\temp directory, and that all other resources in the function can still be accessed. Which attribute should you include with the function? A. `[FileIOPermissionAttribute(SecurityAction.Demand, Read = "C:\TEMP")]` B. `[FileIOPermissionAttribute(SecurityAction.Assert, Read = "C:\TEMP")]` C. `[FileIOPermissionAttribute(SecurityAction.PermitOnly, Read = "C:\TEMP")]` D. `[FileIOPermissionAttribute(SecurityAction.InheritanceDemand, Read = "C:\TEMP")]` Answer: C

**QUESTION 52** You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application uses the drag-and-drop functionality. You need to ensure that the drag-and-drop operation is stopped when a user moves the cursor outside the boundaries of the application form. Which enumeration member should you use? A. `DragAction.Cancel` B. `DragAction.Drop` C. `DragDropEffects.None` D. `DragDropEffects.All` Answer: A

**QUESTION 53** You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. You create a custom control named Wheel. You need to ensure that the Speed property of Wheel can be animated. What should you do? A. Inherit the DependencyObject class. B. Declare the Speed property as a dependency property. C. Declare an animation of the Speed property from within the code-behind file. D. Implement the `System.Windows.Media.Animation.IAnimatable` interface with the Wheel class. Answer: B

**QUESTION 54** You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application uses the background worker process (BWP). When the user clicks a button, the background worker executes a method named DoCalculations asynchronously. You need to implement a progress bar on the user interface (UI) that informs the user of the progress of DoCalculations. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.) A. Modify the Value property of the progress bar in DoCalculations. B. Modify the Value property of the progress bar in the ProgressChanged event handler of the background worker. C. Modify the Value property of the progress bar in the RunWorkerCompleted event handler of the background worker. D. Call the ReportProgress method of the background worker in DoCalculations. E. Call the ReportProgress method of the background worker in the DoWork event handler of the background worker. Answer: BD

**QUESTION 55** You use Microsoft .NET Framework 4 to create a Windows Forms application. You need to allow the user interface to use the currently configured culture settings in the Control Panel. Which code segment should you use? A. `Thread.CurrentThread.CurrentUICulture = Thread.CurrentThread.CurrentCulture;` B. `Thread.CurrentThread.CurrentCulture = Thread.CurrentThread.CurrentUICulture;` C. `Thread.CurrentThread.CurrentUICulture = CultureInfo.InstalledUICulture;` D. `Thread.CurrentThread.CurrentCulture = CultureInfo.InstalledUICulture;` Answer: A

**QUESTION 56** You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application has multiple data entry windows. Each window contains controls that allow the user to type different addresses for shipping and mailing. All addresses have the same format. You need to ensure that you can reuse the controls. What should you create? A. a user control B. a data template C. a control template D. a control that inherits the Canvas class Answer: A

**QUESTION 57** You use Microsoft .NET Framework 4 to create a Windows Presentation Foundation (WPF) application. The application contains a set of Button controls. You need to ensure that any button that contains no content is highlighted when the mouse pointer is located over it. Which code fragment should you use? A. `< Style TargetType="{x:Type Button}" > ... < Setter Property="Background" Value="Yellow" / > < Style.Triggers > < MultiTrigger > < MultiTrigger.Conditions > < Condition Property="IsMouseOver" Value="True" / > < Condition Property="Content" Value="{x:Null}" / > < /MultiTrigger.Conditions > < /MultiTrigger > < /Style.Triggers > < /Style >` B. `< Style TargetType="{x:Type Button}" > ... < Style.Triggers > < Trigger Property="IsMouseOver" Value="True" > < Setter Property="Background" Value="Yellow" / > < /Trigger > < Trigger Property="Content" Value="{ x:Null}" > < Setter Property="Background" Value="Yellow" / > < /Trigger > < /Style.Triggers > < /Style >` C. `< Style TargetType="{x:Type Button}" > ... < Setter Property="Background" Value="Yellow" / > < Style.Triggers > < MultiTrigger > < MultiTrigger.Conditions > <`

Condition Property="IsMouseOver" Value="True" /> < Condition Property="Content" Value="Empty" /> < /MultiTrigger.Conditions > < /MultiTrigger > < /Style.Triggers > < /Style > D.&#160;&#160;&#160;< Style TargetType="{x:Type Button}" > ... < Style.Triggers > < Trigger Property="IsMouseOver" Value="True" > < Setter Property="Background" Value="Yellow" /> < /Trigger > < Trigger Property="Content" Value="Empty" > < Setter Property="Background" Value="Yellow" /> < /Trigger > < /Style.Triggers > < /Style > Answer: A

**QUESTION 58** You are developing a Windows Presentation Foundation (WPF) application to play audio files. You add a MediaElement control named mediaElement1 and a Button control named btnPlayAudio to the design surface. The MediaElement control Source attribute is set to an audio file. The LoadedBehavior attribute is set to Manual. You add the following code to the main window. void playCommand\_Executed(object sender, RoutedEventArgs e) { mediaElement1.Play(); } You set the command of the button to MediaCommands.Play. You need to ensure that the application will play the audio file when the button is pressed. What should you add to the constructor of the main window?

A.&#160;&#160;&#160;< RoutedCommand playCommand = new RoutedCommand(); playCommand.CanExecuteChanged += new EventHandler(playCommand\_Executed); this.CommandBindings.Add(new CommandBinding(playCommand)); B.&#160;&#160;&#160;< RoutedUICommand playCommand = new RoutedUICommand(); playCommand.CanExecuteChanged += new EventHandler(playCommand\_Executed); this.CommandBindings.Add(new CommandBinding(playCommand)); C.&#160;&#160;&#160;< CommandBinding playCommand = new CommandBinding(MediaCommands.Play); playCommand.CanExecute += new CanExecuteRoutedEventHandler(playCommand\_Executed); this.CommandBindings.Add(playCommand); D.&#160;&#160;&#160;< CommandBinding playCommand = new CommandBinding(MediaCommands.Play); playCommand.Executed += new ExecutedRoutedEventHandler(playCommand\_Executed); this.CommandBindings.Add(playCommand);

Answer: D

**QUESTION 59** You are developing a Windows Presentation Foundation (WPF) application. An event triggers a workflow such that a parent control executes the event handlers before the child controls. You need to ensure that if a parent control's event handler encounters an error, the subsequent handlers are not called. What should you do?

A.&#160;&#160;&#160;< Use handlers for a tunneling routed event and mark the event as handled in the case of a problem. B.&#160;&#160;&#160;< Use handlers for a tunneling routed event and mark the event as handled in the finally portion of a try-catch-finally code block. C.&#160;&#160;&#160;< Use handlers for a bubbling routed event and mark the event as handled in the case of a problem. D.&#160;&#160;&#160;< Use handlers for a bubbling routed event and set the Handled property of the RoutedEventArgs object to true in the catch portion of a try-catch-finally code block.

Answer: D

**QUESTION 60** You are developing a Windows Presentation Foundation (WPF) application. You need to use XAML to create a custom control that contains two Button controls. From which base class should you inherit?

A.&#160;&#160;&#160;< FrameworkElement B.&#160;&#160;&#160;< UIElement C.&#160;&#160;&#160;< UserControl D.&#160;&#160;&#160;< Button

Answer: C

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