Exam Number/Code:74-353

Exam Name: Windows UX Design

Version: Demo

QUESTION: 1

What is the meaning of the phrase 'Design for touch first'?

A. Support for mouse and keyboard interaction is optional.
B. Prioritize touch interaction over mouse and keyboard interaction.
C. Ensure that users can directly manipulate content by using touch.
D. Always allow users to switch between touch mode and mouse-and-keyboard modes.

Answer: C

QUESTION: 2

You are designing a shopping cart for an e-commerce application. Users will commit to purchase transactions by clicking a Confirm button. What is the recommended minimum target width for this high-consequence action button?

A. 5 mm
B. 7 mm
C. 9 mm
D. 12 mm

Answer: C

QUESTION: 3

When designing interactions for Windows 8 applications, which posture is most important to design for?

A. Two hands holding the device, thumbs interacting with the device,
B. Device resting on table or lap, two hands interacting with the device.
C. One hand holding, one hand interacting with the device.
D. Whatever posture is relevant to application user scenarios.

Answer: D

QUESTION: 4

When should you use a Crossfade animation?

A. When some of the information on the page is changing.
B. When semantic zoom is invoked.
C. When users launch the application.
D. when users start their Windows 8 devices.

Answer: A

QUESTION: 5

You are designing a Windows 8 application.

You need to include animation.

What should you do?

A. Choose a free animation from the Windows 8 Animation Library.
B. Purchase an animation from the Windows 8 Animation Library.
C. Choose a free animation from the Windows 8 Animation Library, or create your own
animation.
D. Create your own animation.

Answer: D

QUESTION: 6

Which monetizing method usually generates the least revenue for applications that don't
have a strong pre-existing brand?

A. in-application purchase
B. third-party transaction
C. advertising
D. one-time purchase

Answer: D

QUESTION: 7

Which statement about application names is true?

A. An application name must be unique throughout the store.
B. An application name must be unique within its category.
C. An application name must be unique within its market.
D. An application can have the same name as any other application in the store.

Answer: C

QUESTION: 8

An advertiser is willing to pay a S2 CPM. What does CPM refer to in this context?

A. cost per 1,000 impressions
B. cost per 1,000,000 impressions
C. cost per impression
D. cost per month

Answer: A

QUESTION: 9

Which attribute makes the Windows Store a good place for users to discover new applications?

A. availability from the Start screen
B. advertising support
C. flexible business model
D. transparent terms and onboarding process

Answer: A

QUESTION: 10

Which entry point is required in the Settings pane for network-capable applications?

A. User Login
B. Connection Status
C. Privacy Statement

D. Feedback

Answer: C

QUESTION: 11

What should an application do if a user activates the Share charm when nothing on the page can be shared?

A. Disable the Share charm.
B. Display a default message in the share pane.
C. Display a message dialog indicating that sharing is not possible.
D. Display and immediately dismiss the share pane.

Answer: B

QUESTION: 12

You are designing a file picker page for an application. The top and bottom areas of the page are controlled by Windows. You need to place a Refresh command on the page. Where should you place the command?

A. At the bottom of the file picker content area (above the area controlled by Windows).
B. On the file picker page app bar.
C. On a flyout menu.
D. At the top of the file picker content area (below the area controlled by Windows).

Answer: D

QUESTION: 13

What is the recommended location from which to access user account management?

A. nav bar (top app bar)
B. Settings charm
C. context menu
D. app bar

Answer: B

QUESTION: 14

Which two requirements should a file picker view design meet? (Each correct answer presents a complete solution. Choose two.)

A. Be consistent with the list/browsing pages of the application.
B. Provide only the minimum functionality required to support file picking.
C. Provide access to all file-related commands available in the application,
D. Be different from the list/browsing pages of the application.

Answer: A,B
Explanation: A, Not D: Design the page to display in the file picker (your file picker page) based on an existing page that your app uses to display files. If your app is providing files for the user to pick through a file picker, your app should have an existing page that lets users view files. We recommend that you design your file picker page so that it is consistent with this existing file-view page. Making these two pages consistent with each other helps users feel comfortable and familiar with how your app displays files in the file picker.
B (not C): Design your file picker page around your user's current task. Keep the UI for your file picker page focused on the user's current task, like helping users pick, save, or update files, by stripping out UI that is not directly related. This helps make sure that using the file picker is a quick, in-and-out experience that gets users back into the app they were using (the calling app or caller).

QUESTION: 15

What should you do to improve the search experience for users?

A. Display the search results page only when search results are found.
B. Never filter search results into categories.

C. Minimize search result details to simplify scanning.
D. Block searching when users enter a misspelled search term.

Answer: C