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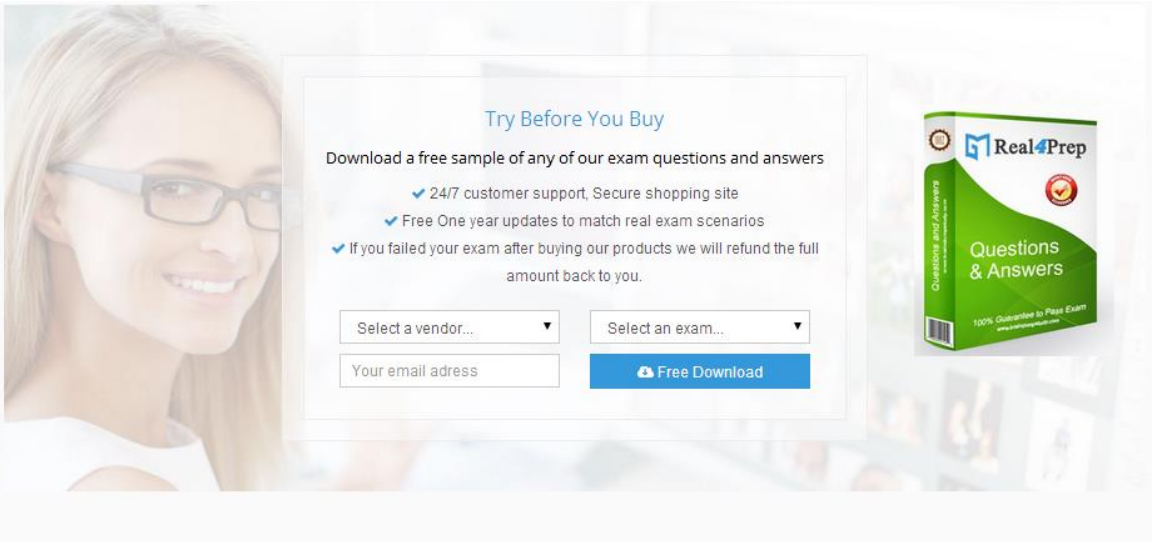

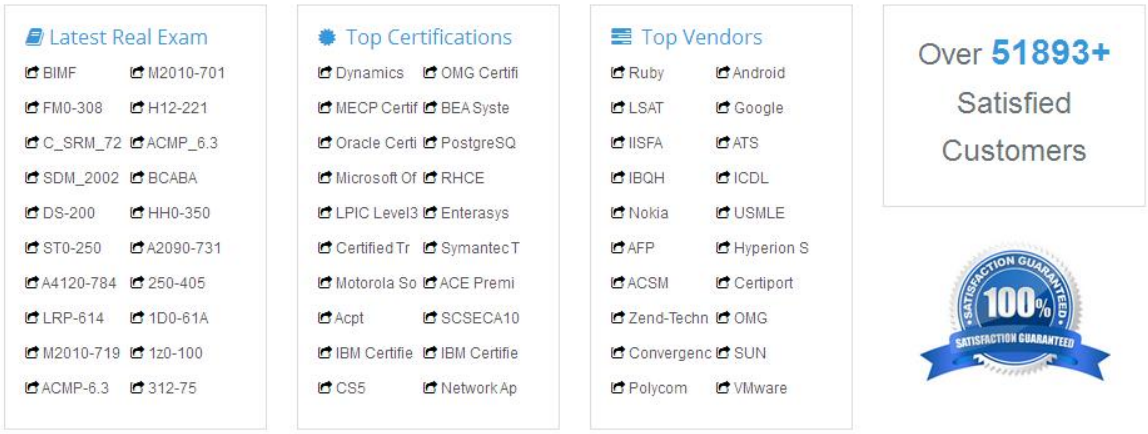

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Exam : **70-544**

Title : TS: Ms Virtual Earth 6.0, Application Development

Vendor : Microsoft

Version : DEMO

NO.1 You need to display a polyline on a new user-defined shape layer.
Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)
A. Add a new polyline to the map by using the VEMap.AddPolyline method.
B. Create a new shape layer and add it to the map by using the VEMap.AddShapeLayer method.
C. Create a shape of type VEShapeType.Polyline and add it to the map by using the VEMap.AddShape method.
D. Create a shape of type VEShapeType.Polyline and add it to the shape layer by using the VEShapeLayer.AddShape method.
Answer: B,D

NO.2 You are creating a Web application by using the Virtual Earth 6.0 map control.
You need to identify the minimum browser software and versions that the application can support.
Which three browser configurations should you use? (Each correct answer presents part of the solution. Choose three.)
A. FireFox 2.0
B. FireFox 0.9
C. Microsoft Internet Explorer 6.0
D. Microsoft Internet Explorer 5.0
E. Netscape Navigator 6.0
F. Safari 2
Answer: A,C,F

NO.3 You have created and tested an application by using Microsoft MapPoint Web Service (MWS).
You need to deploy the live version of the application. Which Web reference should you add to your application?
A. http: //service.mappoint.net/standard-30/mappoint.wsdl
B. http: //service.mappoint.net/standard-30/mappoint.asmx
C. http: //staging.mappoint.net/standard-30/mappoint.wsdl
D. http: //staging.mappoint.net/standard-30/mappoint.asmx
Answer: A

NO.4 You need to hide the compass and the zoom control on a two-dimensional Virtual Earth 6.0 map.
What are two possible ways to achieve this goal? (Each correct answer presents a complete solution. Choose two.)
A. Hide the default dashboard.
B. Hide the navigation control for the globe.
C. Clear the map by using the VEMap.Clear method.
D. Set the value of the fixed parameter of the VEMap.LoadMap method to true.
Answer: A,D

NO.5 You are creating a Virtual Earth 6.0 application. The application will use data that is stored in the Microsoft MapCruncher output format.
The MapCruncher output is defined in the following manner:
var tileSrc =
http://dev.live.com/virtualearth/sdk/layers/layer1

You need to ensure that the application displays the data as a new layer on the Virtual Earth map.
Which code segment should you use?
A. var tileSourceSpec = new VETileSourceSpecification("layer1/%4.png", tileSrc);
map.AddTileLayer(tileSourceSpec, true);
B. var tileSourceSpec = new VETileSourceSpecification("layer1", tileSrc + /%4);
map.AddTileLayer(tileSourceSpec, true);
C. var tileSourceSpec = new VETileSourceSpecification("layer1", tileSrc + "/%4.png");
map.AddTileLayer(tileSourceSpec, true);
D. var tileSourceSpec = new VETileSourceSpecification("layer1", tileSrc + /%1.png);
map.AddTileLayer(tileSourceSpec, true);
Answer: C

NO.6 A construction company wants to display plots on a Virtual Earth 6.0 map. The photographs of the plots are stored as JPEG files. You instantiate a pushpin shape of the type VEShapeType.Pushpin.
You need to set a custom icon to the pushpin. What should you do?
A. Create a new shape layer object.
B. Create a new pushpin shape object.
C. Set the shape icon by using the SetCustomIcon method.
D. Set the pushpin icon by using the SetIconAnchor method.
Answer: C

NO.7 You are creating a Web application by using the Virtual Earth 6.0 map control.
A Web page of the application provides links to a number of pre-defined locations. The application must meet the following requirements:
The links can be shared.
The links are encoded with map properties.
Users can copy the links to the Windows clipboard.
You need to write code to meet the requirements.
Which code fragment should you use?
A. Liberty
B. <code id="Link" onclick="window.open(location.protocol+location.pathname+'?40.689167&-74.04472&16&h');"> Liberty </code>
C. <button id="Link" onclick="location.replace('
http://www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&16&h');"> Liberty< /button>
D. <address id="Link" onclick="location.replace(location.protocol+location.pathname+'?40.689167&-74.04472&16&h');"> Liberty </address>
Answer: A

NO.8 The branch offices of your company are displayed on a two-dimensional map.
You need to display the branch offices on a three-dimensional map. Which method should you call?
A. VEMap.SetMapStyle(style)
B. VEMap.SetMapMode(mode)
C. VEMap.SetMapView(object)
D. VEMap.Show3DNavigationControl
Answer: B

NO.9 You are creating a Virtual Earth 6.0 application that retrieves locations from a Microsoft SQL Server 2005 database.
A stored procedure will be used to retrieve only locations that lie within the currently displayed map area. You need to define the boundary within which the locations displayed on the map must lie.
How should you define the boundary?
A. points represented by the bottom-right and top-left pixel coordinates
B. points represented by the bottom-right and top-left latitude and longitude coordinates
C. the center point of a circle whose radius is equal to the size of the map based on pixel coordinates
D. the center point of a circle whose radius is equal to the size of the map based on latitude and longitude coordinates
Answer: B

NO.10 You need to add a default pushpin as a shape to the base map layer at a specific latitude and longitude. Which code segment should you use?
A. var shape = map.AddPushpin(map.GetCenter()); shape.SetTitle('My pushpin'); shape.SetDescription('This is a default shape');
B. var shape = new VEShape(VEShapeType.Pushpin, map.GetCenter()); shape.SetTitle('My pushpin'); shape.SetDescription('This is a default shape'); map.AddShape(shape);
C. var shape = new VEShape(VEShapeType.Pushpin, new VELatLong(0,0)); shape.SetTitle('My pushpin'); shape.SetDescription('This is a default shape'); shape.SetPoints([new VELatLong(latitude,longitude)]); map.AddShape(shape);
D. var shapeLayer = new VEShapeLayer(); map.AddShapeLayer(shapeLayer); var shape = new VEShape(VEShapeType.Pushpin, new VELatLong(latitude,longitude)); shape.SetTitle('My pushpin'); shape.SetDescription('This is a default shape'); shapeLayer.AddShape(shape);
Answer: C