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Microsoft 70-544 (VB)

Question: 1

Your company salesman plans to visit five customers located in five different cities. You need to display the shortest route that covers all five customer locations on a Web-based map. What should you do?

- A. Call the VEMap.GetRoute method. Set the route type to shortest.
- B. Call the Route.Calculate method and the Waypoints.Optimize method.
- C. Call the RouteServiceSoap.CalculateSimpleRoute method by using the MapPoint.World datasource, an array with latitude and longitude values, and the value shortest for the SegmentPreference parameter. Call the RenderServiceSoap.GetMap method.
- D. Call the RouteServiceSoap.CalculateSimpleRoute method by using the MapPoint.WorldRoutable data source, an array with latitude and longitude values, and the value shortest for the SegmentPreference parameter. Call the RenderServiceSoap.GetMap method.

Answer: D

Question: 2

You have the following information about a hurricane path: Latitudes Longitudes Time Description A measure point of the above data every 10 minutes. You need to display the movement, time, and description of the hurricane path on a Virtual Earth

6.0 map. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Import a GeoRSS feed to a new layer.
- B. Import a Live Maps collection to a new layer.
- C. Store the hurricane path as a Live Maps collection.
- D. Encode the measure points as a GeoRSS feed.
- E. Encode the measure points as pushpins by using the VEShape.SetPoints method.
- F. Encode the hurricane path as a polyline by using the VEShape(VEShapeType, points) method.

Answer: A, D

Question: 3

You upload territory information to a data source on the Microsoft MapPoint Web Service. You receive the coordinates of a moving vehicle every 30 seconds. You need to identify the territory where the vehicle is currently located. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Call the FindById method.
- B. Call the FindPolygon method.
- C. Call the FindByProperty method.
- D. Create a FindPolygonSpecification object by using the LatLongSpatialFilter class.

E. Create a FindPolygonSpecification object by using the LatLongRectangleSpatialFilter class.

Answer: B, D

Question: 4

You add a new pushpin to a Virtual Earth 6.0 map. You are creating an algorithm to calculate the polygon representation of a pushpin cluster. You write a step to verify that the pushpin belongs to the cluster. You need to identify whether to recalculate the polygon representation. What should you do?

- A. Calculate the convex hull of all pushpins and verify whether the location of the new pushpin lies outside the convex hull.
- B. Calculate the bounding box of all pushpins and verify whether the location of the new pushpin lies inside the bounding box.
- C. Calculate whether the location of the new pushpin overlaps the center point of all pushpins.
- D. Calculate the minimum bounding rectangle of the polygon and verify whether the location of the new pushpin lies inside the minimum bounding rectangle.

Answer: A

Question: 5

You need to create a cluster of pushpins for a large dataset that takes the least amount of time to load on a Virtual Earth 6.0 map. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Start clustering by using the VEMap.onendzoom event.
- B. Start clustering by using the VEMap.onchangeview event.
- C. Implement client-side clustering by using JavaScript.
- D. Implement server-side clustering by using Microsoft ASP.NET 2.0.

Answer: B, D

Question: 6

A news channel wants to display live traffic incident information for a city on a Web site. You develop a three-tier architecture. The Microsoft MapPoint Web Service delivers traffic information that is managed by a user-defined class. The class acts as a SOAP-AJAX connector. Users interact with a Virtual Earth 6.0 map that is already loaded. You need to ensure that the traffic incident information is displayed on a new layer of the Virtual Earth map as the map is navigated by the users. Which sequence of actions should you perform? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Use a class to issue a SOAP request to MapPoint Web Service.	
On the primary page, run the JavaScript commands to add the pushpins.	
Capture the onchangeview event when a user pans or zooms the Virtual Earth map.	
Use the callback method for the onchangeview event to issue an HTTP request to the HttpHandler page. Delegate the request to the MapPoint Web Service Traffic class.	
Generate a text response based on the MapPoint Web Service SOAP response that consists of AddPushpin JavaScript commands for the traffic information. Return the response back to the primary page by using the handler.	

Answer:

List of Actions	Answer Area
Use a class to issue a SOAP request to MapPoint Web Service.	
On the primary page, run the JavaScript commands to add the pushpins.	
Capture the onchangeview event when a user pans or zooms the Virtual Earth map.	
Use the callback method for the onchangeview event to issue an HTTP request to the HttpHandler page. Delegate the request to the MapPoint Web Service Traffic class.	
Generate a text response based on the MapPoint Web Service SOAP response that consists of AddPushpin JavaScript commands for the traffic information. Return the response back to the primary page by using the handler.	

Question: 7

You want to define a route specification for the fastest route in the United Kingdom between a start point, 30 intermediate stops, and an end point. You call the Microsoft MapPoint Web Service method named CalculateSimpleRoute. You also set an array of latitude and longitude values for all the points and stops as the first parameter. You need to set the required parameters for the route specification. What should you do?

- A. Set the data source parameter to MapPoint.EU and use Quickest as the value for the SegmentPreference parameter.
- B. Set the data source parameter to MapPoint.BR and use Quickest as the value for the SegmentPreference parameter.
- C. Set the data source parameter to MapPoint.EU and use Shortest as the value for the SegmentPreference parameter.
- D. Set the data source parameter to MapPoint.EU and use PreferredRoads as the value for the SegmentPreference parameter.
- E. Set the data source parameter to MapPoint.World and use PreferredRoads as the value for the SegmentPreference parameter.

Answer: A

Question: 8

You are using Microsoft MaCruncher. You need to create prerendered tiles from a GIS point layer data file. You also need to integrate the tiles on an existing tile server. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Import the tile layer into the Virtual Earth 6.0 application.	
Set a minimum of two correspondences.	
Load raster data into MapCruncher.	
Convert point layer data to raster layer data by using a GIS tool.	
Start rendering data for every zoom level.	
Copy the tiles to a Web server that can be accessed from the Internet.	

Answer:

List of Actions	Answer Area
Import the tile layer into the Virtual Earth 6.0 application.	
Set a minimum of two correspondences.	
Load raster data into MapCruncher.	
Convert point layer data to raster layer data by using a GIS tool.	
Start rendering data for every zoom level.	
Copy the tiles to a Web server that can be accessed from the Internet.	

Load raster data into MapCruncher.
Set a minimum of two correspondences.
Start rendering data for every zoom level.
Copy the tiles to a Web server that can be accessed from the Internet.
Import the tile layer into the Virtual Earth 6.0 application.

Question: 9

You need to draw a straight red line between the start and end points of a calculated route. Which code segment should you use?

- A. `var locationArray = new Array(); var len = route.Itinerary.Segments.length; locationArray.push(route.Itinerary.Segments[0].LatLong); locationArray.push(route.Itinerary.Segments[len-1].LatLong); shape = new VEShape(VEShapeType.Polyline, locationArray); shape.SetLineColor(new VECOLOR(255, 0, 0, 0)); layer.AddShape(shape);`
- B. `var locationArray = new Array(); var len = route.Itinerary.Segments.length; locationArray.push(route.Itinerary.Segments[0].LatLong); locationArray.push(route.Itinerary.Segments[len].LatLong); shape = new VEShape(VEShapeType.Polyline, locationArray); shape.SetLineColor(new VECOLOR(255, 0, 0, 0)); shape.HideIcon(); layer.AddShape(shape);`
- C. `var locationArray = new Array(); var len = route.Itinerary.Segments.length; locationArray.push(route.Itinerary.Segments[1].LatLong); locationArray.push(route.Itinerary.Segments[len].LatLong); shape = new VEShape(VEShapeType.Pushpin, locationArray); shape.SetLineColor(new VECOLOR(255, 0, 0, 0.5)); layer.AddShape(shape);`
- D. `var locationArray = new Array(); var len = route.Itinerary.Segments.length; locationArray.push(route.Itinerary.Segments[0].LatLong);`

```
locationArray.push(route.Itinerary.Segments[len-1].LatLong); shape = new  
VEShape(VEShapeType.Polyline, locationArray); shape.SetLineColor(new  
VEColor(255, 0, 0, 0.5)); shape.HideIcon(); layer.AddShape(shape);
```

Answer: D

Question: 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

Question: 11

You need to create a tile source specification that meets the following requirements:
It uses three tile servers named s0, s1, and s2. It follows the standard Virtual Earth 6.0 numbering scheme. It ensures that the tiles are visible in all the view types.
Which tile source parameter should you use within the tile source specification?

- A. `http: // % 1 . yourserver . net / tiles / % 4 . jpg`
- B. `http: // % 2 . yourserver . net / tiles / % 1 % 4 . jpg`
- C. `http: // % 4 . yourserver . net / tiles / % 2 % 1 . jpg`
- D. `http: // % 1 . yourserver . net / tiles / % 2 % 4 . jpg`

Answer: B

Question: 12

Your company displays apartments as pushpins on a Virtual Earth 6.0 map. You need to display the images of the apartments along with associated information in a tabular format within a pushpin pop-up bubble. What should you do?

- A. Use the `VEShape.SetDescription` method with the object information as HTML to set the information in the pop-up bubble.
- B. Use the `VEShape.SetMoreInfoUrl` method to import object information as HTML to set the information in the pop-up bubble.
- C. Use the `VEShape.SetDescription` method with the object information as plain text to set the information in the pop-up bubble.
- D. Use the `VEShape.SetMoreInfoUrl` method to import object information as plain text to set the information in the pop-up bubble.

Answer: A

Question: 13

Your customer is using a Virtual Earth 6.0 map. The pushpins on the map represent apartments. You need to ensure that the customer can display the rooms in the apartments along with related information. The information must appear in a tabular format on a scratch pad. Which sequence of four steps should you perform after loading the map? (To answer, move the four appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

The screenshot shows the Virtual Earth 6.0 development environment. On the left, there is a list of actions that can be added to the scratchpad. On the right, there is a large empty area for the scratchpad.

Actions available in the list:

- Create a var variable named **scratchpad**.
- Create a VEShape variable named **scratchpad**.
- Call the **VEMap.AddControl(scratchpad)** method.
- Call the **VEMap.ShowMessage(scratchpad.innerText)** method.
- Call the **VEMap.AddShape(scratchpad)** method and the **VEMap.ShowInfoBox(scratchpad)** method.
- Assign a new DIV element to the **scratchpad** variable by using the **document.createElement("div")** method.
- Assign values to the **scratchpad** variable by using the **innerHTML** property.
- Assign values to the **scratchpad** variable by using the **SetTitle** method and the **SetDescription** method.

Answer:

The screenshot shows the Virtual Earth 6.0 development environment with the scratchpad populated with the following sequence of actions:

- Create a var variable named **scratchpad**.
- Assign a new DIV element to the **scratchpad** variable by using the **document.createElement("div")** method.
- Assign values to the **scratchpad** variable by using the **innerHTML** property.
- Call the **VEMap.AddControl(scratchpad)** method.

Question: 14

A Web site displays a Virtual Earth 6.0 map in two-dimensional mode. You need to display data legends on the Virtual Earth map by using a custom control. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Add the data legends to the HTML element. Call the **VEMap.AddControl** method.
- B. Use the **document.CreateElement** method of the Document Object Model (DOM) to create a new HTML element.
- C. Loop through the Document Object Model (DOM) of your application. Insert the data legend as a child of the DIV element that contains the Virtual Earth map.

D. Create an IFRAME element that has the same size and the same location as the custom control. Set the value of the frameborder property of the IFRAME element to 0 and the value of the scrolling property to no.

E. In the style property for the IFRAME element, set the value of the z-index attribute to 1 and the position settings to match those of your control. In the style property for your custom control, set the value of the z-index attribute to a number greater than 1.

Answer: A, B

Question: 15

Your company wants to display their branch office locations on a Virtual Earth 6.0 map within their intranet. The location information is stored in a GeoRSS file. You need to create a map with a layer for the GeoRSS data. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

The screenshot shows the Virtual Earth 6.0 development environment. On the left, there is a list of actions to be moved to the answer area:

- Load a new map by using the **LoadMap** method.
- Import shape layer data by using the **ImportShapeLayerData** method.
- Create a new shape source specification object by using the **VEShapeSourceSpecification** class.
- Create a new shape layer object by using the **VEShapeLayer** class.
- Create a new map by using the **VEMap** class.

On the right, there is an empty answer area with a blue header bar and a vertical toolbar on the right side.

Answer:

The screenshot shows the Virtual Earth 6.0 development environment with the actions moved to the answer area in the correct order:

- Create a new map by using the **VEMap** class.
- Load a new map by using the **LoadMap** method.
- Create a new shape layer object by using the **VEShapeLayer** class.
- Create a new shape source specification object by using the **VEShapeSourceSpecification** class.
- Import shape layer data by using the **ImportShapeLayerData** method.

The actions are now arranged in the answer area, and the left list is empty.

Question: 16

The locations of the vehicles of your company are available as coordinates. You need to display only the current location of a vehicle on a Virtual Earth 6.0 base map layer. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `map = new VEMap('myMap');`
`map.LoadMap();`
`layer = new VEShapeLayer();`
`map.AddShapeLayer(layer);`
`shape = new VEShape(VEShapeType.Pushpin, new VELatLong(latitude, longitude));`
`layer.AddShape(shape);`
- B. `map = new VEMap('myMap');`
`map.LoadMap();`
`map.AddPushpin(new VELatLong(latitude, longitude));`

C. map = new VEMap('myMap'); map.LoadMap(); shape = new VEShape(VEShapeType.Pushpin, new VELatLong(latitude, longitude)); map.AddShape(shape);
D. map = new VEMap('myMap'); map.LoadMap(); layer = new VEShapeLayer(); map.AddShapeLayer(layer); shape = new VEShape(VEShapeType.Pushpin, new VELatLong(longitude, latitude)); layer.AddShape(shape);
E. map = new VEMap('myMap'); map.LoadMap(); map.AddPushpin(new VELatLong(longitude, latitude));

Answer: B, C

Question: 17

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

Question: 18

The location data of your company branch offices is stored as description and title in pushpins on a Virtual Earth 6.0 map. You need to ensure that the data is displayed in a data panel named BranchInfo on top of the map every time a user moves the mouse over the pushpin. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Retrieve the element id of the event object that is equal to the shape id.	
Retrieve the shape object by using the GetShapeByID method.	
Update BranchInfo with the branch description and title.	
Retrieve shape properties by using the GetTitle method and the GetDescription method.	
Build your own event handler for the onmouseover event of the VEMap object for catching shape events.	

Answer:

List of Actions	Answer Area
Retrieve the element id of the event object that is equal to the shape id.	Build your own event handler for the onmouseover event of the VEMap object for catching shape events.
Retrieve the shape object by using the GetShapeByID method.	Retrieve the element id of the event object that is equal to the shape id.
Update BranchInfo with the branch description and title.	Retrieve the shape object by using the GetShapeByID method.
Retrieve shape properties by using the GetTitle method and the GetDescription method.	Retrieve shape properties by using the GetTitle method and the GetDescription method.
Build your own event handler for the onmouseover event of the VEMap object for catching shape events.	Update BranchInfo with the branch description and title.

Question: 19

The intranet site of your company displays an interactive map with a table. You need to ensure that the data row associated with a specific pushpin on the map is highlighted when a user points the mouse to the pushpin. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Use the VEMap.onLoadMap event to specify a function call.
- B. Use the VEMap.AttachEvent method to attach a mouse event to the VEMap object that calls a function.
- C. Use the VEMap.onmouseover event to capture user interaction. Create a JavaScript function for highlighting the row in the table.
- D. Use the VEMap.onmousemove event to capture user interaction. Create a JavaScript function for highlighting the row in the table.

Answer: B, C

Question: 20

Each sales executive in your company is assigned a sales territory. You need to add the sales territories as a vector area to a Virtual Earth 6.0 map. What are two possible geometry types you can add to the Virtual Earth map to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. Tile
- B. Pushpin
- C. Polyline
- D. Polygon
- E. Shape with a polygon

Answer: D, E

Question: 21

The branch office locations of your company are saved and shared in a portal data store by using the Live Search Maps portal. The company wants to display the locations on a Virtual Earth 6.0 map. You need to add the saved data as a new layer on the Virtual Earth map. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Import the data as GeoRSS to a new layer.
- B. Import the data as VECollection to a new layer.
- C. Extract the GUID from a Live Search Maps Collection reference.
- D. Access the data by using the URL for the Live Search Maps Collection object.

Answer: B, C

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

Question: 23

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

Question: 24

You are creating a custom tile set by using Microsoft MapCruncher. The tile set must overlay a weather map image in a Virtual Earth 6.0 application by using MapCruncher. You need to perform two tasks before using MapCruncher to create the custom tile set. Which two tasks should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Split the weather map image into tiles.
- B. Obtain the latitude and longitude coordinates for the corners of the weather map image.
- C. Apply the proper alpha filter to the weather map image to display any transparent portions on the Virtual Earth map.
- D. Obtain low resolution weather map images for low zoom levels and high resolution weather map images for high zoom levels.

Answer: B, C

Question: 25

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

Question: 26

You are writing a code segment for a Virtual Earth 6.0 application. The code segment returns data for multiple locations to a client-side JavaScript function that makes the initial request. The returned data contains the following properties for each location: ID Latitude Longitude Address. You need to format all locations and their properties in JavaScript Object Notation (JSON) format. Which code segment should you use?

```
A. var results = new Array();  
results[0] = 123; results[1] =  
40.0; results[2] = -74.0;  
results[3] = " 123 Main St .";
```

```
B. var results = new Array();  
results[0] = new Array();  
results[0][0] = 123; results[0][1] =  
40.0; results[0][2] = -74.0;  
results[0][3] = " 123 Main St .";
```

```
C. var results = { ID: 123,  
Latitude: 40.0, Longitude: -  
74.0, Address: " 123 Main  
St ." };
```

```
D. var results = { 0: { ID:  
123, Latitude: 40.0,  
Longitude: -74.0, Address: "  
123 Main St " } };
```

Answer: D

Question: 27

You are creating a North American reverse geocoding application by using the Microsoft MapPoint Web Service. The application must convert the latitude and longitude coordinates of a point on the map into a string that contains the city, province/state, and country. You need to obtain the string in the following format: "city, province/state, country". Which code segment should you use?

```
A. Dim getInfoOptions As New GetInfoOptions() getInfoOptions.IncludeAddresses = True
```

```

getInfoOptions.IncludeAllEntityTypes = True Dim locations As List(Of Location) = _
findService.GetLocationInfo(origin, "MapPoint.NA", getInfoOptions) Dim address As String =
locations(0).Entity.DisplayName
B. Dim getInfoOptions As New GetInfoOptions() getInfoOptions.IncludeAddresses = False
getInfoOptions.IncludeAllEntityTypes = False getInfoOptions.EntityTypesToReturn = New
String() {"PopulatedPlace"} Dim locations As List(Of Location) = _
findService.GetLocationInfo(origin, "MapPoint.NA", getInfoOptions) Dim address As String =
locations(0).Entity.DisplayName
C. Dim getInfoOptions As New GetInfoOptions() getInfoOptions.IncludeAddresses = True
getInfoOptions.IncludeAllEntityTypes = False getInfoOptions.EntityTypesToReturn = New
String() {"PopulatedPlace"} Dim locations As List(Of Location) = _
findService.GetLocationInfo(origin, "MapPoint.NA", getInfoOptions) Dim address As String =
locations(0).Entity.DisplayName
D. Dim getInfoOptions As New GetInfoOptions() getInfoOptions.IncludeAddresses = True
getInfoOptions.IncludeAllEntityTypes = False getInfoOptions.EntityTypesToReturn = New
String() {"AdminDivision1"} Dim locations As List(Of Location) = _
findService.GetLocationInfo(origin, "MapPoint.NA", getInfoOptions) Dim address As String =
locations(0).Entity.DisplayName

```

Answer: B

Question: 28

You deploy a Virtual Earth 6.0 application that uses Microsoft ASP.NET Asynchronous JavaScript and XML (AJAX) implementation to retrieve data. The myAjaxCallback function evaluates any AJAX response. The function contains the following code segment. (Line numbers are included for reference only.) 01 function myAjaxCallback () { 02 if (xmlHttpRequest.readyState == 4) { 03 ... 04 } 05 } At the time the request was made, the server was overloaded. When the server processed the AJAX request, the server returned an error message. You need to ensure that the application does not produce a fatal exception due to the error generated from the AJAX response. Which code segment should you insert at line 03?

```

A. If(xmlHttpRequest.status == 200){ eval(xmlHttpRequest.responseText); } else{ // Update user with status here. }
B. try{ eval(xmlHttpRequest.responseText); } catch(error){ // Update user with status here. }
C. try{ eval(xmlHttpRequest.responseText); } catch(error){ eval(xmlHttpRequest.responseXML); }
D. try{ eval(xmlHttpRequest.responseText); } catch(error){ if(xmlHttpRequest.status == 200){
eval(xmlHttpRequest.responseText); } }

```

Answer: A

Question: 29

You are updating a Virtual Earth 6.0 store locator. A database table named Stores contains the City and State fields. A Microsoft SQL Server 2005 function named CalculateDistance measures the distance between two points. The store locator contains a stored procedure named LookupStores that retrieves the names of stores located in a given city and state. The city and state are passed in as parameters to the stored procedure. You need to extend the store locator to support a proximity search within a given radius. Which two tasks should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Add a Radius field to the Stores table.
- B. Add a Distance field to the Stores table.
- C. Add Latitude and Longitude fields to the Stores table.
- D. Extend the LookupStores stored procedure to use CalculateDistance.
- E. Create a new stored procedure that uses CalculateDistance along with the result set from the LookupStores stored procedure.
- F. Create a new stored procedure that uses CalculateDistance along with the entire data set from the Stores table.

Answer: C, F

Question: 30

You are integrating third-party data into a Virtual Earth 6.0 application. The data that is retrieved from the third party is stored in an array named Results. The Results array is stored inside a Web handler. The data is stored in the following format. Results(0).Add("name", "Mike Pizzaria")

```
Results(0).Add("address", "123 Main St., New York, NY") Results(0).Add("latitude", "40.123")
Results(0).Add("longitude", "-70.456") Results(0).Add("thumbnail",
"http://www.site.com/st3465.jpg") ... Return Results
The Web handler uses the GeoRSSFeed class to accept items of type GeoRSSItem. The class contains the ToString() method that writes the GeoRSS feed to a string. The Web handler GeoRSS integration is defined by the following code segment. (Line numbers are included for reference only.)
01 Dim feed As New GeoRSSFeed()
02 Dim curlItem As GeoRSSItem
03 For i As Integer = 0 To Results.Count - 1
04 curlItem = New GeoRSSItem()
05 ...
06 feed.Add(curlItem)
07 Next
08 // Write feed to HTTP Response
09 context.Write(feed.ToString());
```

The Web handler uses the GeoRSSItem class that contains the following code segment. (Line numbers are included for reference only.)

```
10 Public Class GeoRSSItem
11 Public elements As Dictionary(Of String, String)
12 Public Sub New()
13 elements = New Dictionary(Of String, String)()
14 End Sub
15 Public Sub Add(ByVal pName As String, _ ByVal pValue As String)
16 elements.Add(pName, pValue)
17 End Sub
18 Public Overloads Overrides Function ToString() As String
19 Dim returnValue As New StringBuilder()
20 For Each key As String In elements.Keys
21 returnValue.AppendFormat(" " & Chr(9) & " " & Chr(9) & "<{0}>{1}</{0}>" & Chr(10) & " ", _ key, elements(key))
22 Next
23 Return returnValue.ToString()
24 End Function
25 End Class
```

You need to encode the data inside the Results array into the GeoRSS format. Which code segment should you insert at line 05?

- A. Dim objEnumerator As IEnumerator Dim Keys As Collections.Generic.Dictionary(Of String, String).KeyCollection = Results(i).Keys() Dim curKey As String objEnumerator = Keys.GetEnumerator() Do While objEnumerator.MoveNext curKey = objEnumerator.Current curlItem.Add(curKey, Results(i)(curKey)) Loop
- B. curlItem.Add("title", Results(i)("name")) curlItem.Add("description", Results(i)("address")) curlItem.Add("latitude", Results(i)("latitude")) curlItem.Add("longitude", Results(i)("longitude")) curlItem.Add("icon", Results(i)("thumbnail"))
- C. curlItem.Add("title", Results(i)("name")) curlItem.Add("description", String.Format("{0}{1}", _ Results(i)("address"), Results(i)("thumbnail"))) curlItem.Add("latitude", Results(i)("latitude")) curlItem.Add("longitude", Results(i)("longitude"))
- D. curlItem.Add("name", Results(i)("name")) curlItem.Add("address", string.Format("{0}{1}", _ Results(i)("address"), Results(i)("thumbnail"))) curlItem.Add("latitude", Results(i)("latitude")) curlItem.Add("longitude", Results(i)("longitude"))

Answer: C

You create a Microsoft MapPoint Web Service application that accepts routes from users. You need to find points of interest that are within one mile of a route or within three miles of the endpoints of the route. What are two possible ways to achieve the goal? (Each correct answer presents a complete solution. Choose two.)

- A. `findNearRouteSpec.Distance = 1 Dim findResults As FindResults = _
findService.FindNearRoute (findNearRouteSpec) foundLocations.Add (FindResults)
findNearbySpec.Distance = 3 findNearbySpec.LatLong = startLatLong FindResults =
findService.FindNearby (findNearbySpec) foundLocations.Add (FindResults)
findNearbySpec.LatLong = endLatLong FindResults = findService.FindNearby (findNearbySpec) foundLocations.Add (FindResults)`
- B. `findNearRouteSpec.Distance = 1 findResults = findService.FindNearRoute (findNearRouteSpec) foundLocations.Add (FindResults) findNearbySpec.Distance = 3 For Each findResult As FindResult In FindResults.Results findNearbySpec.LatLong = findResult.FoundLocation.LatLong FindResults = findService.FindNearby (findNearbySpec) foundLocations.Add (FindResults) Next`
- C. `findNearRouteSpec.Distance = 1 findResults = findService.FindNearRoute (findNearRouteSpec) foundLocations.Add (findResults) findNearbySpec.Distance = 3 For Each segment As Segment In route.Itinerary.Segments findNearbySpec.LatLong = segment.Waypoint.Location.LatLong findResults = findService.FindNearby (findNearbySpec) foundLocations.Add (findResults) Next`
- D. `findNearRouteSpec.Distance = 1 findResults = findService.FindNearRoute (findNearRouteSpec) foundLocations.Add (findResults) findNearbySpec.Distance = 3 For Each segment As Segment In route.Itinerary.Segments For Each direction As Direction In segment.Directions findNearbySpec.LatLong = direction.LatLong findResults = findService.FindNearby (findNearbySpec) foundLocations.Add (findResults) Next Next`

Answer: A, C

Question: 32

You are managing Microsoft MapPoint Web Service (MWS) data in an application by using the Customer Services site. The application uses the DS_ONE data source stored on the Customer Services site. The application displays several records in the wrong locations on the map. You need to display these records correctly on the map. What should you do?

- A. View the data source geocoding results. Filter on match code. Manually edit all the resulting locations through the Customer Services site.
- B. Download the data source. Remove the latitude and longitude data. Re-upload the corrected data to the Customer Services site.
- C. Download the data source. Update all the locations by using a Find or FindAddress call. Re-upload the corrected data to the Customer Services site.
- D. Download the data source. Update each bad geocode by using a Find or FindAddress call. Re-upload the corrected data to the Customer Services site.

Answer: A

Question: 33

A Virtual Earth 6.0 application loads locations from a local Microsoft SQL Server 2005 database. You update locations in the database manually. You plan to automate the manual process. You need to ensure that the automation process updates the maximum number of locations in the least amount of time. What should you do?

- A. Call the Find method for each location by using Microsoft MapPoint Web Service.
- B. Call the FindAddress method for each location by using Microsoft MapPoint Web Service.
- C. Push all locations to Customer Data Services by using the UploadSpecification class, and retrieve the results.
- D. Push all locations to Customer Data Services by using the BatchGeocodeSpecification class, and retrieve the results.

Answer: D

Question: 34

You create a Web page that contains a Virtual Earth 6.0 map. You want to track how your users are interacting with the map. You need to track the following usage data. number of Virtual Earth transactions zoom usage map styles that are being used Which two methods or events should you use? (Each correct answer presents part of the solution. Choose two.)

- A. scroll
- B. onmousemove
- C. onchangeview
- D. VEMap.Find
- E. VEMap.ShowInfoBox

Answer: C, D

Question: 35

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

Question: 36

You are creating a Web application by using the Virtual Earth 6.0 map control in the Microsoft Visual Studio environment. A Web page in the application is programmed by using the client-side JavaScript code. You insert break points at appropriate locations within the code. When you debug the application, you find that you are able to step into the server-side code. However, you are unable to step into the client-side JavaScript code. You need to debug the client-side JavaScript code. What should you do?

- A. In the client-side JavaScript code, insert the Debugger command before each break point.
- B. In Visual Studio, select the Attach to Process option from the Debug menu. Then attach the debugger to the Microsoft Internet Explorer process.
- C. In Microsoft Internet Explorer, clear the Disable Script Debugging (Internet Explorer) option in the Internet Options dialog box.
- D. In Microsoft Internet Explorer, select the Enable Display a notification about every script error option in the Internet Options dialog box.

Answer: C

Question: 37

Your Microsoft MapPoint Web Service (MWS) User Id is 124566, and your MWS password is P@ssw0rd. You need to use MWS to create an application. Which code segment should you use?

- A. Dim appCredential As New System.Net.NetworkCredential("124566", "P@ssw0rd")
- B. Dim appCredential = New System.Security.Principal.NTAccount("124566", "P@ssw0rd")
- C. Dim appCredential As New System.Security.Principal.GenericIdentity("124566", "P@ssw0rd")
- D. Dim appCredential As New System.EnterpriseServices.SecurityIdentity("124566", "P@ssw0rd")

Answer: A

Question: 38

You need to add a reference of the Virtual Earth 6.0 map control to a Web page of an application. What should you do?

- A. Use the following code segment. <script type="text/Javascript" src="http://dev.virtualearth.net/mapcontrol/v6/mapcontrol.js"></script>
- B. Use the following code segment. <script type="text/javascript" src="http://dev.virtualearth.net/mapcontrol/mapcontrol.asmx?v=6"></script>
- C. Use the following code segment. <script type="text/javascript" src="http://dev.virtualearth.net/mapcontrol/mapcontrol.ascx?v=6"></script>
- D. Use the following code segment. <script type="text/javascript" src="http://dev.virtualearth.net/mapcontrol/mapcontrol.ashx?v=6"></script>

Answer: D

Question: 39

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

Question: 40

You are creating a Web application by using the Virtual Earth 6.0 map control in Microsoft Visual Studio 2005. You program a Web page in the application by using client-side JavaScript code. When you load the Web page, it returns an error message. You are unable to identify the point of

failure in the code. You need to identify the line at which the code fails by executing the client-side JavaScript code step by step. Which code segment should you use?

- A. `function GetMap(){ try{ map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); } catch(e){ alert(e.message); } }`
- B. `function GetMap(){ try{ map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); debugger; } catch(e){ alert(e.message); } }`
- C. `function GetMap(){ try{ map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); } catch(e){ debugger; alert(e.message); } }`
- D. `function GetMap(){ try{ debugger; map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); } catch(e){ alert(e.message); } }`

Answer: D

Question: 41

You are creating a Virtual Earth 6.0 application. The Web pages of the application contain a header section, a body section, and a map control section. The body section of the Web pages contains the following code fragment. (Line numbers are included for reference only.) 01 <div id='Header' style='width:400px; 02 height:100px; background-color: red;'></div> 03 ... 04 <div id='Controls' style='width:400px;'> 05 <p align='center'>Search text: 06 <input type='text' id='Where' /> 07 <input type='button' id='Search' value='Search' 08 onclick='Find();' /> 09 </p> 10 </div> You need to ensure that the maps contained on the Web pages fit correctly between the header section and the map control section. Which code fragment should you insert at line 03?

- A. `<div id='Map' style='position:absolute; width:400px; height:400px;'></div>`
- B. `<div id='Map' style='position:relative; width:400px; height:400px;'></div>`
- C. `<div id='Map' style='position:absolute; top:100px; width:400px; height:400px;'></div>`
- D. `<div id='Map' style='position:relative; top:100px; width:400px; height:400px;'></div>`

Answer: B

Question: 42

You are creating a Virtual Earth 6.0 map. You use a page template that has a transparent header. You write the following HTML fragment to define the template. 01 <head> 02 <script type='text/javascript'> 03 var map = null; 04 function GetMap(){ 05 FormatMap(); 06 map = new VEMap('Map'); 07 map.LoadMap(); 08 } 09 function FormatMap(){ 10 var mapEl = document.getElementById('Map'); 11 var headEl = document.getElementById('Header'); 12 ...

13 } 14 </head> 15 <body onload="GetMap();"> 16 <div id='Header' style="position: relative; left: 5px; top: 5px; width:400px; height:100px; border: 2px solid black;"> 17 Header 18 </div> 19 <div id='Map'></div> 20 </body> You need to position the map so that the header is overlaid on the map and centered at the top. Which code segment should you insert at line 12?

- A. mapEl.style.position = "absolute"; mapEl.style.top = "5px"; mapEl.style.left = "5px"; mapEl.style.width = "400px"; mapEl.style.height = "400px"; mapEl.style.zIndex = -1;
- B. mapEl.style.position = "absolute"; mapEl.style.top = "5px"; mapEl.style.left = "5px"; mapEl.style.width = headEl.style.width; mapEl.style.height = headEl.style.height; mapEl.style.zIndex = 0;
- C. mapEl.style.position = headEl.style.position; mapEl.style.top = headEl.style.top; mapEl.style.left = headEl.style.left; mapEl.style.width = headEl.style.width; mapEl.style.height = headEl.style.height; mapEl.style.zIndex = -1;
- D. mapEl.style.position = headEl.style.position; mapEl.style.top = headEl.style.top; mapEl.style.left = headEl.style.left; mapEl.style.width = headEl.style.width; mapEl.style.height = headEl.style.height; mapEl.style.zIndex = headEl.style.zIndex;

Answer: A

Question: 43

You are creating a Web application. You are given the URL of a Web page. When the URL is encoded with map control properties, it generates custom maps by using the Virtual Earth 6.0 map control. The Web page uses the following JavaScript code segment to decode the URL. var pos=location.search.indexOf("?") +1; var loc1=location.search.substr(pos); var point1=loc1.split(" & "); var a= point1[0]; var b= point1[1]; var c= point1[2]; var d=point1[3]; var e= point1[4]; var f= point1[5]; var g= point1[6]; map=new VEMap('myMap'); map.LoadMap(new VELatLong(a,b),c,d,e,f,g); You need to encode the URL to generate a custom map by using your own settings. Which encoded URL should you use?

- A. http: //www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&0&h&1&6&1
- B. http: //www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&12&r&0&2&1
- C. http: //www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&1&a%&0&14&0
- D. http: //www.mymappingsite.com/mymappage.aspx?a=40.689167&-b=74.04472&c=21&d=o&e=0&f=2&g=0

Answer: B

Question: 44

You are creating a Web application by using the Virtual Earth 6.0 map control. A Web page of the application provides navigational aid to the users. When the Web page loads, it must meet the following requirements: The map must appear in the two-dimensional mode. The users must be able to view the roads on the map and navigate through the map. The users must not be able to change the map to the three-dimensional mode. You need to ensure that the Web page meets the requirements. Which code segment should you use?

- A. `map.LoadMap(new VELatLong(-33.85,18.6), 11,'r', true, VEMapMode.Mode2D, false);`
- B. `map.LoadMap(new VELatLong(-33.85,18.6),11,'r', false, VEMapMode.Mode2D, false);`
- C. `map.LoadMap(new VELatLong(-33.85,18.6),11,'r', true, VEMapMode.Mode2D, true);`
- D. `map.LoadMap(new VELatLong(-33.85,18.6),11,'r', false, VEMapMode.Mode2D, true);`

Answer: B

Question: 45

You are creating an application that will display a Virtual Earth 6.0 map inside a pop-up window that will be viewed by using Microsoft Internet Explorer. You write the following code segment.

```
01 var map = null; 02 function GetMap(){ 03 map = new VEMap('Map'); 04 map.LoadMap(); 05 ... 06 }
```

You need to ensure that the following requirements are met: The height of the map is half the height of the pop-up window. The width of the map is one-third the width of the pop-up window. Which code segment should you insert at line 05?

- A. `document.getElementById('Map').style.width = document.body.offsetWidth/3;`
`document.getElementById('Map').style.height = document.body.offsetHeight/2;`
- B. `map.Resize(document.body.style.width/3, document.body.style.height/2);`
- C. `map.Resize(document.body.offsetWidth/3, document.body.offsetHeight/2);`
- D. `document.getElementById('Map').style.width = document.body.style.width/3;`
`document.getElementById('Map').style.height = document.body.style.height/2;`

Answer: C

Question: 46

You are creating a Virtual Earth 6.0 map. The map displays a pop-up box. You call the `ClearInfoBoxStyles` method. You need to set the fill color of the pop-up box to yellow. Which Cascading Style Sheet (CSS) class should you use?

- A. `.customInfoBox-body { color: Yellow; }`
- B. `.customInfoBox-body { background-color: Yellow; }`
- C. `.ero .ero-previewArea { color: Yellow; }`
- D. `.ero .ero-previewArea { background-color: Yellow; }`

Answer: B

Question: 47

You are creating a Web application. The opening page of the application pre-loads a fixed map that displays your office location. You need to ensure that the map displays a bird's eye view of

your office location. You also need to ensure that the view remains fixed. Which code segment should you use?

- A. `map.LoadMap(new VELatLong(40.689167,-74.04472),14,'o',true, VEMapMode.Mode2D, false);`
- B. `map.LoadMap(new VELatLong(40.689167,-74.04472),14,'o',false, VEMapMode.Mode2D, false);`
- C. `map.LoadMap(new VELatLong(40.689167,-74.04472),14,'o',true, VEMapMode.Mode3D, false);`
- D. `map.LoadMap(new VELatLong(40.689167,-74.04472),14,'h',false, VEMapMode.Mode3D, false);`

Answer: A

Question: 48

You are creating a Virtual Earth 6.0 application. The application allows users to enter an address and view the corresponding mapped location. A Print Preview link appears next to the location. The link opens a pop-up window that contains the location information in a query string.

The map load in the pop-up window is defined by the following code segment. (Line numbers are included for reference only.) 01 var loc = ... ; 02 var map = null; 03 function GetMap(){ 04 map = new VEMap('PrintPreviewMap'); 05 map.LoadMap(); 06 ... 07 } The variable named loc in the code segment is an object that contains the id, address, latitude, longitude, and zoom properties that are present in the query string.

You need to ensure that the pop-up window meets the following requirements:
It uses the properties in the query string to display the location. It does not display map controls. Which code segment should you insert at line 06?

- A. `map.PanToLatLong(new VELatLong(loc.latitude, loc.longitude));`
`map.AddPushpin(map.GetCenter()); map.SetZoom(loc.zoom);`
`map.HideDashboard();`
- B. `map.PanToLatLong(new VELatLong(loc.latitude, loc.longitude)); map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(loc.latitude, loc.longitude)));`
`document.getElementById(map_dashboard).style.display = "none";`
- C. `map.FindLocation(loc.address); map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(loc.latitude, loc.longitude)));`
`document.getElementById('map_dashboard').style.display = "none";`
- D. `map.SetCenterAndZoom(new VELatLong(loc.latitude, loc.longitude), loc.zoom);`
`map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(loc.latitude, loc.longitude))); map.HideDashboard();`

Answer: D

Question: 49

You are creating a Virtual Earth 6.0 application to be viewed by using Microsoft Internet Explorer. The Web pages of the application contain maps.

The head section of the Web pages contains the following code fragment.

```
<script type="text/javascript"> var map = null; function GetMap(){ map =
new VEMap('Map'); map.LoadMap(); ResizeMap(); } </script> <style
type="text/css"> html, body{ overflow:hidden; } </style> The body section
of the Web pages contains the following code fragment. <body
onload="GetMap();"> <div id='Map' style="position:relative; width:400px;
height:400px;"></div> </body>
```

You need to resize the maps on the Web pages so that they exactly fit into the dimensions of the available browser area. Which code segment should you use?

- A. `function ResizeMap(){ document.getElementById('Map').style.width = "100%"; document.getElementById('Map').style.height = "100%"; }`
- B. `function ResizeMap(){ document.getElementById('Map').style.width = screen.availWidth; document.getElementById('Map').style.height = screen.availHeight; }`
- C. `function ResizeMap(){ var height = screen.height; var width = screen.width; map.Resize(width, height); }`
- D. `function ResizeMap(){ var height = document.body.offsetHeight; var width = document.body.offsetWidth; map.Resize(width, height); }`

Answer: D

Question: 50

You are creating a Web application by using the Virtual Earth 6.0 map control. A Web page of the application loads a map of a predefined location by using the following code segment. `var map = null; var defView1= new VEMapViewSpecification(new VELatLong(40.689167,-74.04472), 16, 360, -45, 0); function GetMap(){ map = new VEMap('myMap'); map.LoadMap(); map.SetMapView(defView1); map.SetMapStyle('h') map.SetMapMode(VEMapMode.Mode3D); }` You need to display a zoomed out view of the main map in a separate control on the same Web page. Which code segment should you use?

- A. `map.ShowMiniMap(50, 300);`
- B. `map2=new VEMap('myOverViewMap'); defView1=map.GetMapView(); var zL=map.GetZoomLevel();`

```
map2.LoadMap(); map2.SetMapView(defView1); zL=zL-6; map2.SetZoomLevel(zL);  
C. map2=new VEMap('myOverViewMap'); defView1=map.GetMapView(); var  
zL=map.GetZoomLevel(); map.ShowControl('myOverViewMap');  
map2.SetMapView(defView1); zL=zL-6; map2.SetZoomLevel(zL);
```

```
D. map2= map.ShowMiniMap(50, 300); defView1=map.GetMapView(); var  
zL=map.GetZoomLevel(); map2.LoadMap(); map2.SetMapView(defView1); zL=zL-6;  
map2.SetZoomLevel(zL);
```

Answer: B

Question: 51

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. `<a id="Link" href="http: //www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&16&h">Liberty</a>`

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

Question: 52

You are creating a Virtual Earth 6.0 application. A Web page of the application contains the following code segment. `control = document.createElement("div"); control.id = "CustomControl";` A custom control must be added on top of the map on the Web page. You need to ensure that the custom control responds only to its own mouse-click events. Which code segment should you use?

A. `control.innerHTML = "<input type='button' value='Click' onclick='ClickHandler()' />";
map.AddControl(control);`

B. `control.innerHTML = "<input type='button' value='Click' />"; map.AddControl(control);
map.AttachEvent("onclick", ClickHandler);`

C. `control.innerHTML = "<input type='button' value='Click' onclick='ClickHandler()' />";
document.getElementById('Map').appendChild(control);`

D. `control.innerHTML = "<input type='button' value='Click' />";
document.getElementById('Map').appendChild(control);
document.getElementById('CustomControl').attachEvent("onclick", ClickHandler);`

Answer: A

Question: 53

You are creating a browser-based Web application by using Virtual Earth 6.0 map control. A Web page of the application has a map and a list of locations. When a user selects a location from the list, the application must meet the following requirements: A default view of the selected location is loaded. The selected location is centered. The selected location appears in the three-dimensional mode, at an oblique pitch, and heads due north. You need to program Virtual Earth map control to ensure that the requirements are met. Which code segment should you use?

- A. `var defView1= new VEMapViewSpecification(new VELatLong(40.68,-74.04), 16, 360, -45, 0); map.SetMapMode(VEMapMode.Mode3D); map.SetMapView(defView1);`
- B. `var defView1= new VEMapViewSpecification(new VELatLong(40.68,-74.04), 16, 360, 45, 0); map.Loadmap(defView1); map.SetMapMode(VEMapMode.Mode3D);`
- C. `var defView1= new VEMapViewSpecification(new VELatLongRectangle (40.88,-73.8, 40.48,74.28), 16, 360, -45, 0); map.SetMapMode(VEMapMode.Mode3D); map.SetMapView(defView1);`
- D. `var defView1= new VEMapViewSpecification(new VELatLongRectangle (40.88,-73.8, 40.48, 74.28), 16, 360, 45, 0); map.Loadmap(defView1); map.SetMapMode(VEMapMode.Mode3D);`

Answer: A

Question: 54

You are creating a Web application by using the Virtual Earth 6.0 map control. A Web page of the application loads two map controls named Map1 and Map2. Map1 displays a navigable, primary map. Map2 is the secondary instance of Map1 and displays an overview of the primary map. You need to ensure that when the user navigates the primary map, the overview is automatically updated. Which code segment should you use?

- A. `Map1 = new VEMap('myMap'); Map1.LoadMap(); Map1.SetMapView(defView1); Map1.AttachEvent("onresize", UpdateOverview);`
- B. `Map2 = new VEMap('myMap'); Map2.LoadMap(); Map2.SetMapView(defView1); Map2.AttachEvent("onresize", UpdateOverview);`
- C. `Map1 = new VEMap('myMap'); Map1.LoadMap(); Map1.SetMapView(defView1); Map1.AttachEvent("onchangeview", UpdateOverview);`
- D. `Map2 = new VEMap('myMap'); Map2.LoadMap(); Map2.SetMapView(defView1); Map2.AttachEvent("onchangeview", UpdateOverview);`

Answer: C

Question: 55

Your company displays a map of apartments for rent in a neighborhood by using Virtual Earth 6.0. You need to add an overview map. Which method should you call?

- A. `SetMapView`
- B. `SetMapMode`
- C. `ShowMiniMap`
- D. `ShowDashboard`

Answer: C

You define a callback function that updates the data on a Virtual Earth 6.0 map. You need to ensure that the callback function runs every time a user pans or zooms the Virtual Earth map. Which event should you attach to the Virtual Earth map?

- A. onloadmap
- B. oninitmode
- C. onmousemove
- D. onchangeview
- E. onobliquechange

Answer: D

Question: 57

Your company plans to implement a store locator on its Web site. You need to center a Virtual Earth 6.0 map on a selected store location. What are two possible methods you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. VEMap.SetPitch
- B. VEMap.SetMapMode
- C. VEMap.PanToLatLong
- D. VEMap.StartContinuousPan
- E. VEMap.SetCenterAndZoom

Answer: C, E

Question: 58

Your company requires you to perform the following tasks: Display the office in three-dimensional mode. Provide viewing direction for the map. Use a map style of aerial maps with overlaid labels. You need to meet the outlined requirements. Which three actions should you perform? (Each correct answer presents part of the solution. Choose three.)

- A. Set the bird's eye scene.
- B. Set the bird's eye orientation.
- C. Use the VEMapViewSpecification class.
- D. Set the map style to VEMapStyle.Hybrid.
- E. Set the map mode to VEMapMode.Mode3D.

Answer: C, D, E

Question: 59

Your customer uses a Virtual Earth 6.0 map to display a road map. You need to ensure that the map displays aerial images with overlaid labels when the map is initially loaded. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. map = new VEMap('mymap'); map.LoadMap();
- B. map = new VEMap('mymap'); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'o', false);
- C. map = new VEMap('mymap'); map.LoadMap(); map.SetMapStyle(VEMapStyle.Hybrid);
- D. map = new VEMap('mymap'); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'h', true);

Answer: C, D

Question: 60

You need to display a navigation control that permits the rotation of a three-dimensional Virtual Earth 6.0 map. Which code segment should you use?

- A. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(); map.Show3DNavigationControl(); }`
- B. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(); map.SetMapMode(VEMapMode.Mode3D); map.Hide3DNavigationControl(); }`
- C. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(null, null, null, false, VEMapMode.Mode3D); }`
- D. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(null, null, null, true, VEMapMode.Mode3D); map.Hide3DNavigationControl(); }`
- E. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(null, null, null, true, VEMapMode.Mode3D); map.Show3DNavigationControl(); }`

Answer: C

Question: 61

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

Question: 62

Your company displays customer locations on a Virtual Earth 6.0 map. You need to identify the current map display area. Which method should you use?

- A. `VEMap.GetCenter`
- B. `VEMap.GetMapView`
- C. `VEMap.GetMapMode`
- D. `VEMap.GetZoomLevel`

Answer: B

Question: 63

You need to configure the settings of your Virtual Earth 6.0 map to display apartments at a specified location using the bird's eye view. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'o', false);`
- B. `map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'o', false); map.SetMapStyle(VEMapStyle.Aerial);`
- C. `map = new VEMap('mymap '); map.LoadMap(VELatLong(47.6, -122.33), 10); map.SetMapStyle(VEMapStyle.Birdseye);`
- D. `map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'h', true);`
- E. `map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10);`

Answer: A, C

Your customer disables all standard mouse events on a Virtual Earth 6.0 map. You need to add a double-click function on the left mouse button for the map. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `function DbClickHandler(e) { alert("DoubleClick"); } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("onmousedown",DbClickHandler); }`
- B. `function DbClickHandler(e) { alert("DoubleClick"); return false; } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",DbClickHandler); }`
- C. `function DbClickHandler(e) { alert("DoubleClick"); return true; } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",DbClickHandler); }`
- D. `function DbClickHandler(e) { alert("DoubleClick"); } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",DbClickHandler); }`
- E. `function DbClickHandler(e) { alert("DoubleClick"); return false; } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",init); }`

Answer: B, D

Question: 65

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

Question: 66

Your company wants to display customer locations as pushpins on a Virtual Earth 6.0 map. You need to ensure that the pushpins are loaded after the Virtual Earth map is loaded. Which code segment should you use?

- A. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(new VELatLong(47.22, 122.44), 12, 'r', false); map.onLoadMap = function(){...Load the pushpins...}; }`
- B. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(new VELatLong(47.22, -122.44), 12, 'r', false); map.AttachEvent('oninitmode', function(){...Load the pushpins...}); }`
- C. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(new VELatLong(47.22, -122.44), 12, 'r', false); map.AttachEvent('onchangeview', function(){...Load the pushpins...}); }`
- D. `function GetMap() { map = new VEMap('myMap'); map.onLoadMap = function(){...Load the pushpins...}; map.LoadMap(new VELatLong(47.22, -122.44), 12, 'r', false); }`

Answer: D

Question: 67

Your company's Web site has a Virtual Earth 6.0 map. You create custom buttons. You need to ensure that Web site users are able to pan the map to the north-east direction. What should you do?

- A. Use VEMap.Pan with delta x > 0 and delta y > 0.
- B. Use VEMap.Pan with delta x > 0 and delta y < 0.

- C. Use `VEMap.Pan` with $\Delta x < 0$ and $\Delta y > 0$.
- D. Use `VEMap.Pan` with $\Delta x < 0$ and $\Delta y < 0$.

Answer: B

Microsoft 70-544 (C#)

Question: 1

You are creating a Web application. The opening page of the application pre-loads a fixed map that displays your office location. You need to ensure that the map displays a bird's eye view of your office location. You also need to ensure that the view remains fixed. Which code segment should you use?

- A. `Map.LoadMap(new VELatLong(40.689167,-74.04472),14,'o',true, VEMapMode.Mode2D, false);`
- B. `Map.LoadMap(new VELatLong(40.689167,-74.04472),14,'o',false, VEMapMode.Mode2D, false);`
- C. `Map.LoadMap(new VELatLong(40.689167,-74.04472),14,'o',true, VEMapMode.Mode3D, false);`
- D. `Map.LoadMap(new VELatLong(40.689167,-74.04472),14,'h',false, VEMapMode.Mode3D, false);`

Answer: A

Question: 2

You are creating a Virtual Earth 6.0 map. The map displays a pop-up box. You call the `ClearInfoBoxStyles` method. You need to set the fill color of the pop-up box to yellow. Which Cascading Style Sheet (CSS) class should you use?

- A. `.customInfoBox-body { color: Yellow; }`
- B. `.customInfoBox-body { background-color: Yellow; }`
- C. `.ero .ero-previewArea { color: Yellow; }`
- D. `.ero .ero-previewArea { background-color: Yellow; }`

Answer: B

Question: 3

You are creating a Web application. You are given the URL of a Web page. When the URL is encoded with map control properties, it generates custom maps by using the Virtual Earth 6.0 map control. The Web page uses the following JavaScript code segment to decode the URL.

```
var pos=location.search.indexOf("?") +1; var loc1=location.search.substr(pos); var point1=loc1.split(" & "); var a= point1[0]; var b= point1[1]; var c= point1[2]; var d=point1[3]; var e= point1[4]; var f= point1[5]; var g= point1[6]; map=new VEMap('myMap'); map.LoadMap(new VELatLong(a,b),c,d,e,f,g);
```

You need to encode the URL to generate a custom map by using your own settings.

Which encoded URL should you use?

- A. <http://www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&0&h&1&6&1>
- B. <http://www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&12&r&0&2&1>
- C. <http://www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&1&a%&0&14&0>
- D. <http://www.mymappingsite.com/mymappage.aspx?a=40.689167&b=74.04472&c=21&d=o&e=0&f=2&g=0>

Answer: B

Question: 4

You are creating an application that will display a Virtual Earth 6.0 map inside a pop-up window that will be viewed by using Microsoft Internet Explorer. You write the following code segment.

```
01 var map = null; 02 function GetMap(){ 03 map = new  
VEMap('Map'); 04 map.LoadMap(); 05 ... 06 } You need to ensure  
that the following requirements are met: The height of the map is  
half the height of the pop-up window. The width of the map is  
one-third the width of the pop-up window. Which code segment  
should you insert at line 05?
```

- A. `Document.getElementById('Map').style.width = document.body.offsetWidth/3;
document.getElementById('Map').style.height = document.body.offsetHeight/2;`
- B. `Map.Resize(document.body.style.width/3, document.body.style.height/2);`
- C. `Map.Resize(document.body.offsetWidth/3, document.body.offsetHeight/2);`
- D. `Document.getElementById('Map').style.width = document.body.style.width/3;
document.getElementById('Map').style.height = document.body.style.height/2;`

Answer: C

Question: 5

You are creating a browser-based Web application by using Virtual Earth 6.0 map control. A Web page of the application has a map and a list of locations. When a user selects a location from the list, the application must meet the following requirements: A default view of the selected location is loaded. The selected location is centered. The selected location appears in the three-dimensional mode, at an oblique pitch, and heads due north. You need to program Virtual Earth map control to ensure that the requirements are met. Which code segment should you use?

- A. `var defView1= new VEMapViewSpecification(new VELatLong(40.68,-74.04), 16, 360, -45, 0); map.SetMapMode(VEMapMode.Mode3D); map.SetMapView(defView1);`
- B. `var defView1= new VEMapViewSpecification(new VELatLong(40.68,-74.04), 16, 360, 45, 0); map.Loadmap(defView1); map.SetMapMode(VEMapMode.Mode3D);`
- C. `var defView1= new VEMapViewSpecification(new VELatLongRectangle (40.88,-73.8, 40.48,74.28), 16, 360, -45, 0); map.SetMapMode(VEMapMode.Mode3D); map.SetMapMode(defView1);`

D. var defView1= new VEMapViewSpecification(new VELatLongRectangle (40.88,-73.8, 40.48, 74.28), 16, 360, 45, 0); map.Loadmap(defView1); map.SetMapMode(VEMapMode.Mode3D);

Answer: A

Question: 6

You are creating a Virtual Earth 6.0 map. You use a page template that has a transparent header. You write the following HTML fragment to define the template.

```
01 <head> 02 <script type="text/javascript"> 03 var map
= null; 04 function GetMap(){ 05 FormatMap(); 06 map =
new VEMap('Map'); 07 map.LoadMap(); 08 } 09 function
FormatMap(){ 10 var mapEl =
document.getElementById('Map'); 11 var headEl =
document.getElementById('Header'); 12 ... 13 } 14
</head> 15 <body onload="GetMap();"> 16 <div
id='Header' style="position: relative; left: 5px; top: 5px;
width:400px; height:100px; border: 2px solid black;"> 17
Header 18 </div> 19 <div id='Map'></div> 20 </body>
```

You need to position the map so that the header is overlaid on the map and centered at the top. Which code segment should you insert at line 12?

- A. mapEl.style.position = "absolute";
mapEl.style.top = "5px";
mapEl.style.left = "5px";
mapEl.style.width = "400px";
mapEl.style.height = "400px";
mapEl.style.zIndex = -1;
- B. mapEl.style.position = "absolute";
mapEl.style.top = "5px"; mapEl.style.left =
"5px"; mapEl.style.width =
headEl.style.width; mapEl.style.height =
headEl.style.height; mapEl.style.zIndex = 0;
- C. mapEl.style.position = headEl.style.position;
mapEl.style.top = headEl.style.top;
mapEl.style.left = headEl.style.left;
mapEl.style.width = headEl.style.width;
mapEl.style.height = headEl.style.height;
mapEl.style.zIndex = -1;
- D. mapEl.style.position = headEl.style.position;
mapEl.style.top = headEl.style.top;

```

mapEl.style.left = headEl.style.left;
mapEl.style.width = headEl.style.width;
mapEl.style.height = headEl.style.height;
mapEl.style.zIndex = headEl.style.zIndex;

```

Answer: A

Question: 7

You are creating a Virtual Earth 6.0 application. The application allows users to enter an address and view the corresponding mapped location. A Print Preview link appears next to the location. The link opens a pop-up window that contains the location information in a query string. The map load in the pop-up window is defined by the following code segment. (Line numbers are included for reference only.)

```

01 var loc = ... ; 02 var map = null; 03 function GetMap(){ 04 map = new
VEMap('PrintPreviewMap'); 05 map.LoadMap(); 06 ... 07 }

```

The variable named loc in the code segment is an object that contains the id, address, latitude, longitude, and zoom properties that are present in the query string. You need to ensure that the pop-up window meets the following requirements: It uses the properties in the query string to display the location. It does not display map controls. Which code segment should you insert at line 06?

- A. map.PanToLatLong(new VELatLong(loc.latitude, loc.longitude));
map.AddPushpin(map.GetCenter()); map.SetZoom(loc.zoom);
map.HideDashboard();
- B. map.PanToLatLong(new VELatLong(loc.latitude, loc.longitude)); map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(loc.latitude, loc.longitude)));
document.getElementById(map_dashboard).style.display = "none";
- C. map.FindLocation(loc.address); map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(loc.latitude, loc.longitude)));
document.getElementById('map_dashboard').style.display = "none";
- D. map.SetCenterAndZoom(new VELatLong(loc.latitude, loc.longitude), loc.zoom);
map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(loc.latitude, loc.longitude))); map.HideDashboard();

Answer: D

Question: 8

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. <a id="Link" href="http:

//www.mymappingsite.com/mymappage.aspx?40.689167&-74.04472&16&h">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

Question: 9

You are creating a Web application by using the Virtual Earth 6.0 map control. A Web page of the application loads two map controls named Map1 and Map2. Map1 displays a navigable, primary map. Map2 is the secondary instance of Map1 and displays an overview of the primary map. You need to ensure that when the user navigates the primary map, the overview is automatically updated. Which code segment should you use?

A. Map1 = new VEMap('myMap'); Map1.LoadMap(); Map1.SetMapView(defView1); Map1.AttachEvent("onresize", UpdateOverview);
B. Map2 = new VEMap('myMap'); Map2.LoadMap(); Map2.SetMapView(defView1); Map2.AttachEvent("onresize", UpdateOverview);
C. Map1 = new VEMap('myMap'); Map1.LoadMap(); Map1.SetMapView(defView1); Map1.AttachEvent("onchangeview", UpdateOverview);
D. Map2 = new VEMap('myMap'); Map2.LoadMap(); Map2.SetMapView(defView1); Map2.AttachEvent("onchangeview", UpdateOverview);

Answer: C

Question: 10

You are creating a Virtual Earth 6.0 application. The Web pages of the application contain a header section, a body section, and a map control section. The body section of the Web pages contains the following code fragment. (Line numbers are included for reference only.)

```
01 <div id='Header' style="width:400px; 02  
height:100px; background-color: red;"></div> 03  
... 04 <div id='Controls' style="width:400px;"> 05  
<p align="center">Search text:&nbsp; 06 <input  
type='text' id='Where' /> 07 <input type='button'  
id='Search' value='Search' 08 onclick="Find();" />  
09 </p> 10 </div>
```

You need to ensure that the maps contained on the Web pages fit correctly between the header section and the map control section. Which code fragment should you insert at line 03?

A. <div id='Map' style="position:absolute; width:400px; height:400px;"></div>
B. <div id='Map' style="position:relative; width:400px; height:400px;"></div>

C. <div id='Map' style='position:absolute; top:100px; width:400px; height:400px;'></div>
D. <div id='Map' style='position:relative; top:100px; width:400px; height:400px;'></div>

Answer: B

Question: 11

You are creating a Web application by using the Virtual Earth 6.0 map control. A Web page of the application provides navigational aid to the users. When the Web page loads, it must meet the following requirements: The map must appear in the two-dimensional mode. The users must be able to view the roads on the map and navigate through the map. The users must not be able to change the map to the three-dimensional mode. You need to ensure that the Web page meets the requirements. Which code segment should you use?

- A. map.LoadMap(new VELatLong(-33.85,18.6), 11,'r', true, VEMapMode.Mode2D, false);
- B. map.LoadMap(new VELatLong(-33.85,18.6),11,'r', false, VEMapMode.Mode2D, false);
- C. map.LoadMap(new VELatLong(-33.85,18.6),11,'r', true, VEMapMode.Mode2D, true);
- D. map.LoadMap(new VELatLong(-33.85,18.6),11,'r', false, VEMapMode.Mode2D, true);

Answer: B

Question: 12

You are creating a Web application by using the Virtual Earth 6.0 map control. A Web page of the application loads a map of a predefined location by using the following code segment. var map = null; var defView1= new VEMapViewSpecification(new VELatLong(40.689167,-74.04472), 16, 360, -45, 0); function GetMap(){ map = new VEMap('myMap'); map.LoadMap(); map.SetMapView(defView1); map.SetMapStyle('h') map.SetMapMode(VEMapMode.Mode3D); } You need to display a zoomed out view of the main map in a separate control on the same Web page. Which code segment should you use?

- A. map.ShowMiniMap(50, 300);
- B. map2=new VEMap('myOverViewMap'); defView1=map.GetMapView(); var zL=map.GetZoomLevel(); map2.LoadMap(); map2.SetMapView(defView1); zL=zL-6; map2.SetZoomLevel(zL);
- C. map2=new VEMap('myOverViewMap'); defView1=map.GetMapView(); var zL=map.GetZoomLevel(); map.ShowControl('myOverViewMap'); map2.SetMapView(defView1); zL=zL-6; map2.SetZoomLevel(zL);
- D. map2= map.ShowMiniMap(50, 300); defView1=map.GetMapView(); var zL=map.GetZoomLevel(); map2.LoadMap(); map2.SetMapView(defView1); zL=zL-6; map2.SetZoomLevel(zL);

Answer: B

Question: 13

You are creating a Virtual Earth 6.0 application to be viewed by using Microsoft Internet Explorer. The Web pages of the application contain maps. The head section of the Web pages contains the following code fragment. `<script type="text/javascript"> var map = null; function GetMap(){ map = new VEMap('Map'); map.LoadMap(); ResizeMap(); } </script> <style type="text/css"> html, body{ overflow:hidden; } </style>` The body section of the Web pages contains the following code fragment. `<body onload="GetMap();"> <div id='Map' style="position:relative; width:400px; height:400px;"></div> </body>` You need to resize the maps on the Web pages so that they exactly fit into the dimensions of the available browser area. Which code segment should you use?

- A. `function ResizeMap(){ document.getElementById('Map').style.width = "100%"; document.getElementById('Map').style.height = "100%"; }`
- B. `function ResizeMap(){ document.getElementById('Map').style.width = screen.availWidth; document.getElementById('Map').style.height = screen.availHeight; }`
- C. `function ResizeMap(){ var height = screen.height; var width = screen.width; map.Resize(width, height);}`
- D. `function ResizeMap(){ var height = document.body.offsetHeight; var width = document.body.offsetWidth; map.Resize(width, height); }`

Answer: D

Question: 14

You are creating a Virtual Earth 6.0 application. A Web page of the application contains the following code segment. `control = document.createElement ("div"); control.id = "CustomControl ";` A custom control must be added on top of the map on the Web page. You need to ensure that the custom control responds only to its own mouse-click events. Which code segment should you use?

- A. `control.innerHTML = "<input type='button' value='Click' onclick = ' ClickHandler ()' />"; map.AddControl (control);`
- B. `control.innerHTML = "<input type='button' value='Click' />"; map.AddControl (control); map.AttachEvent (" onclick ", ClickHandler );`
- C. `control.innerHTML = "<input type='button' value='Click' onclick = ' ClickHandler ()' />"; document.getElementById ('Map'). appendChild (control);`
- D. `control.innerHTML = "<input type='button' value='Click' />"; document.getElementById ('Map'). appendChild (control); document.getElementById (' CustomControl '). attachEvent (" onclick ", ClickHandler);`

Answer: A

Question: 15

You want to define a route specification for the fastest route in the United Kingdom between a start point, 30 intermediate stops, and an end point. You call the Microsoft MapPoint Web Service method named CalculateSimpleRoute. You also set an array of latitude and longitude values for all the points and stops as the first parameter. You need to set the required parameters for the route specification. What should you do?

- A. Set the data source parameter to MapPoint.EU and use Quickest as the value for the SegmentPreference parameter.
- B. Set the data source parameter to MapPoint.BR and use Quickest as the value for the SegmentPreference parameter.
- C. Set the data source parameter to MapPoint.EU and use Shortest as the value for the SegmentPreference parameter.
- D. Set the data source parameter to MapPoint.EU and use PreferredRoads as the value for the SegmentPreference parameter.
- E. Set the data source parameter to MapPoint.World and use PreferredRoads as the value for the SegmentPreference parameter.

Answer: A

Question: 16

Your company salesman plans to visit five customers located in five different cities. You need to display the shortest route that covers all five customer locations on a Web-based map. What should you do?

- A. Call the VEMap.GetRoute method. Set the route type to shortest.
- B. Call the Route.Calculate method and the Waypoints.Optimize method.
- C. Call the RouteServiceSoap.CalculateSimpleRoute method by using the MapPoint.World datasource, an array with latitude and longitude values, and the value shortest for the SegmentPreference parameter. Call the RenderServiceSoap.GetMap method.
- D. Call the RouteServiceSoap.CalculateSimpleRoute method by using the MapPoint.WorldRoutable data source, an array with latitude and longitude values, and the value shortest for the SegmentPreference parameter. Call the RenderServiceSoap.GetMap method.

Answer: D

Question: 17

You add a new pushpin to a Virtual Earth 6.0 map. You are creating an algorithm to calculate the polygon representation of a pushpin cluster. You write a step to verify that the pushpin belongs to the cluster. You need to identify whether to recalculate the polygon representation. What should you do?

- A. Calculate the convex hull of all pushpins and verify whether the location of the new pushpin lies outside the convex hull.
- B. Calculate the bounding box of all pushpins and verify whether the location of the new pushpin lies inside the bounding box.
- C. Calculate whether the location of the new pushpin overlaps the center point of all pushpins.
- D. Calculate the minimum bounding rectangle of the polygon and verify whether the location of the new pushpin lies inside the minimum bounding rectangle.

Answer: A

Question: 18

You have the following information about a hurricane path:

Latitudes

Longitudes Time Description A measure point of the above data every 10 minutes You need to display the movement, time, and description of the hurricane path on a Virtual Earth

6.0 map. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Import a GeoRSS feed to a new layer.
- B. Import a Live Maps collection to a new layer.
- C. Store the hurricane path as a Live Maps collection.
- D. Encode the measure points as a GeoRSS feed.
- E. Encode the measure points as pushpins by using the `VEShape.SetPoints` method.
- F. Encode the hurricane path as a polyline by using the `VEShape(VEShapeType, points)` method.

Answer: A, D

Question: 19

A news channel wants to display live traffic incident information for a city on a Web site. You develop a three-tier architecture. The Microsoft MapPoint Web Service delivers traffic information that is managed by a user-defined class. The class acts as a SOAP-AJAX connector. Users interact with a Virtual Earth 6.0 map that is already loaded. You need to ensure that the traffic incident information is displayed on a new layer of the Virtual Earth map as the map is navigated by the users. Which sequence of actions should you perform? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Use a class to issue a SOAP request to MapPoint Web Service.	
On the primary page, run the JavaScript commands to add the pushpins.	
Capture the onchangeview event when a user pans or zooms the Virtual Earth map.	
Use the callback method for the onchangeview event to issue an HTTP request to the <code>HttpHandler</code> page. Delegate the request to the MapPoint Web Service Traffic class.	
Generate a text response based on the MapPoint Web Service SOAP response that consists of <code>AddPushpin</code> JavaScript commands for the traffic information. Return the response back to the primary page by using the handler.	

Answer:

List of Actions	Answer Area
Use a class to issue a SOAP request to MapPoint Web Service.	Capture the onchangeview event when a user pans or zooms the Virtual Earth map.
On the primary page, run the JavaScript commands to add the pushpins.	Use the callback method for the onchangeview event to issue an HTTP request to the HttpHandler page. Delegate the request to the MapPoint Web Service Traffic class.
Capture the onchangeview event when a user pans or zooms the Virtual Earth map.	Use a class to issue a SOAP request to MapPoint Web Service.
Use the callback method for the onchangeview event to issue an HTTP request to the HttpHandler page. Delegate the request to the MapPoint Web Service Traffic class.	Generate a text response based on the MapPoint Web Service SOAP response that consists of AddPushpin JavaScript commands for the traffic information. Return the response back to the primary page by using the handler.
Generate a text response based on the MapPoint Web Service SOAP response that consists of AddPushpin JavaScript commands for the traffic information. Return the response back to the primary page by using the handler.	On the primary page, run the JavaScript commands to add the pushpins.

Question: 20

You need to create a cluster of pushpins for a large dataset that takes the least amount of time to load on a Virtual Earth 6.0 map. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Start clustering by using the VEMap.onendzoom event.
- B. Start clustering by using the VEMap.onchangeview event.
- C. Implement client-side clustering by using JavaScript.
- D. Implement server-side clustering by using Microsoft ASP.NET 2.0.

Answer: B, D

Question: 21

You upload territory information to a data source on the Microsoft MapPoint Web Service. You receive the coordinates of a moving vehicle every 30 seconds. You need to identify the territory where the vehicle is currently located. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Call the FindById method.
- B. Call the FindPolygon method.
- C. Call the FindByProperty method.
- D. Create a FindPolygonSpecification object by using the LatLongSpatialFilter class.
- E. Create a FindPolygonSpecification object by using the LatLongRectangleSpatialFilter class.

Answer: B, D

Question: 22

You are using Microsoft MapCruncher. You need to create prerendered tiles from a GIS point layer data file. You also need to integrate the tiles on an existing tile server. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Import the tile layer into the Virtual Earth 6.0 application.	
Set a minimum of two correspondences.	
Load raster data into MapCruncher.	
Convert point layer data to raster layer data by using a GIS tool.	
Start rendering data for every zoom level.	
Copy the tiles to a Web server that can be accessed from the Internet.	

Answer:

List of Actions	Answer Area
Import the tile layer into the Virtual Earth 6.0 application.	
Set a minimum of two correspondences.	
Load raster data into MapCruncher.	Load raster data into MapCruncher.
Convert point layer data to raster layer data by using a GIS tool.	Set a minimum of two correspondences.
Start rendering data for every zoom level.	Start rendering data for every zoom level.
Copy the tiles to a Web server that can be accessed from the Internet.	Copy the tiles to a Web server that can be accessed from the Internet.
	Import the tile layer into the Virtual Earth 6.0 application.

Question: 23

A Virtual Earth 6.0 application loads locations from a local Microsoft SQL Server 2005 database. You update locations in the database manually. You plan to automate the manual process. You need to ensure that the automation process updates the maximum number of locations in the least amount of time. What should you do?

- A. Call the Find method for each location by using Microsoft MapPoint Web Service.
- B. Call the FindAddress method for each location by using Microsoft MapPoint Web Service.
- C. Push all locations to Customer Data Services by using the UploadSpecification class, and retrieve the results.
- D. Push all locations to Customer Data Services by using the BatchGeocodeSpecification class, and retrieve the results.

Answer: D

Question: 24

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

Question: 25

You are updating a Virtual Earth 6.0 store locator. A database table named Stores contains the City and State fields. A Microsoft SQL Server 2005 function named CalculateDistance measures the distance between two points. The store locator contains a stored procedure named LookupStores that retrieves the names of stores located in a given city and state. The city and state are passed in as parameters to the stored procedure. You need to extend the store locator to support a proximity search within a given radius. Which two tasks should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Add a Radius field to the Stores table.
- B. Add a Distance field to the Stores table.
- C. Add Latitude and Longitude fields to the Stores table.
- D. Extend the LookupStores stored procedure to use CalculateDistance.
- E. Create a new stored procedure that uses CalculateDistance along with the result set from the LookupStores stored procedure.
- F. Create a new stored procedure that uses CalculateDistance along with the entire data set from the Stores table.

Answer: C, F

Question: 26

You are creating a custom tile set by using Microsoft MapCruncher. The tile set must overlay a weather map image in a Virtual Earth 6.0 application by using MapCruncher. You need to perform two tasks before using MapCruncher to create the custom tile set. Which two tasks should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Split the weather map image into tiles.
- B. Obtain the latitude and longitude coordinates for the corners of the weather map image.
- C. Apply the proper alpha filter to the weather map image to display any transparent portions on the Virtual Earth map.
- D. Obtain low resolution weather map images for low zoom levels and high resolution weather map images for high zoom levels.

Answer: B, C

Question: 27

You are managing Microsoft MapPoint Web Service (MWS) data in an application by using the Customer Services site. The application uses the DS_ONE data source stored on the Customer Services site. The application displays several records in the wrong locations on the map. You need to display these records correctly on the map. What should you do?

- A. View the data source geocoding results. Filter on match code. Manually edit all the resulting locations through the Customer Services site.
- B. Download the data source. Remove the latitude and longitude data. Re-upload the corrected data to the Customer Services site.
- C. Download the data source. Update all the locations by using a Find or FindAddress call. Re-upload the corrected data to the Customer Services site.

D. Download the data source. Update each bad geocode by using a Find or FindAddress call. Re-upload the corrected data to the Customer Services site.

Answer: A

Question: 28

You create a Microsoft MapPoint Web Service application that accepts routes from users. You need to find points of interest that are within one mile of a route or within three miles of the endpoints of the route. What are two possible ways to achieve the goal? (Each correct answer presents a complete solution. Choose two.)

A. `findNearRouteSpec.Distance = 1; findResults = findService.FindNearRoute(findNearRouteSpec); foundLocations.Add(findResults); findNearbySpec.Distance = 3; findNearbySpec.LatLong = startLatLong; findResults = findService.FindNearby(findNearbySpec); foundLocations.Add(findResults); findNearbySpec.LatLong = endLatLong; findResults = findService.FindNearby(findNearbySpec); foundLocations.Add(findResults);`

B. `findNearRouteSpec.Distance = 1; findResults = findService.FindNearRoute(findNearRouteSpec); foundLocations.Add(findResults); findNearbySpec.Distance = 3; foreach (FindResult findResult in findResults.Results) { findNearbySpec.LatLong = findResult.FoundLocation.LatLong; findResults = findService.FindNearby(findNearbySpec); foundLocations.Add(findResults); }`

C. `findNearRouteSpec.Distance = 1; findResults = findService.FindNearRoute(findNearRouteSpec); foundLocations.Add(findResults); findNearbySpec.Distance = 3; foreach (Segment segment in route.Itinerary.Segments) { findNearbySpec.LatLong = segment.Waypoint.Location.LatLong; findResults = findService.FindNearby(findNearbySpec); foundLocations.Add(findResults); }`

D. `findNearRouteSpec.Distance = 1; findResults = findService.FindNearRoute(findNearRouteSpec); foundLocations.Add(findResults); findNearbySpec.Distance = 3; foreach (Segment segment in route.Itinerary.Segments) { foreach (Direction direction in segment.Directions) { findNearbySpec.LatLong = direction.LatLong; findResults = findService.FindNearby(findNearbySpec); foundLocations.Add(findResults); } }`

Answer: A, C

Question: 29

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

You are integrating third-party data into a Virtual Earth 6.0 application. The data that is retrieved from the third party is stored in an array named Results. The Results array is stored inside a Web handler. The data is stored in the following format.

```
R
results[0]["name"] = "A. Datum Corporation"; Results[0]["address"] = " 123 Main St. , New
York , NY "; Results[0]["latitude"] = "40.123"; Results[0]["longitude"] = "-70.456";
Results[0]["thumbnail"] = "http://www.adatum.com/st3465.jpg"; ... Results[x]
The Web handler uses the GeoRSSFeed class to accept items of type GeoRSSItem. The class contains the
ToString() method that writes the GeoRSS feed to a string. The Web handler GeoRSS
integration is defined by the following code segment. (Line numbers are included for reference
only.) 01 GeoRSSFeed feed = new GeoRSSFeed(); 02 GeoRSSItem curlItem; 03 for (int i = 0; i
< Results.length; i++){ 04 curlItem = new GeoRSSItem(); 05 ... 06 feed.Add(curlItem); 07 } 08 //
Write feed to HTTP Response 09 context.Write(feed.ToString());
```

The Web handler uses the GeoRSSItem class that contains the following code segment. (Line numbers are included for reference only.)

```
10 public class GeoRSSItem { 11 public Dictionary < string, string > elements;
12 public GeoRSSItem(){ 13 elements = Dictionary < string, string > (); 14 }
15 public void Add(string pName, string pValue){ 16 elements.Add(pName,
pValue); 17 } 18 }
You need to encode the data inside the Results array into
the GeoRSS format. Which code segment should you insert at line 05?
```

A. `String [] keys = Results[i].Keys; String curKey; For (int i = 0; i < keys.length; i++){ curKey = keys[i]; curlItem.Add(curKey, Results[i][curKey]); }`

B. `curlItem.Add("title", Results[i]["name"]); curlItem.Add("description", Results[i]["address"]); curlItem.Add("latitude", Results[i]["latitude"]); curlItem.Add("longitude", Results[i]["longitude"]); curlItem.Add("icon", Results[i]["thumbnail"]);`
C. `curlItem.Add("title", Results[i]["name"]); curlItem.Add("description", string.Format("{0}{1}", _ Results[i]["address"], _ Results[i]["thumbnail"]); curlItem.Add("latitude", Results[i]["latitude"]); curlItem.Add("longitude", Results[i]["longitude"]);`
D. `curlItem.Add("name", Results[i]["name"]); curlItem.Add("address", string.Format("{0}{1}", _ Results[i]["address"], _`

```
Results[i]["thumbnail"]); curlItem.Add("latitude",  
Results[i]["latitude"]); curlItem.Add("longitude",  
Results[i]["longitude"]);
```

Answer: C

Question: 31

You are writing a code segment for a Virtual Earth 6.0 application. The code segment returns data for multiple locations to a client-side JavaScript function that makes the initial request. The returned data contains the following properties for each location: ID Latitude Longitude Address. You need to format all locations and their properties in JavaScript Object Notation (JSON) format. Which code segment should you use?

A. `var results = new Array();
results[0] = 123; results[1] =
40.0; results[2] = -74.0;
results[3] = "123 Main St.";`

B. `var results = new Array();
results[0] = new Array();
results[0][0] = 123; results[0][1]
= 40.0; results[0][2] = -74.0;
results[0][3] = " 123 Main St .";`

C. `var results = { ID: 123,
Latitude: 40.0, Longitude: -
74.0, Address: " 123 Main St
."`

`};
D. var results = { 0:{ ID:
123, Latitude: 40.0,
Longitude: -74.0, Address: "
123 Main St " } };`

Answer: D

Question: 32

You are creating a North American reverse geocoding application by using the Microsoft MapPoint Web Service. The application must convert the latitude and longitude coordinates of a point on the map into a string that contains the city, province/state, and country. You need to obtain the string in the following format: "city, province/state, country". Which code segment should you use?

A. `GetInfoOptions getInfoOptions = new GetInfoOptions(); getInfoOptions.IncludeAddresses = true;`

```

getInfoOptions.IncludeAllEntityTypes = true; Location[] locations =
findService.GetLocationInfo(origin, "MapPoint.NA", getInfoOptions) string address
= locations[0].Entity.DisplayName;
B. getInfoOptions getInfoOptions = new GetInfoOptions(); getInfoOptions.IncludeAddresses =
false; getInfoOptions.IncludeAllEntityTypes = false; getInfoOptions.EntityTypesToReturn = new
string[] { "PopulatedPlace" }; Location[] locations = findService.GetLocationInfo(origin,
"MapPoint.NA", getInfoOptions); string address = locations[0].Entity.DisplayName;

C. getInfoOptions getInfoOptions = new GetInfoOptions(); getInfoOptions.IncludeAddresses =
true; getInfoOptions.IncludeAllEntityTypes = false; getInfoOptions.EntityTypesToReturn = new
string[] { "PopulatedPlace" }; Location[] locations = findService.GetLocationInfo(origin,
"MapPoint.NA", getInfoOptions); string address = locations[0].Entity.DisplayName;

D. getInfoOptions getInfoOptions = new GetInfoOptions(); getInfoOptions.IncludeAddresses =
true; getInfoOptions.IncludeAllEntityTypes = false; getInfoOptions.EntityTypesToReturn = new
string[] { "AdminDivision1" }; Location[] locations = findService.GetLocationInfo(origin,
"MapPoint.NA", getInfoOptions) string address = locations[0].Entity.DisplayName;

```

Answer: B

Question: 33

You deploy a Virtual Earth 6.0 application that uses Microsoft ASP.NET Asynchronous JavaScript and XML (AJAX) implementation to retrieve data. The myAjaxCallback function evaluates any AJAX response. The function contains the following code segment. (Line numbers are included for reference only.)

```

01 function myAjaxCallback () {
02   if (xmlHttp.readyState == 4) {
03     ...
04   }
05 }

```

At the time the request was made, the server was overloaded. When the server processed the AJAX request, the server returned an error message. You need to ensure that the application does not produce a fatal exception due to the error generated from the AJAX response. Which code segment should you insert at line 03?

- A. `if(xmlHttp.status == 200){ eval(xmlHttp.responseText); } else{ // Update user with status here. }`
- B. `try{ eval(xmlHttp.responseText); } catch(error){ // Update user with status here. }`
- C. `try{ eval(xmlHttp.responseText); } catch(error){ eval(xmlHttp.responseXML); }`
- D. `try{ eval(xmlHttp.responseText); } catch(error){ if(xmlHttp.status == 200){ eval(xmlHttp.responseText); } }`

Answer: A

Question: 34

You create a Web page that contains a Virtual Earth 6.0 map. You want to track how your users are interacting with the map. You need to track the following usage data. number of Virtual Earth transactions zoom usage map styles that are being used Which two methods or events should you use? (Each correct answer presents part of the solution. Choose two.)

- A. Scroll

- B. Onmousemove
- C. Onchangeview
- D. VEMap.Find
- E. VEMap.ShowInfoBox

Answer: C, D

Question: 35

You need to add a reference of the Virtual Earth 6.0 map control to a Web page of an application. What should you do?

- A. Use the following code segment. `<script type="text/Javascript" src="http://dev.virtualearth.net/mapcontrol/v6/mapcontrol.js"></script>`
- B. Use the following code segment. `<script type="text/javascript" src="http://dev.virtualearth.net/mapcontrol/mapcontrol.asmx?v=6"></script>`
- C. Use the following code segment. `<script type="text/javascript" src="http://dev.virtualearth.net/mapcontrol/mapcontrol.ascx?v=6"></script>`
- D. Use the following code segment. `<script type="text/javascript" src="http://dev.virtualearth.net/mapcontrol/mapcontrol.ashx?v=6"></script>`

Answer: D

Question: 36

You are creating a Web application by using the Virtual Earth 6.0 map control in the Microsoft Visual Studio environment. A Web page in the application is programmed by using the client-side JavaScript code. You insert break points at appropriate locations within the code. When you debug the application, you find that you are able to step into the server-side code. However, you are unable to step into the client-side JavaScript code. You need to debug the client-side JavaScript code. What should you do?

- A. In the client-side JavaScript code, insert the Debugger command before each break point.
- B. In Visual Studio, select the Attach to Process option from the Debug menu. Then attach the debugger to the Microsoft Internet Explorer process.
- C. In Microsoft Internet Explorer, clear the Disable Script Debugging (Internet Explorer) option in the Internet Options dialog box.
- D. In Microsoft Internet Explorer, select the Enable Display a notification about every script error option in the Internet Options dialog box.

Answer: C

Question: 37

You are creating a Web application by using the Virtual Earth 6.0 map control in Microsoft Visual Studio 2005. You program a Web page in the application by using client-side JavaScript code. When you load the Web page, it returns an error message. You are unable to identify the point of failure in the code. You need to identify the line at which the code fails by executing the client-side JavaScript code step by step. Which code segment should you use?

- A. `function GetMap(){ try{ map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); } catch(e){ alert(e.message); } }`
- B. `function GetMap(){ try{ map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); debugger; } catch(e){ alert(e.message); } }`
- C. `function GetMap(){ try{ map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); } catch(e){ debugger; alert(e.message); } }`
- D. `function GetMap(){ try{ debugger; map = new VEMap('myMap'); map.LoadMap(new VELatLong(-33.85,19),8,'h' ,false); } catch(e){ alert(e.message); } }`

Answer: D

Question: 38

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

Question: 39

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

Question: 40

Your Microsoft MapPoint Web Service (MWS) User Id is 124566, and your MWS password is P@ssw0rd. You need to use MWS to create an application. Which code segment should you use?

- A. `System.Net.NetworkCredential appCredential = new System.Net.NetworkCredential("124566", "P@ssw0rd");`
- B. `System.Security.Principal.NTAccount appCredential = new System.Security.Principal.NTAccount("124566", "P@ssw0rd");`
- C. `System.Security.Principal.GenericIdentity appCredential = new System.Security.Principal.GenericIdentity("124566", "P@ssw0rd");`
- D. `System.EnterpriseServices.SecurityIdentity appCredential = new System.EnterpriseServices.SecurityIdentity("124566", "P@ssw0rd");`

Answer: A

Question: 41

Your customer uses a Virtual Earth 6.0 map to display a road map. You need to ensure that the map displays aerial images with overlaid labels when the map is initially loaded. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `map = new VEMap('mymap'); map.LoadMap();`
- B. `map = new VEMap('mymap'); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'o', false);`

C. map = new VEMap('mymap'); map.LoadMap(); map.SetMapStyle(VEMapStyle.Hybrid);
D. map = new VEMap('mymap'); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'h', true);

Answer: C, D

Question: 42

You need to configure the settings of your Virtual Earth 6.0 map to display apartments at a specified location using the bird's eye view. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'o', false);
- B. map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'o', false); map.SetMapStyle(VEMapStyle.Aerial);
- C. map = new VEMap('mymap'); map.LoadMap(VELatLong(47.6, -122.33), 10); map.SetMapStyle(VEMapStyle.Birdseye);
- D. map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10, 'h', true);
- E. map = new VEMap('mymap '); map.LoadMap(new VELatLong(47.6, -122.33), 10);

Answer: A, C

Question: 43

Your company displays customer locations on a Virtual Earth 6.0 map. You need to identify the current map display area. Which method should you use?

- A. VEMap.GetCenter
- B. VEMap.GetMapView
- C. VEMap.GetMapMode
- D. VEMap.GetZoomLevel

Answer: B

Question: 44

Your customer disables all standard mouse events on a Virtual Earth 6.0 map. You need to add a double-click function on the left mouse button for the map. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. function DbClickHandler(e) { alert("DoubleClick"); } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("onmousedown",DbClickHandler); }
- B. function DbClickHandler(e) { alert("DoubleClick"); return false; } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",DbClickHandler); }
- C. function DbClickHandler(e) { alert("DoubleClick"); return true; } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",DbClickHandler); }
- D. function DbClickHandler(e) { alert("DoubleClick"); } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",DbClickHandler); }
- E. function DbClickHandler(e) { alert("DoubleClick"); return false; } function init() { map = new VEMap('myMap'); map.LoadMap(); map.AttachEvent("ondoubleclick",init); }

Answer: B, D

Question: 45

Your company wants to display customer locations as pushpins on a Virtual Earth 6.0 map. You need to ensure that the pushpins are loaded after the Virtual Earth map is loaded.

Which code segment should you use?

- A. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(new VELatLong(47.22, -122.44), 12, 'r', false); map.onLoadMap = function(){...Load the pushpins...}; }`
- B. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(new VELatLong(47.22, 122.44), 12, 'r', false); map.AttachEvent ('oninitmode', function(){...Load the pushpins...}); }`
- C. `function GetMap() { map = new VEMap('myMap'); map.LoadMap(new VELatLong(47.22, 122.44), 12, 'r', false); map.AttachEvent ('onchangeview', function(){...Load the pushpins...}); }`
- D. `function GetMap() { map = new VEMap('myMap'); map.onLoadMap = function(){...Load the pushpins...}; map.LoadMap(new VELatLong(47.22, -122.44), 12, 'r', false); }`

Answer: D

Question: 46

You need to display a navigation control that permits the rotation of a three-dimensional Virtual Earth 6.0 map. Which code segment should you use?

- A. `Function GetMap() { map = new VEMap('myMap'); map.LoadMap(); map.Show3DNavigationControl(); }`
- B. `Function GetMap() { map = new VEMap('myMap'); map.LoadMap(); map.SetMapMode(VEMapMode.Mode3D); map.Hide3DNavigationControl(); }`
- C. `Function GetMap() { map = new VEMap('myMap'); map.LoadMap(null, null, null, false , VEMapMode.Mode3D); }`
- D. `Function GetMap() { map = new VEMap('myMap'); map.LoadMap(null, null, null, true , VEMapMode.Mode3D); map.Hide3DNavigationControl(); }`
- E. `Function GetMap() { map = new VEMap('myMap'); map.LoadMap(null, null, null, true , VEMapMode.Mode3D); map.Show3DNavigationControl(); }`

Answer: C

Question: 47

Your company displays a map of apartments for rent in a neighborhood by using Virtual Earth 6.0. You need to add an overview map. Which method should you call?

- A. `SetMapView`
- B. `SetMapMode`
- C. `ShowMiniMap`
- D. `ShowDashboard`

Answer: C

Question: 48

You define a callback function that updates the data on a Virtual Earth 6.0 map. You need to ensure that the callback function runs every time a user pans or zooms the Virtual Earth map. Which event should you attach to the Virtual Earth map?

- A. `Onloadmap`
- B. `Oninitmode`
- C. `Onmousemove`
- D. `Onchangeview`
- E. `Onobliquechange`

Answer: D

Question: 49

Your company requires you to perform the following tasks: Display the office in three-dimensional mode. Provide viewing direction for the map. Use a map style of aerial maps with overlaid labels. You need to meet the outlined requirements. Which three actions should you perform? (Each correct answer presents part of the solution. Choose three.)

- A. Set the bird's eye scene.
- B. Set the bird's eye orientation.
- C. Use the VEMapViewSpecification class.
- D. Set the map style to VEMapStyle.Hybrid.
- E. Set the map mode to VEMapMode.Mode3D.

Answer: C, D, E

Question: 50

Your company's Web site has a Virtual Earth 6.0 map. You create custom buttons. You need to ensure that Web site users are able to pan the map to the north-east direction. What should you do?

- A. Use VEMap.Pan with delta x > 0 and delta y > 0.
- B. Use VEMap.Pan with delta x > 0 and delta y < 0.
- C. Use VEMap.Pan with delta x < 0 and delta y > 0.
- D. Use VEMap.Pan with delta x < 0 and delta y < 0.

Answer: B

Question: 51

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

Question: 52

Your company plans to implement a store locator on its Web site. You need to center a Virtual Earth 6.0 map on a selected store location. What are two possible methods you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. VEMap. SetPitch
- B. VEMap. SetMapMode
- C. VEMap. PanToLatLng
- D. VEMap. StartContinuousPan
- E. VEMap. SetCenterAndZoom

Answer: C, E

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

Question: 54

You need to create a tile source specification that meets the following requirements: It uses three tile servers named s0, s1, and s2. It follows the standard Virtual Earth 6.0 numbering scheme. It ensures that the tiles are visible in all the view types. Which tile source parameter should you use within the tile source specification?

- A. `http: // % 1 . yourserver . net / tiles / % 4 . jpg`
- B. `http: // % 2 . yourserver . net / tiles / % 1 % 4 . jpg`
- C. `http: // % 4 . yourserver . net / tiles / % 2 % 1 . jpg`
- D. `http: // % 1 . yourserver . net / tiles / % 2 % 4 . jpg`

Answer: B

Question: 55

A Web site displays a Virtual Earth 6.0 map in two-dimensional mode. You need to display data legends on the Virtual Earth map by using a custom control. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Add the data legends to the HTML element. Call the `VEMap.AddControl` method.
- B. Use the `document.CreateElement` method of the Document Object Model (DOM) to create a new HTML element.
- C. Loop through the Document Object Model (DOM) of your application. Insert the data legend as a child of the DIV element that contains the Virtual Earth map.
- D. Create an IFRAME element that has the same size and the same location as the custom control. Set the value of the `frameborder` property of the IFRAME element to 0 and the value of the `scrolling` property to no.
- E. In the style property for the IFRAME element, set the value of the `z-index` attribute to 1 and the position settings to match those of your control. In the style property for your custom control, set the value of the `z-index` attribute to a number greater than 1.

Answer: A, B

Question: 56

The branch office locations of your company are saved and shared in a portal data store by using the Live Search Maps portal. The company wants to display the locations on a Virtual Earth 6.0 map. You need to add the saved data as a new layer on the Virtual Earth map. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Import the data as GeoRSS to a new layer.
- B. Import the data as `VECollection` to a new layer.
- C. Extract the GUID from a Live Search Maps Collection reference.
- D. Access the data by using the URL for the Live Search Maps Collection object.

Answer: B, C

Question: 57

Your customer is using a Virtual Earth 6.0 map. The pushpins on the map represent apartments. You need to ensure that the customer can display the rooms in the apartments along with related information. The information must appear in a tabular format on a scratch pad. Which sequence of four steps should you perform after loading the map? (To answer, move the four appropriate actions from the list of actions to the answer area and arrange them in the correct order.)

The screenshot shows the Virtual Earth 6.0 map interface. On the left, there is a list of actions that can be moved to the scratch pad. The actions are:

- Create a var variable named **scratchpad**.
- Create a VEShape variable named **scratchpad**.
- Call the **VEMap.AddControl(scratchpad)** method.
- Call the **VEMap.ShowMessage(scratchpad.innerText)** method.
- Call the **VEMap.AddShape(scratchpad)** method and the **VEMap.ShowInfoBox(scratchpad)** method.
- Assign a new DIV element to the **scratchpad** variable by using the **document.createElement("div")** method.
- Assign values to the **scratchpad** variable by using the **innerHTML** property.
- Assign values to the **scratchpad** variable by using the **SetTitle** method and the **SetDescription** method.

On the right, there is a large empty area representing the scratch pad.

Answer:

The screenshot shows the Virtual Earth 6.0 map interface with the scratch pad populated with four actions. The actions are:

- Create a var variable named **scratchpad**.
- Assign a new DIV element to the **scratchpad** variable by using the **document.createElement("div")** method.
- Assign values to the **scratchpad** variable by using the **innerHTML** property.
- Call the **VEMap.AddControl(scratchpad)** method.

Question: 58

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

Question: 59

Your company wants to display their branch office locations on a Virtual Earth 6.0 map within their intranet; The location information is stored in a GeoRSS file. You need to create a map with a layer for the GeoRSS data. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

Load a new map by using the LoadMap method.	
Import shape layer data by using the ImportShapeLayerData method.	
Create a new shape source specification object by using the VEShapeSourceSpecification class.	
Create a new shape layer object by using the VEShapeLayer class.	
Create a new map by using the VEMap class.	

Answer:

Load a new map by using the LoadMap method.	Create a new map by using the VEMap class.
Import shape layer data by using the ImportShapeLayerData method.	Load a new map by using the LoadMap method.
Create a new shape source specification object by using the VEShapeSourceSpecification class.	Create a new shape layer object by using the VEShapeLayer class.
Create a new shape layer object by using the VEShapeLayer class.	Create a new shape source specification object by using the VEShapeSourceSpecification class.
Create a new map by using the VEMap class.	Import shape layer data by using the ImportShapeLayerData method.

Question: 60

The locations of the vehicles of your company are available as coordinates. You need to display only the current location of a vehicle on a Virtual Earth 6.0 base map layer. What are two possible code segments you can use to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. `map = new VEMap('myMap');` `map.LoadMap();` `layer = new VEShapeLayer();` `map.AddShapeLayer(layer);` `shape = new VEShape(VEShapeType.Pushpin, new VELatLong(latitude, longitude));` `layer.AddShape(shape);`
- B. `map = new VEMap('myMap');` `map.LoadMap();` `map.AddPushpin(new VELatLong(latitude, longitude));`
- C. `map = new VEMap('myMap');` `map.LoadMap();` `shape = new VEShape(VEShapeType.Pushpin, new VELatLong(latitude, longitude));` `map.AddShape(shape);`
- D. `map = new VEMap('myMap');` `map.LoadMap();` `layer = new VEShapeLayer();`

```
map.AddShapeLayer(layer); shape = new VEShape(VEShapeType.Pushpin, new  
VELatLong(longitude, latitude)); layer.AddShape(shape);
```

E. map = new VEMap('myMap'); map.LoadMap(); map.AddPushpin(new VELatLong(longitude, latitude));

Answer: B, C

Question: 61

You need to draw a straight red line between the start and end points of a calculated route. Which code segment should you use?

A. var locationArray = new Array(); var len = route.Itinerary.Segments.length;
locationArray.push(route.Itinerary.Segments[0].LatLong);
locationArray.push(route.Itinerary.Segments[len-1].LatLong); shape = new
VEShape(VEShapeType.Polyline, locationArray); shape.SetLineColor(new
VEColor(255, 0, 0, 0)); layer.AddShape(shape);

B. var locationArray = new Array(); var len = route.Itinerary.Segments.length;
locationArray.push(route.Itinerary.Segments[0].LatLong);
locationArray.push(route.Itinerary.Segments[len].LatLong); shape = new
VEShape(VEShapeType.Polyline, locationArray); shape.SetLineColor(new
VEColor(255, 0, 0, 0)); shape.HideIcon(); layer.AddShape(shape);

C. var locationArray = new Array(); var len = route.Itinerary.Segments.length;
locationArray.push(route.Itinerary.Segments[1].LatLong);
locationArray.push(route.Itinerary.Segments[len].LatLong); shape = new
VEShape(VEShapeType.Pushpin, locationArray); shape.SetLineColor(new VEColor(255,
0, 0, 0.5)); layer.AddShape(shape);

D. var locationArray = new Array(); var len = route.Itinerary.Segments.length;
locationArray.push(route.Itinerary.Segments[0].LatLong);
locationArray.push(route.Itinerary.Segments[len-1].LatLong); shape = new
VEShape(VEShapeType.Polyline, locationArray); shape.SetLineColor(new
VEColor(255, 0, 0, 0.5)); shape.HideIcon(); layer.AddShape(shape);

Answer: D

Question: 62

Each sales executive in your company is assigned a sales territory. You need to add the sales territories as a vector area to a Virtual Earth 6.0 map. What are two possible geometry types you can add to the Virtual Earth map to achieve this goal? (Each correct answer presents a complete solution. Choose two.)

- A. Tile
- B. Pushpin
- C. Polyline
- D. Polygon
- E. Shape with a polygon

Answer: D, E

Question: 63

Your company displays apartments as pushpins on a Virtual Earth 6.0 map. You need to display the images of the apartments along with associated information in a tabular format within a pushpin pop-up bubble. What should you do?

- A. Use the `VEShape.SetDescription` method with the object information as HTML to set the information in the pop-up bubble.
- B. Use the `VEShape.SetMoreInfoUrl` method to import object information as HTML to set the information in the pop-up bubble.
- C. Use the `VEShape.SetDescription` method with the object information as plain text to set the information in the pop-up bubble.
- D. Use the `VEShape.SetMoreInfoUrl` method to import object information as plain text to set the information in the pop-up bubble.

Answer: A

Question: 64

The intranet site of your company displays an interactive map with a table. You need to ensure that the data row associated with a specific pushpin on the map is highlighted when a user points the mouse to the pushpin. Which two actions should you perform? (Each correct answer presents part of the solution. Choose two.)

- A. Use the `VEMap.onLoadMap` event to specify a function call.
- B. Use the `VEMap.AttachEvent` method to attach a mouse event to the `VEMap` object that calls a function.
- C. Use the `VEMap.onmouseover` event to capture user interaction. Create a JavaScript function for highlighting the row in the table.
- D. Use the `VEMap.onmousemove` event to capture user interaction. Create a JavaScript function for highlighting the row in the table.

Answer: B, C

Question: 65

The location data of your company branch offices is stored as description and title in pushpins on a Virtual Earth 6.0 map. You need to ensure that the data is displayed in a data panel named `BranchInfo` on top of the map every time a user moves the mouse over the pushpin. What should you do? (To answer, move all the actions from the list of actions to the answer area and arrange them in the correct order.)

List of Actions	Answer Area
Retrieve the element id of the event object that is equal to the shape id.	
Retrieve the shape object by using the <code>GetShapeByID</code> method.	
Update <code>BranchInfo</code> with the branch description and title.	
Retrieve shape properties by using the <code>GetTitle</code> method and the <code>GetDescription</code> method.	
Build your own event handler for the <code>onmouseover</code> event of the <code>VEMap</code> object for catching shape events.	

Answer:

List of Actions	Answer Area
Retrieve the element id of the event object that is equal to the shape id.	Build your own event handler for the onmouseover event of the VEMap object for catching shape events.
Retrieve the shape object by using the GetShapeByID method.	Retrieve the element id of the event object that is equal to the shape id.
Update BranchInfo with the branch description and title.	Retrieve the shape object by using the GetShapeByID method.
Retrieve shape properties by using the GetTitle method and the GetDescription method.	Retrieve shape properties by using the GetTitle method and the GetDescription method.
Build your own event handler for the onmouseover event of the VEMap object for catching shape events.	Update BranchInfo with the branch description and title.

Question: 66

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

Question: 67

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');`
- C. `map.AddShape(new VEShape(VEShapeType.Pushpin, new VELatLong(0,0))); shape.SetTitle('My pushpin'); shape.SetDescription('This is a default 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