Microsoft

70-544

TS: Ms Virtual Earth 6.0, Application Development

QUESTION: 128

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);

QUESTION: 129

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: 130
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: 131
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.
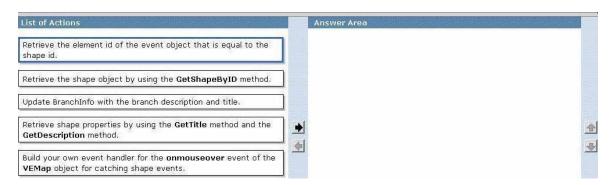C.Use the VEMap.onmouseover event to capture user interaction. Create a JavaScript function for highlighting the row in the table.
D.Use the VEMap.onmousemove event to capture user interaction. Create a JavaScript function for highlighting the row in the table.
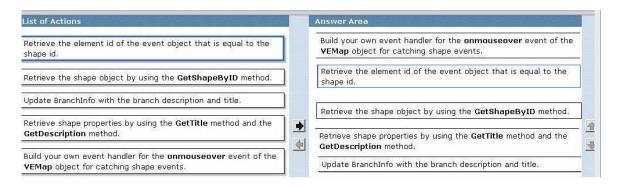
Answer: B, C

QUESTION: 132
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.)

Answer:

QUESTION: 133
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

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(shape); var shape = new VEShape(VEShapeTyp
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

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