# IT-DUMPS Q&A

Accurate study guides, High passing rate!
IT-dumps provides update free of charge in one year!

**Exam** : **070-571**

**Title** : TS:Microsoft Windows Embedded CE 6.0. Developing

**Version** : DEMO

1.You build a Windows Embedded CE run-time image. You need to download the run-time image from Windows CE Platform Builder to the built-in device emulator. You must achieve this goal without modifying the emulator. What are two possible ways to download the run-time image? (Each correct answer presents a complete solution. Choose two.)

A.Use USB.

B.Use DMA.

C.Use Serial.

D.Use Ethernet.

**Answer:** BD


2.You have a Windows Embedded CE run-time image. You do not have the OS design for the run-time image. You need to identify which Windows CE Catalog items are contained in the run-time image. What should you do?

A.Review the contents of the \Windows\nk.exe file.

B.Review the contents of the \Windows\ceconfig.h file.

C.From the Remote Tools menu, run Remote Registry Editor.

D.From the Remote Tools menu, run Remote System Information.

**Answer:** B


3.You have an OS design. You attempt to build a Windows Embedded CE run-time image. During the makeimg phase, you receive the following error message: Error: RAM start overlaps ROM binary. You need to ensure that the build process completes successfully. What should you do?

A.Modify the project.reg file of the OS design.

B.Modify the SOURCES file of the OEM adaptation layer (OAL).

C.Modify the config.bib file of the board support package (BSP).

D.Modify the platform.reg file of the board support package (BSP).

**Answer:** C


4.You have a Windows Embedded CE run-time image for an OS design. You modify the platform.reg file in the board support package (BSP). You need to apply the changes to the run-time image. What should you do?

A.Run sysgen_capture.bat.

B.Run buildrel.bat, and then run makeimg.exe.

C.Copy platform.reg to the Windows CE client.

D.Open Remote Registry Editor, and then export the registry key.

**Answer:** B


5.A thread in an application must perform an action no more than once every second. You need to ensure that the thread uses the minimum amount of CPU time. What should you do?

A.Call Sleep(1000) inside the thread, and then perform the action.

B.Call CeSetThreadPriority(hTHREAD,0), and then perform the action.

C.Call GetTickCount inside the thread in a loop for one second, and then perform the action.

D.Call SetThreadPriority(hTHREAD,THREAD_PRIORITY_LOWEST), and then perform the action.

**Answer:** AB


6.You have a Windows Embedded CE run-time image. You develop an application named App1.exe. You include the application in the run-time image. You need to add the application to the Start menu. What should you do?

A.Create an App1.lnk file. Add an entry for App1.lnk to the project.db and project.reg files.

B.Create an App1.lnk file. Add an entry for App1.lnk to the project.bib and project.dat files.

C.Create a value for App1.exe. Add the value for App1.exe to the [HKEY_LOCAL_MACHINE\Init] registry key.

D.Create a value for App1.exe. Add the value for App1.exe to the [HKEY_LOCAL_MACHINE\Startup] registry key.

**Answer:** B


7.You are developing power management applications in an OS design. You need to ensure that the applications receive notifications from Power Manager. What should you do?

A.Call the DevicePowerNotify function.

B.Call the RequestPowerNotifications function.

C.Change a value for the [HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Power] registry key.

D.Change a value for the [HKEY_LOCAL_MACHINE\System\CurrentControlSet\Control\Power\ActivityTimers] registry key.

**Answer:** B


8.You develop two applications named App1 and APP2. App1 writes to a buffer. You create a function named ProcessMyData. You need to ensure that App2 executes a specific thread only when the buffer is

full. Which code should the thread in App2 include?

A.CRITICAL_SECTION cs;InitializeCriticalSection(&cs);While (1){ EnterCriticalSection(&cs); ProcessMyData(); LeaveCriticalSection(&cs);}

B.HANDLE hEvent = CreateEvent(NULL, FALSE, FALSE, NULL);While (1){ WaitForSingleObject(hEvent, INFINITE); ProcessMyData();}

C.HANDLE hEvent = CreateMutex(NULL, FALSE, FALSE, NULL);while (1){ WaitForSingleObject(hEvent, INFINITE); ProcessMyData();}

D.HANDLE hEvent = CreateEvent(NULL, FALSE, FALSE, _T("SyncEvent"));while (1){ WaitForSingleObject(hEvent, INFINITE); ProcessMyData();}

**Answer:** D


9.You plan to develop an application that will contain multiple threads. You need to identify which synchronization API executes in the minimum amount of time. What should you do?

A.Run iltiming.exe.

B.Run OSBench.exe.

C.From the Remote Tools menu, run Remote Heap Walker.

D.From Windows Embedded CE Test Kit (CETK), run Application Verifier.

**Answer:** B


10.You develop a data collection application that has two threads. One thread collects data and stores it in a buffer. A second thread processes the data from the buffer. You need to ensure that only one thread can modify the buffer at a time. What should you add to the application?

A.a critical section

B.a call to the Sleep function

C.a call to the VirtualProtect function

D.virtual page protection

**Answer:** A