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Exam : 9A0-064

Title : Adobe Flash Lite 2.0 Mobile Developer Exam

Vendors : Adobe

Version : DEMO

NO.1 Which sound features are supported for creating wallpapers in Flash Lite 2?

- A. All of the above
- B. The sound object
- C. None of the above
- D. Timeline based Sound

Answer: C

NO.2 An XMLSocket() would be BEST suited for

- A. An application where the data source rarely changes.
- B. A low latency, near continuous communication application
- C. A game that only needed name value pairs for high scores.
- D. A high latency application that deals with large amounts of data.

Answer: B

NO.3 Which method creates a MovieClip with the instance name of myMovie?

- A. myMovie = new MovieClip(my_mc, 1);
- B. this.attachMovie(my_mc, myMovie, 1)
- C. myMovie.duplicateMovieClip(my_mc, 1);
- D. myMovie.createEmptyMovieClip(my_mc, 1)

Answer: B

NO.4 On the BREW platform, Flash Lite is able to access the SMS system of the phone. How is the message sent?

- A. The SMS message is sent as an email message.
- B. Flash Lite is not able to send SMS messages from BREW.
- C. The SMS system is started and prefilled but the user must still click send.
- D. The SMS message is sent silently from the Flash Lite player, without any additional user interaction.

Answer: D

NO.5 Which two does the Sound object allow on a mobile device? (Choose two.)

- A. Control the volume of a sound
- B. Delete portions of a sound clip.
- C. Control the envelope of a sound
- D. Alter the sampling rate of a sound
- E. Set the left right balance of a sound

Answer:AE

NO.6 In order to target as many devices as possible, for example, one device supports MIDI and another

includes MFI, what is the BEST way to include multiple sound formats in a Flash Lite SWF?

- A. Use the sound bundler
- B. Export all sound as MP3
- C. Export all sound as ADPCM
- D. Import all sounds and use the System.capabilities object to test

Answer:A

NO.7 What assigns the my_mc MovieClipss height to the value of 100 if the variable myProperty = _height?

- A. my_mc.myProperty = 100;
- B. my_mc[myProperty] = 100;
- C. my_mc.myProperty = 100;
- D. my_mc[myProperty] = 100;

Answer: B

NO.8 Where are variables that are loaded via a LoadVars object referenced?

- A. within an Array
- B. directly in a text field
- C. on the timeline where they are loaded
- D. in the properties of the LoadVars object where they are loaded

Answer: D

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NO.9 Which version of Flash Lite best supports right to left rendering of text, in Text fields using languages

such as Arabic and Hebrew?

- A. Flash Lite 1.1
- B. Flash Lite 2.0
- C. Flash Lite 2.1
- D. Text Fields in Flash Lite do NOT support right to left rendering of text

Answer: C

NO.10 When a button receives focus, how is the outline surrounding the button defined?

- A. bounding box of the button's visible keyframes
- B. exact shape of the contents in the "hit" keyframe
- C. exact shape of the contents in the "up" keyframe
- D. bounding box of the contents in the "hit" keyframe

Answer: D

NO.11 What is true when using the duplicateMovieClip method?

- A. The `_visible` property is set to true upon duplication
- B. A duplicated MovieClip can have a different parent than the source clip
- C. Two movie clips can exist at the same depth provided they have different instance names.
- D. A MovieClip that has a depth of 4 will appear to be in front (or on top) of a clip with a depth of 7

Answer:A

NO.12 What are device fonts? (Choose two.)

- A. arial
- B. `_arial`
- C. sans
- D. `_times`
- E. `_tahoma`
- F. `_typewriter`
- G. sans

Answer: CF

NO.13 Examine the following code: `var keyListener:Object = new Object();`

`keyListener.onKeyDown =`

`function():Void {`

`// code runs if any hotspot is pressed`

`trace("A hotspot was pressed!"); } Key.addListener(keyListener);` In the code above, what

would be

known as the broadcaster?

- A. Key
- B. keyListener
- C. onKeyDown
- D. None of the above

Answer:A

NO.14 What method of code looping offers the best performance for Flash Lite?

- A. a 'for' loop
- B. a 'while' loop
- C. a 'for...in' loop
- D. a 'timeline' loop

Answer: B

NO.15 When sending an MMS message from Flash Lite how is an image attached?

- A. Using the Image class
- B. Using the getURL() method
- C. Using the loadMovie() method
- D. The user must attach the image manually

Answer: D

NO.16 The childNodes property of the XMLNode object is what type of Object

- A. XML
- B. Array C. String
- D. Object

Answer: B

NO.17 What is the correct ActionScript syntax for animating a MovieClip instance, my_mc, horizontally across the stage?

- A. my_mc.onEnterFrame = function(){if _y <= Stage.width{_y+1};}
- B. my_mc.onEnterFrame = function(){if _x <= Stage.width{_x+1};}
- C. my_mc.onEnterFrame = function(){if _x <= Stage.width{this._x++};}
- D. my_mc.onEnterFrame = function(){if _x <= Stage.width{this._y++};}

Answer: C

NO.18 In what form are the types of video (VideoMimeTypes) a device supports returned?

- A. As a String
- B. As an Array
- C. As an Object
- D. As a numeric code

Answer: B

NO.19 After creating a custom button named "mybutton" on the Stage, a yellow outline around the button appears when it is selected. How can this be disabled?

- A. `_focusrect = false;`
- B. `_focus = false;`
- C. `focusrect = false;`
- D. `mybutton._focusrect = false;`
- E. `mybutton.focusrect = false;`
- F. `fscommand("setFocusRect", "false");`
- G. `fscommand2("setFocusRect", "false");`

Answer:A

NO.20 What is the best and most efficient way to flip content 90 degrees and provide a landscape mode for an application?

- A. `_root._rotate = 90;`
- B. `_root.rotation = 90;`
- C. `tellTarget(" ") { _rotation = 90; }`
- D. `fscommand2("setDisplayMode", "portrait");`
- E. `fscommand2("setDisplayMode", "landscape", 90);`
- F. enclose everything in a movieclip and then apply `_rotation = 90;`

Answer: F