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Exam : **9A0-064**

Title : Adobe Flash Lite 2.0 Mobile Developer Exam

Version : DEMO

1. 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

2. 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

3. 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

4. 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

5. 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

6. What are device fonts? (Choose two.)

A. arial

B. _arial

C. sans

D. _times

E. _tahoma

F. _typewriter

G. sans
Answer: CF

7. 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

8. 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

9. 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

10. 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

11. 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

12. 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

13. The childNodes property of the XMLNode object is what type of Object

A. XML

B. Array C. String

D. Object
Answer: B

14. 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

15. 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

16. 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

17. 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

18. 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

19. 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

20. 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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